




*Powder, Rum
and small treasures*



Briskars



*"Fifteen men on a
dead man's chest
Yo ho ho and a bottle of rum.
Drink and the devil
had done for the rest
Yo ho ho and a bottle of rum!"*



*Thirst for gold, precious stones
and treasures of all kinds,
Simple sailors or dangerous pirates,
Ready to sail the seas through
the worst storms*

Welcome to Anthropia !

Common rules

End of the Game

If there are no players, the game ends. When a crew is completely eliminated, the opposing player finishes the turn and the game ends. With the exception of scenario n°3 “The Storm”, in this scenario, the game ends as soon as one of the teams is out of combat.

Scenario objectives

- Objectives cannot be targeted, moved or destroyed, but they are not intangible. The only way to interact with them is through the actions specified in the scenarios.
- As a reminder, to carry an object or scenario objective you must have at least the required strength (see P.35 of the rulebook) or the strength specified by the scenario.



1 Boarding

400 pts (including 50 pts of Object Max) - 6 rounds - table 60x60 cm*

Quinto Real - Port of Fortaleza

The pontoons were swarming with people; porters, sailors, beggars and unsavoury characters all mingling. One could feel the vibrating excitement of exploration in the way the ships were loaded...

More than 3 fathoms away from the edge of the map in your half, place 3 trunks (40mm base) numbered from 1 to 3 (food, weapons, Rum). Secretly write down the contents of each trunk. The trunks have two structure points. Deploy your Briskars within 1,5 fathom of your gaming table edge. The Briskars must destroy the opponent's trunks. The Briskars will have to identify the content of the trunk before destroying it.

Victory Conditions

The first player who destroyed three opponent's trunks wins the game at the end of the round even if it is not the 6th. If all trunks are destroyed at the end of the same round, it is a tie. At the end of the 6th round, the team having inflicted the most damage to the opponent's trunks wins the game.

Specific Actions

Identifying the content (distance 1 fathom): 1 AP (1/round) $C + M + D10 \geq 12$

Even if the first two trunks have been identified, you must identify the 3rd one before destroying it.

Deteriorating a trunk: 2 AP (1/round - the trunk loses 1 SP)
the Briskar must be free.

Difficulties:

- **Trunk containing food:** $S + C + D10 \geq 12$
- **Trunk containing weapons:** $S + C + D10 \geq 14$
- **Trunk containing rum:** $S + C + D10 \geq 16$

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- Destroying the opponent's trunk containing food brings you 1 gold coin.
- Destroying the opponent's trunk containing weapons brings you 2 gold.
- Destroying the opponent's trunk containing rum brings you 3 gold coins.



2 *Impending explosion*

400 pts (including 50 pts of Object Max) - 6 rounds - table 60x60 cm

Quinto Real - Port of Fortaleza

Chaos was everywhere. Trunks and boxes littered the destroyed bridge. We hadn't said our last word yet!

Your team of Briskars just trapped the enemy ship, the other team did the same. The two wicks are placed in contact with your edge of the table and 2 fathoms away from the side (they are represented by a 30mm base). They are lit at the beginning of the game. At the beginning of each round, starting from the first, they burn and move of 3 fathoms straight to the edge of the opponent.

Place 3 buckets of water on the centre line, the first in the middle, the 2 others 2 fathoms from the first. You need to be within $\frac{1}{2}$ fathom from the bucket to pick it up and it costs **1 AP**. You must assign a free bottle of rum to one of your Briskars (Only 1 bottle per band, no extra purchase possible).

Victory Conditions

To win, your wick must reach the opponent's table edge, where kegs of gunpowder will explode and destroy the enemy ship. If both ships explode in the same round, it is a tie, if only one ship explodes during a round, the game ends. If at the end of the 6th round no ship was destroyed, the wick that is still lit and closer to the edge of the opponent's provides victory to its team.

