

BRBMA02

Madoq l'irascible



140

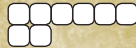
Madoq l'irascible

Def.	Counter			
C 5	D 3	F 5	M 4	
Dodge				

5

AP

8



HP

28



Squarer: / 3 AP / 1D10+2 damage
Recovers 3 AP on a CH instead of extra damage.

Blunderbuss: / Rate 2 / 7 damage
/ Range 5/- fathoms.
Cannot be reloaded.

Laceration: , 5 AP / 1D10+5 damage
/ Bleeding 4.

Intimidation: the opponent must immediately do a morale roll.

Madog l'irascible

Utgard Armband:

-1 7 -2

Quintors within less than 4 fathoms lose 1 in Mental and no longer automatically succeed on morale tests, however they no longer do CF when attacking Madog.

★ **Quintor Hatred:** no Quintor can be a part of Madog's crew.

He gets a +2 bonus in attack and shooting against members of this faction.

★ **Angry Legacy:** the first time Madog drops below 8 HP, he immediately regains 1D5 + 3 HP.

In addition, his attacks and bottes cost 1 AP less but his defences cost 1 AP more until the end of the game.

★ **Enrolment:** Madog can recruit any "henchman".





During his round, Madog can transfer (only once) up to 3 AP to an ally so that he can act immediately.

The ally can boost his roll but cannot undertake any action costing more than 2 AP.



Linked to Madog

