

 $C_5 \mathcal{D}_3 \mathcal{S}_5 \mathcal{M}_2$ 







Studded Club: 3 AP / 7 damage.

Withdraw 2 armour squares instead of 1 if the attack deals damage.

Strong shock: 4 + x AP / 7 damage.

Increases by 1 damage and 2 the final result of the roll for each AP spent on top of the needed ones for the botte.

Picklock: Baxter misses his "picking" only on a CF.



 $\begin{bmatrix} C_3 & D_4 & S_3 & M_5 \end{bmatrix}$ 





- Flintlock Pistol: Rate 2 /4 damage /Range 4/7 fathoms.
  - Dixon can shoot even in a melee.
- Doarding Sabre: S+1 damage.
- \* Crural: on a CH during a close combat, Dixon does not deal additional damage but poisons his target instead.
- No malus when swimming.

# Barrela

- Dowder: Briskars in Dixon's team (him included) spend 1 AP less when reloading (except for artillery) as long as they stay within 4 fathoms of him.
- Rum: Briskars in Dixon's team (him included) can reroll all of their missed Morale rolls as long as they stay within 4 fathoms of him.
- Food: Briskars in Dixon's team (him included) can use the food within the barrel as if they had a ration within their equipment as soon as they are in his zone of control (they have to be free from any opponent).



Linked to Dixon One type of barrel per game.







#### Black Hawkins



- Blunderbuss x 2: Rate 4
  - /1D5 + 2 damage / Range 5/9 fathoms.
- Pistol-whipping: 1D5 damage.
- Discharging: 2 AP + 1 AP per munition
  - /105 + 1 damage per munition, Hawkins fire in bursts all his ammo on a single action.
- Counter fire: 3 AP / 1D5 + 2 damage, can fire once on a Briskar who is moving within the short range of his weapon.
  - Can fire even in a melee, the target then gets a +3 bonus in defence.

# Crying Malf

Black Hawkins can start the game with

5 gold of free equipment.

If he selects equipment worth more of 5 gold, substract 5 gold to the total amount of his equipment.

In Campaign mode, if he is the Admiral of your fleet, all the team can buy equipment at the best price, no matter the situation



Linked to Black Hawkins









D 5 S 3 M 4









- Dagger: 3 damage, can be made poisonous for 5 additional gold.
- \* Sabotage: 2 AP/M+1D10 > 10. Adversary artillery weapons less than 5 fathoms away from the rat do CF on 1, 2 and 3 until his next activation



#### Day Laborer I





Limitation = 2 (Unlimited in Campaign Mode)



### Day Laborer

 $C_4$   $D_3$   $S_4$   $M_3$ 





Flintlock Pistol: Rate 2 /4 damage /Range 4/7 fathoms.

With this weapon, 2 is not considered as a CF.

- Boarding Ax: S + 1 damage.
- X Rum (single use).



## Mac to Undentate

Def

C3 D6 S3 M5



90



HP



Pocket knife: 1 AP (maximum of 4 attacks per activation)/3 damage.
Allows to "pick a lock" on a 4+.

Can "feint" for 1 AP.

Can "steal" for 1 AP.

- Mae is recruited by the Sundars she is considered as being part of the faction.
  - Niolin









## Day Laborer 11

C 5 D 3 S 5 M 2

4

20







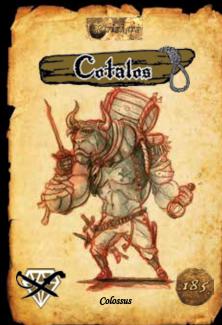
Pike: Reach / 4 damage.

In case of CH, repulses the enemy by 1 fathom.

Y Tripping up: Reach / 5 damage / CH+1 damage.

If the botte succeeds, the victim falls on the ground and will need to "get up".

& Rum (single use).









Rapier: 1 AP / 5 damage.

All defences against Cotalos are basically done with 2 dice.

- Nevers: 2010 damage, if the target has an armour, its threshold increases of 3, if not it undergoes 2 additional damage.
- Permanent drunkenness: no matter the action, CF and CH are reversed (except Morale).
- \* Thick leather: bleeding damage are reduced by 1.
- \* Cotalos and his allies in contact can use Rum once per activation.

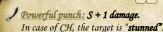




D3 S8 M2 A3 4







- Brutal assault: 4 AP/S + 1D10 damage. If the botte is the first assaulting attack, the opponent cannot dodge it.
- \* Thick leather: bleeding damage are reduced by 1.
- \* Violent headbutt: "headbutts" deal C damage.



C3 D6 S2 M4







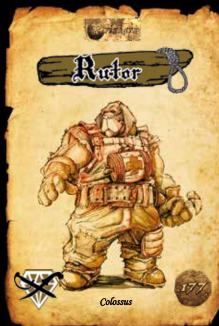
Precision riffle: Rate 1 /7 damage

/Range 7/12 fathoms.

Lepus reduces the cover or melee bonus of his target by 2.

The 2 are not failures with this weapon.