Specific Actions

Throwing an object: 2 AP

- **Throwing a bucket of water** (2 fathoms): $S + C + D10 \geq 15$ (if successful = wick is lit off)
- **Throwing a bottle of rum** (2 fathoms, 1 bottle per team): $S + C + D10 \geq 14$ (if successful = wick immediately moves of 2 fathoms if it is lit)

Lighting the wick with a shot: 3 AP (Aiming + shooting, 1/round, 5 fathoms)

$D \times 2 + 1D10 \geq 18$

Quenching the wick: 3 AP (1/round, 1/2 a fathom)

Lighting the wick: 3 AP (1/round, 1/2 a fathom, Caution, the Briskar must be free in order to light the wick)

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- Destroyed ship brings you 3 gold.
- 1 thrown water bucket brings you 1 gold.

3 The Storm

400 pts (including 50 pts of Object Max) - 6 rounds - table 60x60 cm

North of Quinto Real - After 6 days at sea ...

Their ship was only a few miles away. The collision was imminent. Storm clouds were piling up in the sky. The thunder began to rumble. The sea seemed to enjoy it and wanted to participate ...

Divide the field into nine equal areas, in the centre of each area, place one keg of gunpowder (40mm base). Briskars are deployed within 3 fathoms of their table edge. At the beginning of each round, before the Briskars' activation, the 9 kegs move of 1D5 fathom in the direction pointed by the tip of the die. If one of the kegs crashes into a Briskar, a scenery element or another keg, it explodes and deals 1d10 +2 damage, all the Briskars 2 fathoms from the keg suffer damage and are put in a "stunned" state. After the movement of the kegs, still before the activation of your Briskars, move them randomly of 1D5 fathoms (this movement replaces the free one), the Briskars will undergo damage if they come crashing into a scenery element, another Briskar or a keg. 2 Briskars in a melee remain in this position, roll only one die for both of them.

Whether the keg crashes into you or you crash into the keg as a result of the random movement, the keg explodes.

Victory Conditions

The other team is wiped out from the field. Once all your opponent's Briskars left the table, you win the game. If at the end of the 6th round, there are still Briskars in each team, the one that has the more HP left wins the game, the HP from prostrate Briskar don't give you any points.

Actions spécifiques

Crash: 1D5 HP damage (if a Briskar crashes into another Briskar, they both suffer injury, if a Briskar encounter a piece of artillery, it will suffer 1D5-2SP damage)

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.



4 Sabotage

400 pts (including 50 pts of Object Max) - 5 rounds - table 60x60 cm

Quinto Real - East of Manila (Bay of the Drowned)

To avoid the Quintor army, we had decided to get a few supply on an island....which was not that deserted!

Each player has four kegs of gunpowder (free) and a dinghy* with 12 structure points (size of dinghy = 6x15 cm), the dinghy is located more than 2 fathoms away from your table edge and Briskars within 1.5 fathom. All Briskars who are able to carry equipment can carry up to 2 kegs of gunpowder, their movements suffer of 1 fathom penalty per carried barrel and they cannot use weapons if they carry 2 kegs. They can put the kegs down. **Putting one or more kegs down: 1 AP, Picking one or more kegs up: 1 AP.** The kegs follow the below rules. Kegs that were carried by a Briskar no longer on the field are placed on the ground. The dinghies can only be damaged by the kegs explosions.

Victory Conditions

The first player to destroy the enemy's dinghy without losing his own within the same round, wins the game. The game ends at the end of the round where the first dinghy is destroyed. If at the end of the 5th round, no dinghy was destroyed, the player who dealt the more damage to the opposite dinghy wins.

Keg of gunpowder (single use).

You need at least one hand and a strength of at least 3 to carry one.

Two hands and a minimum strength of 4 to carry 2.

"Placing/picking up" one or more kegs costs 1 AP.

"Lighting" a keg costs 1 AP. Once lit, a keg cannot be extinguished.

At the start of each turn, lit barrels explode on a 5+ (non-boostable roll). All Briskars within 2 fathoms of the exploding keg suffer 1D5+2 damage and are left in a prostrate state. Dinghies and equipment with structure points (SP) lose 1D5+1 SP.

A keg placed within 1 fathom of a dinghy cannot be picked up after the second turn.

