

# Jingle Bêlè



80

# Jingle Bêlè

Def.

Counter

C3

D6

S3

M5

Dodge

AP

8

HP

24

4

**Weapon:** Kerry style / 3 damage / 2 hands / Blunt weapon. CH on 1 and 10, stuns on a CH (replaces usual effects).

**Thrust:** Bodhràn / 0 damage / 2 hands / Linked to the weapon / No CF. All Briskars are turned deaf, they immediately lose 2 AP and can no longer benefit from support bonuses or be the target of allied spells until the end of the turn.

**Special:** Jingle has a bonus of +3 in def. per "Lurtine" in its ZOC or in the same melee. Jingle cannot dodge nor counter.

# Lutrines



# Lutrines

Def.

Counter

C1

D6

S1

M5

Dodge



Shared AP

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I



AP

☐


HP

--	--	--	--	--	--	--	--

II



AP

☐


HP

--	--	--	--	--	--	--	--

III



AP

☐


HP

--	--	--	--	--	--	--	--



**Weapon:** White Christmas / 2 damage / Range



2+1 per Lutrine. Until the Lutrine's next activation, the Briskars can re-roll their morale roll once per test.



## Lutrinea

✦ **Thrust (shooting):** Christmas Magic  
/ 0 damage / No CF / Range 6.

The target cannot defend and is forced to use its AP to get closer to the Lutrines, if it comes into contact, it stays there until the end of its next activation.

✦ **Yummy!:** +4 damage against Birgus and Ichtiens.

✦ **Chorists:** the Lutrines cannot be recruited without Jingle, they are the only ones to find his music harmonious, they do not undergo the effects of the Bodhràn.

✦ **Special:** the Lutrines are activated like a single Briskar but lose 1 AP each time one falls down to 0HP.



## Briskars





## Lutrinea

- ★ **Inseparable:** if they are to undergo damage, choose on which: she undergoes them all, or they are lost. Each Lutrinea adds 1 S for the objectives management.
- ★ **Playful:** the Lutrines use D when “restraining an opponent”, they can also “steal” for free and “feint” for 2AP.
- ★ **So cute:** the Lutrines can only be the targets of attacks more than 1/2 fathom away.
- ★ **Aquatic creatures.**



## Riskers