



Zhàn Bào

Veteran of the Ichtien wars



Disciple = 1



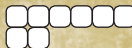
Zhàn Bào

Def.	Counter		
C_3	D_5	S_3	M_4

6

Dodge

AP



HP



-1 5 -2

Gun: / Reach / 1D5 + 2 damage.

No CF on 1. Puts on the ground on CH. + 2 in def.

Jiètuò: , 2D5 damage.

Repels the opponent of 1D5 and puts him on the ground. Stuns on a CH instead of extra damage.

Brotherhood: can be recruited by the Maòks.

Leaping: ignores heights below 4 fathoms. Dodges for free and counters at - 1 AP.

Vétérán: all her actions are resolved at + 2 against Ichtiens.

Steals for 1 AP.



Marten

Veteran of the Ichtién wars



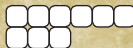
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Marten

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




AP



HP



Fid-Splicer:  / 1 AP / 2 damage.

4 attacks max. per activation.

Bleeding instead of extra damage on a CH.

Marten can poison the splicer for 10 GC.

Kustom Musket:  / 3 AP / Rate 2 

1D10 + 2 damage / Range 6/12 fathoms.

★ **Accurate shooting:** +1 to the shooting threshold.

★ **Camouflage:** untargetable at more than 5 fathoms.

★ **Veteran:** all his actions are resolved at +2 against Ichtiens.

★ **"Understanding of a mechanism"** on 4+.

★ Uses D x2 to disengage.

Duo surprenant

Although their fighting styles are very different, these 2 briskars have fought on all fronts together and have often saved the day:

They give each other +2 in support. Marten can shoot in Zhàn Bào's close combat without the target having +3 to defend itself. Moreover, he can immediately shoot (using AP) when the target is being assaulted.

When Marten is being attacked, Zhàn Bào can immediately perform a MVT (using AP) towards Marten and defend in his place if she is in range.



*Linked to Marten
and Zhàn Bào.*