Terrain : the whole table

Sand: all Briskars move with a penalty of 1 fathom, to which you need to add the kegs penalty.

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- Each keg that exploded brings you 2 gold,
- The opponent's destroyed dinghy brings you 4 gold

*Dinghy : : m.n little short and wide boat used to commute between the moored boats and docks

5 The Ghost Ship

400 pts (including 50 pts of Object Max) - 5 rounds - table 60x60 cm*

Southeast of the Exiled Archipelago.

The death knell of a gloomy bell seemed to vibrate through the fog. It appeared to us slowly and turned our blood to ice. It was irradiated by a luminescent halo. A shot at destroying it was finally offered to us!

2 Briskars teams meet on the deck of the ghost ship, their purpose, to destroy its 2 masts. The masts have 60 structure points, they are represented by 40mm bases, they are placed on the median line, each at 3 fathoms from the side. The action takes place in a thunderstorm, lightning strikes the mast at the beginning of each round on a 5 + (from the 2nd round, make a different roll for each mast), if lightning strikes, all Briskars within 2 fathoms of the hit mast must attempt a “shiver me timbers”, if they fail, they undergo 1D5 + 2 damage and are stunned. This ship is protected by mermaids.

Victory Conditions

The team who destroyed the most structure points wins the game. The game ends at the end of the round where the last mast loses its last SP even if it is not the 5th one. The last structure point of a mast counts double.

Specific Actions

Destroying an object (mast): 2 AP (2/round - free) $S + C + 1D10 \geq 12$, if the Briskar isn't free, the difficulty is increased by 2, if the mast was struck by lightning, difficulty is reduced by 2. (If successful: the mast loses 3 SP, on a CH (10 only) it loses 3 additional SP). Artillery can damage the masts, it takes away SP which will not be counted in the victory conditions. The artillery fire on the masts is limited to 1 per round and can only damage one mast per round.

Fall of a mast: when it loses its last SP, the mast falls, roll 1D10, follow the tip of the die for the direction and multiply the result by 2 to know the damage. All Briskars located in this direction within 1 fathom of its path (length of the mast is from its base to the table edge) suffer damage if they miss their “shiver me timbers” and are put in a prostrate state.

Mermaids song: before activating each Briskar a test of enchantment is mandatory. Enchantment Test: $1D10 < C + M$. This is not a morale test; items that affect morale, such as “Rum” or “Mandrake Root”, have no effect but you can use a “Grigri” or “Voodoo Doll”. You can boost and/or reroll this test.

If successful: the Briskar is activated normally, if failed: the Briskar is activated with half of his AP (rounded up), if failed and CH: the Briskar gives into the song and leaves the ship (remove him from the table).

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- The destruction of a mast brings you 2 gold.

6 The Cave

400 pts (including 50 pts of Object Max) - 6 rounds - table 60x60 cm

Thulee - not far from Gutuak

The sound of our footsteps resounded on stony ground. Dimly lit by our torches, stalactites seemed to dangerously dance above our heads. We were drawn towards mysterious sparkles in front of us.

Divide the field into nine equal areas, the defender team will deploy in the central square, give 3 gems to your team (no restrictions). The attacker must equally place all his Briskars (number of miniatures) in the 4 corners. The two teams meet in a cave in search of precious stones. Each shot causes a rock to fall whether shot with a gunpowder weapon or any other projectile weapon (an artillery causes 2 falls), run 1D10 to determine the area that will receive the falling rocks. A "throw" is not a shot (net, harpoon, etc.). All Briskars failing their "shiver me timbers" in this area will undergo 1D5 +1 damage and be stunned. If successful, place your Briskar on the ground in the closest adjacent area.

Victory Conditions

The band with the more precious stones in the end, wins.

Specific Actions

For the attacker only

Viewing / identifying: 1 AP (1/round) - difficulty $C + M + 1D10 \geq 12$ (in the area where the Briskar stands)

Digging: 2 AP (Briskar must be free) - difficulty $C + C + 1D10 \geq 12$ (in an identified area during the same round). If successful, the Briskar discovers a stone; on a +5, it is a gemstone.

