



KARKHAROS



190

KARKHAROS

Def.

Counter

C 8

D 3

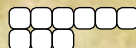
S 7

M 3

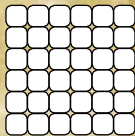
5

Dodge

AP



HP



Bite: 3 AP / 5 damage
/ Bleeding of 3 damage.

Marine anchor: 1D5 + 4 damage.
In case of CH, the target is "stunned".

Ramming: 5 AP / S + 1D5 damage.
The victim is skewered, she will need to break the restraint before being able to act normally.
The anchor can only be used if no Briskar is already skewered.

Analgesia / Aquatic creature.
Sharkskin: on 6+, 1 bleeding effect wears off at the end of the activation.



FUGU



Limitation = 2

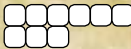


FUGU

Def.	Counter			
C 3	D 6	S 2	M 4	
Dodge				



AP



HP



Blowgun:

- Poisoned darts / Rate 1 ☐ / 2 damage
/ Range 6 fathom / reloading 1 AP
/ Poisons the victim.
- Electrified darts / Rate 1 ☐ / 2 damage
/ Range 6 fathoms / reloading 1 AP
/ Electric shock,



Aquatic creature.



Mucus.



Electric shock.

BRITR01

TRIGLE



Limitation = 4

60

TRIGLE

Def.

Counter

C 4

D 4

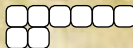
S 4

M 3

4

Dodge

AP



HP



Trident: 5 damage.

On a CF, the victim will have to break the restraint if it doesn't manage to defend. Restraint is automatically broken when the trident is used again.



Botte: 5 AP / 3D5 damage / Bleeding.



Aquatic creature.



Mucus.

BRITR02

TRIGLE



Limitation = 4

60

TRIGLE

Def.

Counter

C 4

D 4

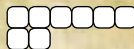
S 4

M 3

4

Dodge

AP



HP



Trident: 5 damage.

On a CF, the victim will have to break the restraint if it doesn't manage to defend. Restraint is automatically broken when the trident is used again.



Botte: 5 AP / 3D5 damage / Bleeding.



Aquatic creature.



Mucus.



CATODOS



Colossus



CATODOS

Def.

Counter

C9

D2

S6

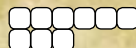
M2

A3

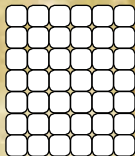
4

Dodge

AP



HP



Forehead blow: C damage.

In case of CH the target loses 1 in C until the end of its next activation.



Crushing: 4 AP / S+C damage.

Catodos and its victim end up on the ground, defense is done with a malus of 2 if the target is not "impressive".



Analgesia / Aquatic creature.

GRONDIN

GRONDIN



Limitation = 4

60

GRONDIN

Def.

Counter

C 4

D 5

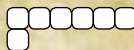
S 3

M 3

Dodge

5

AP



HP



7

22

Ichtien two-edged sword: 5 damage that cannot be healed.

Botte: 5 damage that cannot be healed.

If the botte succeeds, the Grondin wins one free immediate attack on the same target.

Buckler: increases by 1 the basic defence threshold
 5 squares can be shattered at once to increase the defence threshold by the amount of life span squares ticked.

Mucus / Aquatic creature.



SCORPEN



Symbiosis

69

SCORPEN

Def.

Counter

C3

D4

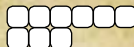
S3

M5

3

Dodge

AP



HP



*Sting: 4 AP / 2 damage
/ electric shock and poison.*

☀ All opponents who start their activation within Scorpen's zone of control immediately undergo a roll of electric shock.

☀ *Aquatic creature.*

☀ *Mucus.*

☀ *Electric shock.*

Mimicry



Linked to Scorpion

Cost: 1 AP

Range: himself

Duration: 1 Round

Rate: 1 / Round

Difficulty:



Effect: by melting into the background, Scorpion becomes almost invisible, he adds +4 to his close combat defences and +6 against shots.



DASYATIS



Symbiosis



Elementalism

89

DASYATIS

Def.

Counter

C 2

D 5

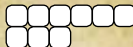
S 3

M 7

3

Dodge

AP



HP



Bones sceptre: 2 damage / electric shock,



Sting: 4 AP / 2 damage / electric shock and poison.



Aquatic creature.



Mucus.