- \* Swift: Lepus does not stop his activation after a race (once per activation).
- \* Stateless: Lepus is not affiliated, he is considered part of the main faction of the team he joins.





D3 S7 M4 A2 5





Bark: 1 AP.

Rutor can alert a companion, the latter then becomes "en garde".

- \* Pack: if Rutor's team is only made of "canids" the whole team gains "bark".
- Small keg: allies who are in contact may spend 2 AP to drink a swig and remove a negative effect (bleeding, poison or electric shock). Does not heal HP.



#### Commode

Slap: 1 AP.

(max of 2 attacks per activation) / 4 damage.

Bastard sword: 6 damage.

In case of a CH, the next attack costs 1AP less (with a minimum of 1).

- \*\* Notary clerk: Commode can defend instead of Notaire if he is engaged in the same melee.
- \* Soothing presence: in case of failure of a notice published by Notaire, Commode can give a free slap to the victim if it is within his ZoC.
- \* Stateless: Notaire and Commode are not affiliated, they are considered part of the main faction of the team they join.







Def Counter

 $C_3 \mathcal{D}_4 \mathcal{S}_2 \mathcal{M}_5$ 

4

20



HP



Pocket pistol: 1 AP

/Rate 2 /3 damage /Range 4/6 fathoms.

Can fire even in a melee.

Bottes (opposite roll): Eviction notice

/ Mx2 against C+S. The target must immediately perform a Mvt to its deployment zone.

Tribunal notice / Mx2 against S+D.

The target can no longer move until Notaire's next activation.

Recovery notice /Mx2 against C+D.

The target must yield an equipment that is not on its profile card for or the game duration.

Stateless.





C 4 D 5 S 5 M 3 3 5 P



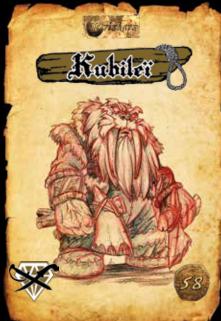


- Beak blow: if not carrying any prisoner.
  - /S damage .
- Y Squall: 4AP / 1D5+1 damage on all Briskars within 3 fathoms and randomly repels them. Only Pakoula suffers no collision damage.
- Tropping: 1AP. Releases the contents of its beak; if in flight: reception and collision.
- \* Aerial surveillance: when Pakoula is in flight, his allies get one free dodge per turn.
- \* Winged: cannot perform any action requiring hands or hold a weapon.

# Pakada

- <u>Prisoner</u>: Pakoula can "restrain" a Briskar (with a C of max. 5) within his zone of control.
  If successful, the Briskar is imprisoned within his beak.
  - \* Pakoula cannot take off **and** land in the same MVT action.
  - \* When Pakoula manages a dodge roll, he can decide whether to proceed to his free MVT on the ground or whether to take off, flying on the spot.
  - \* While flying: no zone of control, Pakoula is considered to be 4 fathoms above ground.
  - \* If Pakoula is put out of combat while flying, he falls down of 1D5 fathoms towards the direction of the die, and potentially deals "collision" damage on his way. His prisoner is automatically released after his "landing" roll.





D3 S4 M3





- Fire axe: 1 /4 damage / Fire.
  - Can be thrown.
  - Ice axe: 4 /4 damage / Frostbite. Can be thrown.
- Round trip: P, 1 attack with each of his axes, defended separately.
- \* Ambidextrous: spends 1AP less for a single attack with each weapon, 1/activation.
- Blow for blow: counters for 1 AP as long as he has his 2 axes.
- For her eyes only: if his leader is female, he can defend for her in the same melee.
- Member of the Dog Clan: cannot be recruited by the Thuléens.





## Emporour, Capitlaino

Def. Counter C 4 D 4 S 3 M 4 2 AP HP

Abvilda: \* / S+1 damage. If 2 successful attacks in a row, immediately generates 1 free attack at +1 damage.

- Bart: 🕌 🖷 / Rate 2 💢 / 1D5+2 damage /Range 4/8 fathoms.
  - Botte (shot): allows to use Bart in melee combat.
- To hell and back; as long as he's on the table, the "Bande 10 Manchots" automatically succeeds on morale rolls.
- \* <u>Feathered hat:</u> at the start of each activation roll a die, if even +1 S, otherwise +1 D.
- A Piece of Eight



# Papon, Arlillour



- Repeller: \* \* Reach / 3 damage / Dazes.

  Stuns the opponent in the event of CH instead of the extra damage.
- \* Fire!: as long as he's on the table, the "Bande 10 Manchots" performs its offensive range actions with 2 dice, but cannot add any others.
- Cartridges and cannonballs.

### a Mod



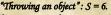
Munitions |











"Moving an ordnance weapon": S = 3.



A Cannonballs: 3 AP / Rate 1 / 1D10+4 damage /Reloading 4 AP.

1 card template / Range (13) / 6 (14) / 9 (15). In the event of CH, apply the effects "dazed" and "frostbite" to the victims instead of the additional damage.

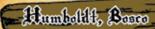


Linked to Papou l'Artilleur. Cannot be handled by any other Briskar.





