

BRBMO01

Sourd-dit-Sot



Rider

70

Sourd-dit-Sot

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

4

AP

8

HP

24

Stylus: / 1 AP / 3 unhealable damage.
4 attacks maximum per activation. In the event of a CH, the Briskar hit loses 1 in S for the rest of the game (non-cumulative).

Pocket pistol: / 1 AP / Rate 2 ☐☐
/ 3 damage / Range 4/6.

- ★ **Earmuffs:** automatic success on morale tests, ignores the "frostbite" effect.
- ★ **Rodent:** no damage penalty for "destroying an object".
- ★ **Surmulot:** considered to have the S of his Mount when he lifts an object to load it.

BRBMO1

Mortiah Mortiah



Mount

110



BRBMO1

Mortiah Mortiah

Def.	Counter
C 5	D 2
S 5	M 3
A 3	

2

Esquire

AP

8

HP

30

Beak blow: ✱ /5 damage.

-2 **5** -3

Mortar: ✱ /3 AP / Rate 1 ☐ / 1D5+5 damage / Dazes / 2 cards template / Range -3(18)/6(16) / 8 ammo ☐ / Reloading 3 AP.

Only its Rider can activate it. No line of sight. Briskars "under" cover cannot be hit. Successful "Shiver me timbers" = 1/2 damage.

✱ **Placid:** if subject to frenzy, chooses whether or not to go into a frenzy without making a roll.

✱ **Stable mount:** the Rider does not fall when fired upon (artillery or not) with CH.

✱ **Amphibious creature.**