The attacker can discover a total of 9 gems maximum.

For the attacker and defender

When a Briskar carrying gemstones leaves the battlefield, another Briskar can search his body for 1 AP and retrieve stones - difficulty $C + M + 1D10 \geq 12$, a Briskar is searched in his zone of control.

A Briskar can be searched only once before being removed from the table. As long as he has not been searched, his body remains on the ground, a Briskar can be searched by an ally.

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- Each gemstone discovery brings you 1 gold.
- Each gemstone in your possession at the end of the game brings you 2 gold.



7 La chasse au trésor

400 pts (including 50 pts of Object Max) - 6 rounds - table 60x60 cm

Southeast of the Exiled Archipelago - Yungal Island

Will their greed and thirst for gold lead them all to their downfall? Madness is upon them.

Each player has four chests, only one contains a treasure. Place the chests in your half of the table more than 2 fathoms away from a table edge and more than 2 fathoms away from another chest. Secretly write down which chest contains the treasure. The chests are represented by 40mm bases. Deploy your Briskars within 1,5 fathom from your table edge.

Victory Conditions

The first player to bring one of his Briskar carrying the opponent's treasure within 1 fathom of his table edge wins the game (the game ends at the end of this turn even if it's not the 6th). The Briskar with the treasure cannot run and is limited to 2 movements per round. At the end of the 6th round if the treasures are still in game, the Briskar carrying the treasure closest to your table edge makes you win the game. .

Specific Actions

Deciphering a code: at the beginning of his activation, the Briskar can try to crack the code if the chest is in his ZOC for $1AP / M \times 2 + 1D10 \geq 13$, if the roll is successful, he can pick the chests during this round.

Picking: $2AP / D + M + 1D10 \geq 14$, the Briskar must be free to be able to pick and in contact with the chest. If the roll is successful and the treasure chest holds the treasure, the Briskar can carry it. Picked chests that do not contain the treasure are no longer scenario objectives.

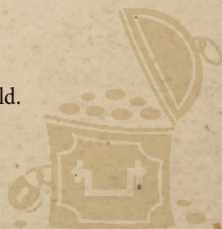
Carrying: 1 AP a Briskar must have a strength of at least 3 to carry the treasure. The chest is then moved by the Briskar carrying it. While carrying the treasure, a Briskar cannot run, and can only make 2 movements per turn (from the moment he grabs the treasure, the limitation applies).

If the Briskar carrying the treasure is prostrate, stunned, knocked to the ground or incapacitated, the treasure falls to the ground in its area of control, as chosen by the player controlling this Briskar. If the treasure is on the ground, any Briskar can carry the treasure.

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- Each picked chest brings you 2 gold.
- The treasure discovery brings you 4 gold.



8 The Blue Herring Inn

400 pts (including 50 pts of Object Max) - 5 rounds - table 60x60 cm

Sundaria - Nafou Harbour

Relaxing in a warm atmosphere, a glass of rum in hand, singing bawdy songs ... and a joyous fight. What else?

Take rounds in placing 4 tables (1 card template) in the inn, each table must be more than 2 fathoms away from the edges and from the other tables. Then, place 4 stools (30mm base) in contact with each table. Deploy your Briskar in your half of the field, more than 4 fathoms away from the map edges. Artillery cannot enter the tavern and will remain stuck out to the edges of the map for the whole game duration but it will still be able to fire (we assume it can fire through windows or doors). Every time one of your Briskars throws one or more objects during his activation (stool or table), he will get a bottle-shot straight to the head from the inn-keeper (2 damage + 1 for bleeding damage). He will suffer the damage if he fails a basic roll with a difficulty of 6, on a CF, he will be stunned.

Victory Conditions

At the end of the 5th round, the team of Briskars having scored the most victory points (VP) wins the game.