Electric shock,

De Profundis



Linked to Oasyatis

Cost: 4 AP

Range: 1 Briskar

Duration: immediate

Rate: 1 / Round

Difficulté:



Effect: if the victim has less than 7 HP left when hit by De Profundis, it is taken out of the game, if it has more than 7 HP left, it goes in prostrated state and undergoes 1D10 damage.



Defibrillator



Linked to Oasyatis

Cost: 2 AP

Range: 6 fathoms

Duration: immediate

Rate: 2 / Round

Difficulty:



Effect: throws an electric arc that deals 1D10 + 1 damage along with electric shock.



CARAMULE



Mount, limitation = 3

94

CARAMULE

Def.

Counter

C 7

D 2

S 4

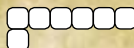
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A 4

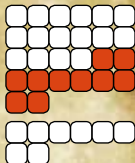
3

Dodge

AP



HP



Armure:

-2 4 -4

Headbutt: 5 damage.

In case of CH, the target is "stunned".

Eperonnage: 5 AP / F + 1D5 damage.

The victim is skewered, she will need to break the restraintment before being able to act normally.
Can only be done if no other Briskar is currently skewered.

☀ Caramules can only be mounted by Grondins, Trigles and Fugus.

☀ **Amphibious creature.**

CARAPODE



Mount, limitation = 3

100

CARAPODE

Def.

Counter

C 6

D 2

S 5

M 2

A 4

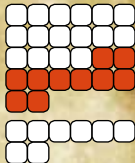
4

Dodge

AP



HP



-2 5 -3

Claw blow: C damage.

In case of CH the target loses 1 in C until the end of its next activation.



Tearing: 4 AP / S + 1D10 damage / Bleeding.

In case of CF, Carapode damages one claw and will no longer be able to use his botte until the end of the game.



Carapodes can only be mounted by Grondins, Trigles and Fugus.



Amphibious creature.



OCTOROS



Colossus



Symbiosis



OCTOROS

Def.

Counter

C 8

D 6

S 8

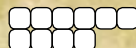
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A 4

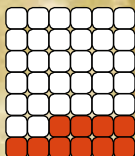
4

Dodge

AP



HP



Sentence: (gigantic two handed sword)

4 AP / Reach / S + C damage.



Shock wave: 6 AP / Reach.

Opponents within his zone of control undergo 7 damage, go in prostrated state and to the ground.



Can restrain up to 2 opponents at the same time or carry 1 more scenario objective than usual.



Aquatic creature / Mucus.

TENTACULES

Octoros can replace Sentence, his favourite sword by 4 different weapons of hi choice within the Basic Rules Book, without paying the cost in gold.

Octoros knows how to use all weapons, he reloads shooting ones at no additional cost, and handle the 2 handed ones with only one hand.

In Campaign mode, he then gets the « Ambidextrous » skill from the start, no matter which career he chose. He can also pick up from the weapons within the Campaign book and his recruitment cost increases normally..



Linked to Octoros.



MOKAROS



140

MOKAROS

Def.

Counter

C6

D5

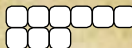
S6

M4

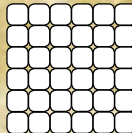
Dodge

5

AP



HP



Weapons: Bite / 3 AP / 5 damage / Bleeding.

Ichtién hammer / 1D5 + 2 damage.

In case of CH, the target is "stunned".

☀ **Hammering:** increases by 1 the threshold and damage of each successful attack (2nd att. = +1, 3rd att. = +2, etc.).

☀ **Sharkskin:** on 6+, 1 bleeding effect wears off at the end of the activation.

☀ **Special:** Mokaros can move within the current enemy zoc without spending any MVT.

☀ **Analgesia / Aquatic creature.**



<HIMAE



Limitation = 1



<HIMAE

Def.

Counter

C3

D5

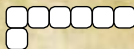
S3

M4

Dodge



AP



HP



Dagger: 1 AP / 2 damage / Bleeding of 1 damage.
CH dealt with this weapon don't add generic damage but each CH increases by 1 the bleeding damage.



Blades storm: 1 damage / 1D5 bleeding effect.



Males cannot dodge the Chimae.



Mucus.



Aquatic creature.



CHIMAE



Limitation = 1



CHIMAE

Def.

