

BR 7133 (73)

Empereur, Capitaine



Bande « 10 » Manchots.

80

Empereur, Capitaine

Def.

Counter

C 4

D 4

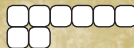
S 3

M 4

2

Dodge

AP



HP



8

28

Alvida: / S+1 damage. If 2 successful attacks in a row, immediately generates 1 free attack at +1 damage.

Bart: / Rate 2 / 1D5+2 damage / Range 4/8 fathoms.

Botte (shot): allows to use Bart in melee combat.

To hell and back: as long as he's on the table, the "Bande 10 Manchots" automatically succeeds on morale rolls.

Feathered hat: at the start of each activation roll a die, if even +1 S, otherwise +1 D.

Piece of Eight

7133173

Papou, Artilleur



60

Bande « 10 » Manchots.



Papou, Artilleur

Def.

Counter

C 3

D 4

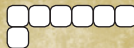
S 3

M 4

2

Dodge

AP



HP



Repeller: / Reach / 3 damage / Dazes.
Stuns the opponent in the event of CH instead of the extra damage.

Fire!: as long as he's on the table, the "Bande 10 Manchots" performs its offensive range actions with 2 dice, but cannot add any others.

Cartridges and cannonballs.

Le Kyd



Munitions




PS



"Throwing an object": $S = 6$.

"Moving an ordnance weapon": $S = 3$.

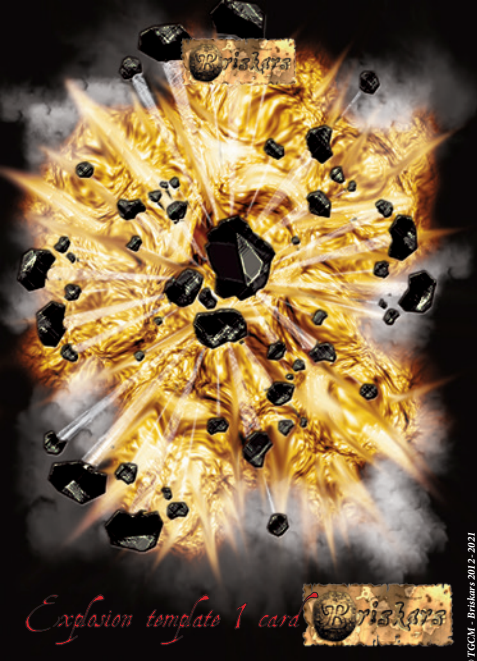
 **Cannonballs:** 3 AP / Rate 1 / 1D10+4 damage / Reloading 4 AP.


1 card template / Range (13)/6 (14)/9 (15).

In the event of CH, apply the effects "dazed" and "frostbite" to the victims instead of the additional damage.



Linked to Papou l'Artilleur.
Cannot be handled by
any other Briskar.



Explosion template 1 card  BRISKARS

BRM7133173

Humboldt, Bosco



Bande « 10 » Manchots.

60

Humboldt, Bosco

Def.

Counter

C 3

D 3

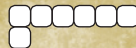
S 4

M 4

2

Dodge

AP



HP



Stiletto: / 1 AP / 3 damage.

Maximum 4 attacks per turn, cannot be healed, -1 in S in case of CH (non cumulative).

Dirk: / 3 damage.

Can be thrown up to 3 fathoms (single use). Bleeding 2 if thrown.

Leader: as long as he's on the table, the "Bande 10 Manchots" performs its offensive melee actions with 2 dice, but cannot add any others.

BR 7133.073

Magellan, Cartographe



Bande « 10 » Manchots.

60

Magellan, Cartographe

Def.

Counter

C 3

D 4

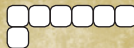
S 3

M 5

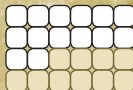
2

Dodge

AP



HP



Telescope: 4 AP.

Until the end of its next activation, an ally transforms all its rolls of 1 into 10 "non-CH", and an opposing Briskar all its results of 9 into 2.

★ **Prepare to get wet!**: at the start of a new turn, you can roll 1 die. If you roll 9 or 10, you start the turn.

★ **Hoist Ho!**: as long as he's on the table, the "Bande 10 Manchots" members gain 1 AP.

★ Passes his "reading/deciphering" actions automatically.



Treasure map

La Bande "10" Manchots

All Briskars with this attribute on their profile card are "aquatic creatures" and have the "Slide" skill: can move $1D5 + 1$ fathom for 2 AP and disengage automatically. Can be used when dodging.

At the beginning of a turn, choose up to 2 specials in the "Bande 10 Manchots" profiles.

They will be active for all the Briskars in your crew with the "Bande 10 Manchots" feature. You can replace them with others at the beginning of each turn.



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Jugulaire, Charpentier



Bande « 10 » Manchots.

50

Jugulaire, Charpentier

Def.

Counter

C 4

D 3

S 4

M 3

2

Dodge

AP

7

HP

24

Basket: / 3 damage / Bleeding 2
/ 1 hand / Sharp. Bleeding 4 in the event of CH instead of the extra damage.

Alv: / 4 damage / Dazes.

Tinkering: in ZOC, heals 1D5 + 1 HP or repairs 2 SP.

Master: does not suffer malus on the "destroying an object" action.

Maintenance: as long as he's on the table, all the CH thresholds of the "Bande 10 Manchots" are reduced by 1.

7133173

Korora, Cambusier



Bande « 10 » Manchots.

50

Korora, Cambusier

Def. Counter

C 5

D 2

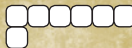
S 4

M 3

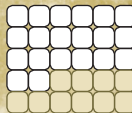
2

Dodge

AP



HP



Apron:

0 5 -1



Rolling pin: 3 damage.

Dazes the opponent in the event of CH instead of the extra damage.



Knife: / 3 damage. Bleeding 2 in the event of CH instead of the extra damage.



Krill: can use the "special" of a member of the "Bande 10 Manchots" who has left the table. Only one at a time determined at the start of each round.

7133173

Hoihe, Moucheur



Bande « 10 » Manchots.

50

Hoihe, Moucheur

Def.	Counter		
C 3	D 4	S 3	M 3

2

Dodge

AP

7

HP

22

Le Clerc: / Rate 1 ☐ / 1D10+2 damage
 / Range 6/12 fathoms / Armour-piercing 2
 / 2 hands / Powder weapon.

One shot: / 8AP. If this botte is not defended, it takes the target to its 1st coloured life square. This can be done once per game.

Support: as long as he's on the table, the "Bande 10 Manchots" performs its defensive actions with 2 dice, but cannot add any others.

7133173

Gortou, Gabier



Bande « 10 » Manchots.

50

Gortou, Gabier

Def.

Counter

C 3

D 4

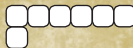
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M 4

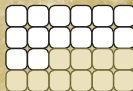
2

Dodge

AP



HP



7

24



Lucifer:   3 AP / Rate 2 ☐ ☐ / 2D5 damage / Range -/9 brasses / Armour-piercing.

In the event of a double result on the shot or damage roll, adds 2D5 damage. No CH. Can be used in a melee

★ **Joker:** has one reroll per turn ☐.

★ **Acrobat:** no malus for "climbing".

Can use the "slide" to "climb", this action is free just after achieving a double when shooting with Lucifer.