- Inflicting damage by throwing a stool: 2 VP
- Inflicting damage by throwing a table: 3 VP
- A Briskar left the battle field due to damage received from a table or a stool: 2 VP
- An artillery fire in the tavern: 3 VP

Specific Actions

Throwing an object: 2AP (to be able to throw an object, it must be within your natural zone of control)

- **Throwing a stool** (4 fathoms max): $S + C + D10 \geq 12 + 1/\text{fathom}$
(Stool: $S = 2$ - Damage = 2)
- **Throwing a table** (4 fathoms max): $S + C + D10 \geq 12 + 1/\text{fathom}$
(Table: $S = 5$ - Damage = 6)

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each victory point brings you 1 gold.

Malus (in the end, someone has to pay the inn-keeper!)

- Each stool that you threw makes you lose 1 gold.
- Each table that you threw makes you lose 2 gold.
- Each artillery fire makes you lose 3 gold.

Example of scoring

At the end of the game, one of the players has thrown 1 table onto 3 Briskars, but only 2 have been wounded. He scores 2 Briskars x 3 Victory Points each, i.e. 6 VPs for this table.

He has also thrown 5 stools but only 3 of them caused damage.

He scores 3 stools x 2 VPs each, i.e. 6 VPs.

In total, this player scores 12 Victory Points. He should win 12 gold coins, but he has to pay back the tavern owner for everything he broke.

In the end, he wins 12 GC - (2 GC (table) + 5 x 1 GC (stool)) = 5 Gold coins of Goal-average.

9 The Clash

400 pts (including 50 pts of Object Max) - 4 rounds - table 60x60 cm

Sundaria - Nafou Harbour, late at night at the corner of an alley ...

Soaked in rum and badly drunk, we were heading back to the harbour, following our Captain, leader of our crew...

The leaders are placed on the median line at a maximum of 1 fathom from the centre of the table; your other Briskars are deployed within 1,5 fathom from your table edge. In the 1st round, the first activation of each team, must begin with your respective leaders.

Victory Conditions

The first player to take out of the battle field the opponent's Leader with his wins. The game ends at the end of the round where at least one of the Leader is out of the battle even if it is not the 4th round.

If one of your artillery fire or one of your spells, put your Leader out, following a deviation, your opponent wins.

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- Putting the opposite Leader out brings you 4 gold.

10 Dodos Hunt

400 pts (including 50 pts of Object Max) - 5 rounds - table 60x60 cm

Sundaria - Fonda Forest

Raphus Cucullatus (aka dodo): non flying Volatile hunted down to become the mascot of many ships. This lucky-charm soon becomes indispensable to sail the perilous seas of Anthropia.

A dodos hunt can sometimes take an epic scale!

Place 6 dodos on the median line (dodos are represented by 40mm bases). Deploy your Briskars within 1.5 fathom from your table edge. When a dodo loses his last HP, he is caught and carried out by the Briskar who knocked it out. A Briskar can also pick up his opponents' dodos if his enemy leaves the battle field, to pick up the dodos it will cost **2 AP**, if he cannot spend the needed AP, the dodo(s) awake, they recover all their HP and immediately move randomly of 2 fathoms (roll a die for each dodo and follow its tip for the direction).

Victory Conditions

The team carrying the most dodos at the end of the 5th round, wins the game. If the two teams carry the same number, it is a tie.

Specific Actions

Catching a dodo: 2 AP (regular fight, refer to dodo's profile card). When fighting a dodo, all Briskars must use their hands only, therefore, their natural strength (S), weapons are banned, Only the following actions can be used against a dodo: "restraining", "Headbutting", "Punching" and "Kicking".

Briskars cannot shoot a dodo. If an artillery fire or a spell, put a dodo out after a deviation, the dodo is removed from the battlefield field and will not come back.

A dodo is always considered free of movement.

Victory : 3 pts • Tie : 1 pt • Defeat : 0 pt

Bonus

- Each opposite Briskar out of the battle field brings you 2 gold.
- Each Briskar from your team who is not prostrate brings you 2 gold.
- A caught dodo brings you 2 gold.
- A dodo that is still carried out at the end of the game by one of your Briskars brings you 3 gold.





Plump Dodo





and to adventure the wind takes me . . .