Explorios templato 1 cura (18 1 3 3 47 3









#### Humbolill, Basso

Def. Counter

C 3 D 3 S 4 M 4

Dodge

AP HP

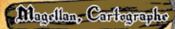
Stiletto: 🦓 🎤 / 1 AP / 3 damage.

Maximum 4 attacks per turn, cannot be healed, -1 in S in case of CH (non cumulative).

- Dirk: \* '6 / 3 damage.

  Can be thrown up to 3 fathoms (single use).

  Bleeding 2 if thrown.
- \* <u>Leader:</u> as long as he's on the table, the "Bande 10 Manchots" performs its offensive melee actions with 2 dice, but cannot add any others.









#### Magdlan, Carlographe



Telescope: 4 AP.

Until the end of its next activation, an ally transforms all its rolls of 1 into 10 "non-CH", and an opposing Briskar all its results of 9 into 2.

- Prepare to get wet!: at the start of a new turn, you can roll 1 die. If you roll 9 or 10, you start the turn.
- \*\* Hoist Ho!: as long as he's on the table, the "Bande 10 Manchots" members gain 1 AP.
- \* Passes his "reading/deciphering" actions automatically.



#### La Bando "10" Mandréla

All Briskars with this attribute on their profile card are "aquatic creatures" and have the "Slide" skill: can move 1D5+1 fathom for 2AP and disengage automatically. Can be used when dodging.

At the beginning of a turn, choose up to 2 specials in the "Bande 10 Manchots" profiles.

They will be active for all the Briskars in your crew with the "Bande 10 Manchots" feature. You can replace them with others at the beginning of each turn.









### Lugulatire, Charpouliter



- Busket: 4 /3 damage / Bleeding 2 / 1 hand / Sharp. Bleeding 4 in the event of CH instead of the extra damage.
- Alv: 🎇 🤻 / 4 damage / Dazes.
- Tinkering: in ZOC, heals 1D5 + 1HP or repairs 2 SP.
- Master: does not suffer malus on the "destroying an object" action.
- Maintenance: as long as he's on the table, all the CH thresholds of the "Bande 10 Manchots" are reduced by 1.







#### Morora, Cambuster



Rolling pin: \* 3 damage.

0 5 (-1)

Dazes the opponent in the event of CH instead of the extra damage.

- Knife: 🥞 🍂 / 3 damage. Bleeding 2 in the event of CH instead of the extra damage.
- Krill: can use the "special" of a member of the "Bande 10 Manchots" who has left the table. Only one at a time determined at the start of each round



### Heihe, Moudhour



- Le Clerc: /Rate 1 / 1010+2 damage /Range 6/12 fathoms / Armour-piercing 2 / 2 hands / Powder weapon.
- One shot: 🌺 📾 / 8.A.P. If this botte is not defended, it takes the target to its 1st coloured life square. This can be done once per game.
- Support: as long as he's on the table, the "Bande 10 Manchots" performs its defensive actions with 2 dice, but cannot add any others.



# Corlin, Calier



Lucifer: \$\int\_{\text{in}} \overline{a} 3AP/Rate 2 \quad /2D5 damage /Range -/9 brasses / Armour-piercing.

In the event of a double result on the shot or damage roll, adds 2D5 damage. No CH. Can be used in a melee

- \* Joker: has one reroll per turn .
- \* Acrobat: no malus for "climbing".

  Can use the "slide" to "climb", this action is free

  just after achieving a double when shooting with

  Lucifer.



Bannio Heart, Flibuction



BRMBH02

# Bando Hard, Fithering

Def. Counter

C 3 D 6 S 4 M 5

Dodge

AP HP HP

Mary: 105+2 damage.

Restores 2 HP to Bonnie for each successful attack.

Read: 🎇 🖷 / 5 damage / Rate 4

| Range 4/7 fathoms | Armour-piercing 1.

Can be used in a melee.

Estocade: 8,4AP.

Leaps without restriction of height or length up to 4 fathoms and makes a Mary attack that cannot be defended with a "parry".

#### Bannio Henril, Flitbuckioso

- Longing gaze: 2AP, range 4 fathoms, on 6+, the targeted Briskar will be the last to activate this turn.
- Rogue: steals for free, everything except CF for "picking a lock".
- **Elusive:** Dx2 to disengage and dodge.
- \* Bewitching: does not suffer the effects of CH (damage, repellment, etc.).
- Inspiring: the Briskars in her team have +1 to their M and can re-roll their morale roll once per game.
- \* Bonnie cannot be recruited by another faction.

# Bodardion 8

A beauty among the beauties of the 7 Seas, Bonnie can seduce any Anthropian into joining her crew.

When attacked, the recruit can immediately make a (paid) MVT towards her and defend in her place if he is within range.

In Bonnie's presence, he automatically passes his morale rolls.

As soon as she is knocked out, he automatically switches to «last hope» without a test.

"Seduction" is free if the recruit is a mercenary.



Linked to Bonnie Heart, Flibustière.