



FILID



Druidism

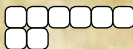


FILID

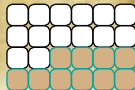
| Df. | Counter | | |
|-------|---------|-----|-----|
| C 4 | D 5 | S 4 | M 5 |
| Dodge | | | |



AP



HP



Yew staff: /S damage.

Filid can sacrifice his staff to make a wooded area (profile card template, infinite height, difficult terrain blocking lines of sight) appear anywhere on the table.

Can have a Companion.

Sporran: can hold 2 runes.



Amaël



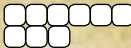
120

Amaël

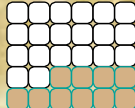
| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 5 | D 5 | S 5 | M 5 | |
| Dodge | | | | |

5

AP

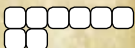


HP



Chain mail:

-1 6 -2



Lann-deighe:



/ Reach / 6 damage

/ Armour-piercing 2.

If the target is hit, it suffers "frostbite" on its next activation.



Brame: 4 AP. Each Briskar in play makes a roll: all allies receive a free reroll until their next activation, except in the event of a CF. Enemies must move towards Amaël the next time they move in the event of a CF.

Acmos



Colossus

200

Acmos

| Def. | Counter | | | | | |
|-------|---------|-----|-----|-----|--|---|
| C 8 | D 3 | F 8 | M 2 | A 4 | | 4 |
| Dodge | | | | | | |

AP

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HP

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Log blow: /8 damage.

Repels the victim by 1D5 fathoms in a straight line. "Collision" rule.
No CH effect.



Horn blow: / 3 AP / 1D5 + 2 damage
/ Bleeding 1. In case of CH, Bleeding 2 instead of additional damage.



Thunder Strike: 4 AP / 1D5 - 1 electric shock to Briskars in its ZOC.



Robust: never suffers constitution damage penalties.



Analgy.



MATHARIS



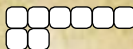
Limitation = 3

MATHARIS

| Def. | Counter | | |
|-------|---------|-----|-----|
| C 3 | D 5 | F 3 | M ☆ |
| Dodge | | | |



AP



HP



Atlatl: Throwing weapon / 3 projectiles / 8-distance damage. + S damage on a CH.

Botte (shot): / 5 AP. Damage is not reduced by distance and the roll is made with 2 dice.

Bleating: 2 AP / Range 2.

The opponent's defences are reduced by 2 until the next activation.

Leap: ignores heights below 3 fathoms.

Comhla: ☆



SKOT WARRIOR



Limitation = 1



SKOT WARRIOR

Def.

Counter

C 5

D 4

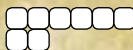
F 5

M ☆

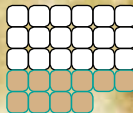
4

Dodge

AP



HP



Sleagh: /Reach / 5 damage
/ Armour-piercing 1.

Sweep: 3 damage. Repels the victim by 1 fathom
in a straight line and throws them to the ground.
"Collision" rule.

Ram: C damage.

During a charge, the result of the 1st die of this
thrust is always considered as a CH.
This thrust resolves like a "head butt".

Stubborn: resists all effects that should put him
on the ground with a 6+.

★ **Còmhla.**



PIKTE WARRIOR



Limitation = 3



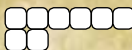
PIKTE WARRIOR

| Def. | Counter | | |
|------|---------|-----|-----|
| C 4 | D 4 | F 4 | M ☆ |

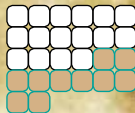
4

Dodge

AP



HP



Cladios: / 5 damage.

CH = Bleeding 1 instead of additional damage.

+ 2 in def. 5 / game if he only has a Cladios in his hands.



Ram: C damage. During a charge, the result of the 1st die of this thrust is always considered as a CH. This thrust resolves like a "head butt".

Ansgiath: + 3 to the def. roll (CF remains a CF). Successful "shield blow" = opponent "Stunned".



Stubborn: resists all effects that should put him on the ground with a 7+.

***Cómhla.**



Дамба



Companion

30

Дамба

| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 1 | D 4 | F 2 | M 6 | |
| Dodge | | | | |

5

AP

HP

| | | | | | |
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Tail blow: 3 damage.

The target loses 1 MVT until its next activation.



To the teeth: 3 damage. Causes bleeding.



On guard: dodges and counters only cost 1 AP.



Wood eater: 4 AP. Destroys a wooden object (weapon, door, crate... but not a scenario objective). Regains 1D10 HP.



Amphibian.



CEOLADAIR



Limitation = 1



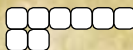
CEOLADAIR

| Def. | Counter | | |
|------|---------|-----|-----|
| C 3 | D 4 | F 3 | M ☆ |

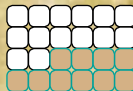
4

Dodge

AP



HP



Carryx: / 0 damage / 0 to 3 fathoms.
The target is "stunned".

Botte: / 6 AP. Select an effect:

Peans: even when engaged, generics and "Allobroges" can immediately perform a free MVT towards an enemy, adding +2 to their offensive action threshold for their next activation.

Tumult: enemies lose their free MVT and must pass a morale test to enter the enemy's ZOC until Ceoladair is reactivated.

Makes all its defences with 2 dice, but cannot add any others.

***Còmhla.**



Bouc'ILDA



100

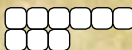
Bouc'ILDA

| Def. | Counter | | | |
|------|---------|-----|-----|--|
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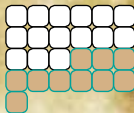


Dodge

AP



HP



Blazing spear: / Reach / 1D5+2 damage.

