

# Memento

1<sup>st</sup> MVT of the turn = 0 AP

Additional MVT = 2 AP

Run = 2 AP + end of activation = double MVT

**Attack:** 2 AP (or specified by the weapon) =  $S \times 2 + D10$

**Botte:** 3 AP (or specified by the weapon) =  $S + D + D10$

**Parry:** 0 AP =  $C + D10$

**Dodge:** 2 AP =  $C + D + D10$  (success =  $\frac{1}{2}$  MVT)

**Counter attack:** 3 AP =  $D + S + D10$  (success = free attack, impossible against a shot)

**Shot:** 2 AP (or specified by the weapon) =  $D \times 2 + D10$

**Shot botte:** 3 AP (or specified by the weapon) =  $D \times 2 + D10$

**Reloading:** 3 AP (or specified by the weapon)

**Moral:**  $D10 < C + M$

**Armour:**  $D10 \geq \text{threshold}$ , tick 1 square per test, 2 on a CF.

On a CH armour protects all basic damage.

1 is always a CF, 10 always a CH (except for morale)

**Assault:** MVT+ATT or MVT+Botte = CH on 9 and 10

**Att. & botte,** re-roll CHs and add them up, CH = damage + S

**Shot,** re-roll CHs and calculate, CH = damage  $\times 2$  (1<sup>st</sup> CH), damage  $\times 3$  (2<sup>nd</sup> CH)...

**Spells:** CH et CF specified on the spell.

**BOOSTS / Modification** (impossible on damage)

+1 on the final threshold of an action = 1 AP

Re-roll = 2 AP (is decided after the roll)

+1 D10 to the roll = 3 AP



## Making a Morale roll:

- less than 10 HP.

- if an ally is put out of combat within less than 2 fathoms (in this case, success results in "Vengeance" = +2 to att. rolls for the turn.

- if the Briskar is the last member of his faction on the field.

## Last hope: 0 AP = $C + M > 10$

if less than 10 HP, can no longer defend or use armour but attacks and bottes cost 1 AP less (minimum of 1 AP)

## En garde! 2 AP

adds 1 die to the next defensive action

## Kneeling: 1 AP = Automatic.

A Briskar kneeling behind an object or piece of scenery at least half his size is considered to be in cover.

## Aiming: 1 AP / shot or throw = $D \times 2 + D10 \geq 10$ .

Cancels the cover of a target (the target must still be partially visible to the shooter).

Automatic success if the Briskar has used "Kneeling".

## Hiding: 1 AP / Difficulty: no CF.

The hidden miniature becomes impossible to target with a shot. A Briskar who is hiding prevents "Aiming" from being used against him.

# Memento 2



**Disarm (defence):**  $4AP/C+D+D10$  from the defender against  $D+S+D10$  from the attacker.

No damage is taken; the attacker uses his free MVT or 1 AP to keep the weapon, otherwise it falls to the ground in his ZOC, at the attacker's choice.

**Screening:** 1 AP, +5 cover against shots instead of +3. The AP is spent at the time of shooting or during activation. A Briskar loses screening if it moves 2 fathoms or more away or into the shooter's direct line of sight.

**Giving somebody a leg up:** 1 AP for every 2 fathoms threshold beyond 2, the active Briskar climbs the obstacle without penalty.

**Feint (attack):**  $3AP/D+M+D10/0$  damage (except CH), attacker is no longer engaged in melee combat.



**Fire damage:** a non-magician Briskar with a mental between 2 and 5 makes a morale roll.

If he succeeds, he is no longer afraid of fire.

Fire damage cannot be healed.

-1 HP per activation until the fire is extinguished.

On scenery and artillery:  $2SP/turn$  on artillery activation, before the activation of the 1<sup>st</sup> miniature for scenery.

A Briskar who has a source of water or ice in his ZOC can 'Carry / Transport' to the flames and **extinguish the fire:**  $1AP/D+M+D10 \geq 12$ .

Without water or ice, he can only **smother the flames:**

$2AP/D+M+D10 \geq 14$ .

A Briskar can smother flames on an ally, 1 AP additional for the ally (this action is defensive).

**Throwing a Briskar:**

$2AP/C+S+D10 \geq 12 + 1/\text{fathom distance}$ .

The "throwing" Briskar must have a  $S \geq C$  of the target.

On a CF, the thrower suffers  $1D5$  damage.

On a CH do not add the S.

No obstacle, damage = thrower's  $S + 1/\text{fathom}$ .

Obstacle, damage = thrower's  $S + 1/\text{fathom} + \text{collision}$ .