Counter

C3

D5

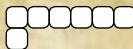
S3

M4

Dodge



AP



HP



Dagger: 1 AP / 2 damage / Bleeding of 1 damage.
CH dealt with this weapon don't add generic damage but each CH increases by 1 the bleeding damage.



Magnetism: 1 damage / 1D5-2 electric shocks (minimum 1).



Males cannot dodge the Chimae.



Mucus.



Aquatic creature.



CHIMAE



Limitation = 1



CHIMAE

Def.

Counter

C3

D5

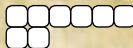
S3

M4

Dodge



AP



HP



Dagger: 1 AP / 2 damage / Bleeding of 1 damage.
CH dealt with this weapon don't add generic damage but each CH increases by 1 the bleeding damage.



Harp: choose from: **Melancholy**, successful opponents morale rolls within 5 fathoms are rerolled once, or **Resonance**, all potions shatter within a radius of de 1D5 + 1 fathoms.



Special: males cannot dodge the Chimae.



Mucus / Aquatic creature.

MANTOLOV



80

MANTOLOV

Def.

Counter

C 4

D 3

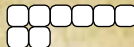
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M 4

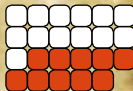
4

Dodge

AP



HP



Scratch: 3 damage / Bleeding.

If the attack succeeds, the opponent loses 1 in Mental as long as he is within less than 3 fathoms from Mantolov (cumulative).



Grimace: Collision / range 4 fathoms

/ opposed Morale roll. Repulses the target by 2 fathoms in a straight line in the opposite direction from Mantolov.



Wrinkled skin: absorbs 2 damages whatever the source but undergoes the associated effects.



Mucus / Aquatic creature.

ABYSSAL DELUSIONS

When Mantolov is equipped with his Abyssal Delusions, he is then considered as having 3 hands and wins a +4 bonus when «seeing/detecting».

Furthermore, he can spend 1 AP during his activation to force a Briskar into immediately making a free MVT towards him; if he does it, he then loses the possible bonuses of cover until his next activation..



Linked to Mantolov.



MANTOLOV

*2 AP / 1 time per activation / opposed
Morale roll.*

*Mantolov does a trick to cloud the mind
of his victim.*

*It will activate last during the current
round and Mantolov wins an additional
free movement till the end of his
activation.*



Linked to Mantolov.



REGALEC



140



BRIRE01

REGALEC

Def.

Counter

C 6

D 4

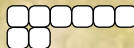
S 5

M 4

5

Dodge

AP



HP



Sarisse:



Reach / 2D5 damage.



Shock óthisi:



2 AP / Reach /

Armour-piercing / 2D5 damage.



Aigéai's Army:

if Regalec defends himself, his generics engaged in the melee counter for free in addition to his defence. Doubles the grondins and trigles limitation. His generics automatically pass the morale tests within less than 3 fathoms.



Aftotomla:

1 / game Regalec can lose 1D5 + 2 HP to ignore all damage from an attack.



Aquatic creature.

VASILIKO OPLOSTASIO

The Briskars of Regalec's team can carry an Aspis (shield). It increases the basic defence threshold by 1 and can be broken in 1 time to increase the defence threshold by the number of boxes checked on the life cycle frame.

*"shield blow": 2AP/ZOC
/Sx2+D10.*

*If the action is not defended, it will deal 4 damage and will put the target on the ground.
Each use reduces the life span by one box,*



Linked to Regalec.



per miniature.

MURIDAE



90

MURIDAE

Def.

Counter

C 4

D 5

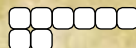
S 4

M 3

Dodge

5

AP



HP



Dánkoma: 1D5 + 3 damage / 1 bleeding damage.
+ 1 bleeding on a CH instead of extra damage.

Kefali: 4 damage / Victim on the ground.
Stuns on a CH instead of extra damage.

★ **Ypochoróntas:** dodges for free but **MUST** move out of the ZOC when she dodges.

★ **Enédra:** all Briskars who pass within 2 fathoms of her suffer a free basic attack, if she is in cover, at the beginning of their MVT.

★ **Under cover:** +5 bonus against shots.

★ **Aquatic creature.**

FOREAS



Calamini = 3

30

FOREAS

Def.