In the case of CH, inflicts fire damage instead of additional damage.

Ansgiath: +3 to the def. roll (CF remains a CF).
Successful "shield blow" = opponent "Stunned".



Égérie: the "Allobroge" rule does not result in additional costs for the group she leads.

Rune of Fate.

TÍODHLAC MATHAIR



*Bouc'Ilda acquires mastery of Druidism
and "healing / 3".*

*She also has a sporran that can hold a
total of 2 runes.*

*Once per game, an "Allobroge" or a
generic Celk who has been knocked out of
combat comes back into play.*

*Opponents make a morale test if they
score a CF while attacking her.*



Linked to Bouc'Ilda





Le Brousse



Colossus

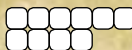


Le Brousse

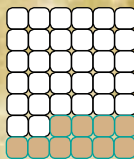
| Def. | Counter | | | | | |
|------|---------|-----|-----|-----|--|---|
| C 8 | D 4 | F 7 | M 5 | A 4 | | 4 |

Dodge

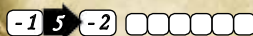
AP



HP



Chain mail:



Claymore: / 3 AP / Reach / F+3 damage.
CH = Bleeding 2 instead of additional damage.

Judgement: 1D5 + 2 damage. Restrains the opponent; one hand to maintain the hold.

Vamhas: the opponent immediately makes a morale roll.


Crit: / 6 AP / 6 damage and bleeding 4 s on each opponent.

Fuill Teth: does not suffer fire or frostbite effects.



When an enemy performs a CH against him, all the effects (damage, bleeding, etc), except for the "repellent", are only suffered at the end of his next activation and he pays 1 AP less for his Claymore attacks or his "Judgement" until the end of his next activation. This ability also triggers whenever he suffers damage from an Aberration.

The first time he drops below 10 HP, he immediately regains 1D10 HP.

 *Clan tatoo (does not count towards the team's total).*



Linked to Le Brousse.





LAOCH THUADH



Rider

110

LAOCH THUADH

Def.

Counter

C 4

D 5

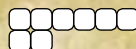
S 4

M 5

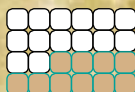
5

Dodge

AP



HP



Chain mail:

-1

5

-2



Cugallach:   / Reach / 1D5 + 3 damage

/ Dazes. In the event of a CH, repels the opponent from the D5 result which determines the damage instead of the additional damage (collision).



Northern brame: 4 AP / Automatic.

All allies come out of the prostrate state and immediately perform a free MVT towards Laoch (auto disengage).



Brat: +3 defence for Laoch and Alçés against fire, do not suffer the "frostbite" effect.



Algès



Mount

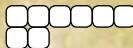


Algès

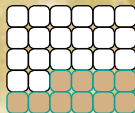
| Def. | Counter | | | | | |
|------|---------|-----|-----|-----|--|---|
| C 5 | D 4 | S 4 | M 3 | A 1 | | 6 |

Dodge

AP



HP



Antlers: 2 damage. **Restrains** the opponent and **dazes** him.

Bite: 5 damage.

☀ **Tenacious:** adds his aggressiveness to all his attack and defence rolls, as well as to his damage.

☀ **Soak:** at the start of his activation, can invert his dexterity and aggressiveness values. He then loses 2 in MVT and gains "**analgia**" until his next activation.



CRUTH



Druidism.
Metamorph.



CRUTH

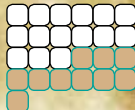
| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 4 | D 4 | F 4 | M 5 | |
| Dodge | | | | |

4

AP



HP



Ritual billhook: / 1D5 + 2 damage
/ Bleeding 2. Adds +1 to scenario objective test results.



Metamorphosis: 0 AP. Select two forms at the start of the game and Cruth will only transfer his remaining AP and HP to the profile of the chosen form and transform.



Automatically breaks the "restraining" hold when he shifts.



Defensive clan tattoo.



Sporran: can hold 1 rune.

BEAVER FORM

| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 3 | D 4 | S 2 | M 5 | |
| Dodge | | | | |

5



See metamorph profile for AP and HP.

- Tail blow:** 3 damage.
The target is "on the ground".
- To the teeth:** 3 damage / Bleeding 2.
- Barrage:** 6 AP. Builds a barrage anchored in the ground, the size of a card and 2 fathoms high, with 5 SP.
- Metamorphosis:** 0 AP.
- Xylophagous:** 3 AP. Destroys a wooden object (weapon, door, crate, etc.) or causes a scenario objective to lose 3 SP, then regains 1D10 HP.
- Amphibious creature.**
- Has 2 hands in this form.

RAVEN FORM

| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 1 | D 8 | F 2 | M 5 | |
| Dodge | | | | |

2 7 F



See metamorph profile for AP and HP.

- Beak blow:** 1D5 damage. "Dazes" the opponent in the event of CH instead of the extra damage.
- Dive attack:** 6 AP. When flying, must make a move to "assault" the target: 3 damage / Bleeding 4. In the event of CH, the victim loses 1 Dexterity for the game (cumulative) instead of the extra damage.
- Metamorphosis:** 0 AP.
- Vile-fhiosrach:** if flying, his allies are considered to always be "en garde".
- Does not have hands in this form.

RAVEN FORM

✱ In this form, the metamorph cannot take off and land in the same MVT action.

* When he 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, he is considered to be 4 fathoms above ground.

* If he 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.