Counter

C3

D4

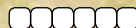
S2

M1

5

Dodge

AP



HP



Tentacles: 2 damage / Electric shock,

Ink jet: Range 1 card template.

If it is not defended, the victim(s) will perform their 1st MVT randomly and will make CF on 1, 2 and 3 during their next activation.

☀ Foreas can carry Sentence when Octoros uses "Tentacles", Octoros can then use it whenever he wants if Foreas is in his ZOC.



OTROCHOS



Calamini = 3

30

OTROCHOS

Def.	Counter			
C 3	D 4	S 2	M 1	

5

Dodge

AP



HP



Tentacles: 2 damage / Electric shock,

Ink jet: Range 1 card template.

If it is not defended, the victim(s) will perform their 1st MVT randomly and will make CF on 1, 2 and 3 during their next activation.

☀ Otrochos ignores the terrain and height malus when moving.



OSTRATIGOS



Calamini = 3

30

OSTRATIGOS

Def.

Counter

C 3

D 4

S 2

M 1

5

Dodge

AP



HP



Tentacles: 2 damage / Electric shock,

Ink jet: Range 1 card template.

If it is not defended, the victim(s) will perform their 1st MVT randomly and will make CF on 1, 2 and 3 during their next activation.

☀ Octoros holds a free "treasure map" if deployed with Ostratigos.

CALAMINI

- ✱ **Koróida:** Calaminis defend disengagements with 3x D.
- ✱ **Parakládi:** Calaminis have +1 AP whens starting their activation within 3 fathoms from Octoros.
- ✱ **Akóntio:** Octoros can throw the Calaminis on his opponents, the Calaminis only suffer collision damage.
- ✱ **Ithikó:** Calaminis do not test their morale after a wound.
- ✱ **Thysia:** a Calamini with less than 10 HP can sacrifice itself at the beginning of its activation to heal Octoros with the same amount of HP.
Does not remove negative effects.
- ✱ **Aquatic creature.**
- ✱ **Mucus.**





PACOU



80



BRIPG01

PACOU

Def.

Counter

C4

D4

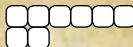
S3

M1

Dodge

5

AP



HP



Bite: 3 damage / Bleeding 1.

On a CH, Bleeding 2 instead of extra damage.

Pugio: 1 AP / 3 damage / 1 hand / Piercing.

Breaks on a CF; gains maximum 1 free attack on a CH instead of extra damage.

☀ **Hate ball:** when Pacou undergoes damage in a close combat, his opponent takes the same amount of damage (but no effect).

☀ **Analgesia.**

☀ **Aquatic creature / Mucus.**

GOLIATH



120

GOLIATH

Def.

Counter

C5

D4

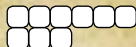
S7

M2

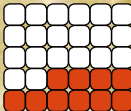
4

Dodge

AP



HP



Bite: 1D5+2 damage/Bleeding 1.

On a CH, Bleeding 2 instead of extra damage.

Trident: / / Reach / 1D5+3 damage.

Enables to disarm for 2 AP.

Skewer: , 1D5+3 damage / Range 3 fathoms

The opponent is brought to within 0.5 fathoms of Goliath.

Aquatic creature.

LES PIRANHAS

When Pacou or Goliath restrains an opponent, the other can defend in his place if he is in his ZOC.

“Bain de sang”: if Pacou and Goliath are within 3 fathoms of each other, Pacou inflicts a free basic attack on each Briskar who comes within 2 fathoms of Goliath.

“Niap Niap”: when Pacou, Goliath, or a generic Ichthien within 3 fathoms of Goliath gets assaulted, he can make a basic attack (paying the cost) during the opponent’s activation, resolve the active Briskar’s attack first, then Niap Niap.



*Linked to Pacou
and Goliath.*



COFFIOT



60

COFFIOT

Def.

Counter

C3

D3

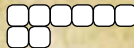
S3

M2

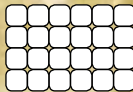
3

Dodge

AP

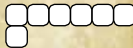


HP




Chest of depths:


-2 6 -4




Sea urchin star:  / 2 damage.

Poisons on a CH.

 Buckler: enables to reroll a defence roll each time you use it.

 Reflex hammer: in case of successful defense, Coffiot automatically benefits from the effects of the counter.

 Hideous: cannot be restrained.

 Stateless / Analgesia.