# Memento 3



**Sharp X:** adds  $XD5$  damage et «armour-piercing X» to the action with this keyword.

**Swooping attack X:** cost of the attack  $AP$ . Allows a Briskar in flight, equipped with this skill, to perform a melee combat offensive action  $\searrow$  on an opponent located  $\searrow$  fathoms away. The target must be at least 2" lower than the attacker and must not be under a piece of scenery. This attack cannot be countered. After this attack, the Briskar is no longer in flight and ends up in its opponent's ZOC, or where it was if the opponent is knocked out of combat.

Damage is increased by  $X$  where applicable.

**Leap X:** allows you to ignore any element or Briskar  $X$  fathoms high during a MVT action.

**Windstorm X:**  $XAP / 1D5 + X$  damage. Pushes all Briskars within range to the ground  $X$  fathoms away. This action can cause collisions.

**Beak blow X:**  $\text{gear icon} / 2AP / ZOC / C+S+D10 / C+X$  damage. Different CH effects can be specified after this keyword, directly on the card.

**Detect:**  $2AP /$  in an area. Divide the terrain into 9 areas, each 5 fathoms wide; on a natural 8+, non-boostable, the mini detects anything underwater, on land or in the air.

**Didactyl:** does not stop activation after a run.

**Scout X:** the Briskar can deploy  $X$  fathoms from its deployment zone or in flight.

**Aerial ambush:** can deploy anywhere on the table, in flight, regardless of scenario requirements. This miniature's card is not taken into account (activation of the miniature) until the first action it performs. Either an enemy Briskar enters an ambusher's deployment area, in which case it can reveal itself to carry out an offensive action during the opposing player's activation, in interruption. It can then activate normally during the turn with its remaining  $AP$ .

Either the Briskar activates normally when the player decides to do so. It then goes back into the activation pile. Deploy the "ambushers" as follows: specify one of the 9 areas of the playing surface and they will deploy anywhere in that area.

**Homeothermic:** does not suffer the effects of frostbite.

**Survival instinct X:** can spend X AP to take off or move as soon as an opponent enters its ZOC.

Considered free.

**Drop: 1 AP.** Can drop an object or a transported Briskar while in flight. Receipt roll for dropped Briskar, loss of 1D5 SP for objects. Can cause collisions.

**Palmed feet:** amphibious.

**Talons:** performs the restraining action at C+S+D10. It does not lose its ZOC or its ability to defend itself and can use its beak and wings if it initiates the restraining action, but is treated like a normal Briskar when it undergoes this action. Uses C+S to determine whether it can carry an object or a Briskar. Can release its grip whenever it wishes, even in flight.

**Spheniscidae:** aquatic creature. Allows them to use their flight value, without penalty, to swim.

**Strigidae:** choose at the start of activation:

- "Understanding a mechanism" 3D5 instead of 3D10.
- "Picking a lock" automatically.
- Always being « en garde ».
- "Seeing / detecting" for free.

**Syrinx: 1 AP / target depending on the selected effect / Once per effect and per turn.** Select 1 effect:

- An ally within 6" max, gets a free dodge if targeted by a shot. The spotter must see the shooter.
- Allows you to provoke an engaged or disengaged target within 2". The target immediately makes a morale roll. If it fails, it spends its next activation trying to attack this Briskar, before doing anything else. If it fails to do so during its activation, the effect stops. Everything must be attempted to make an attack.
- Automatic success to "convince / negotiate".

**Adaptive tectrices X:** +X bonus in addition to the usual +3 when in cover. It also benefits from this defence bonus in flight and close combat. Can hide for free at the end of each of its activations, if it is not engaged and is in cover.

**Raptor eyes:** not impacted by the dark night, considered to have "spectral scopes": The bearer ignores the effects of cover, screening and the ether potion and can target hidden Briskars (they take cover) in their line of sight. Does not ignore melee bonuses.

## *Flock Limitation X / Max, Y*

A “max” limitation is indicated instead of the classic limitation for generic Briskars: there can be no more than “Y” Briskars of this type on the playing surface at any one time.

The value “X” means that you can recruit up to this number during the composition phase.

You don't have to reach the limit, you can just recruit one.

Briskars in a flock have special deployment rules: they can of course be deployed in a deployment zone like a normal Briskar, and if they have the “Scout” or “Ambush” skill, they will follow those rules. However, when the ‘max’ limit is reached, the other recruits remain in reserve.

They can then be deployed during the game in one of several ways:

- Either at the start of a turn, one or more Briskars from the flock in reserve are deployed within the ‘max’ limit, in the initial deployment zone, or in the ZOC of one of their flock companions. Any resulting rules (support, ZOC, etc.) are then applied.

-Alternatively, as soon as one of the Briskars in the same flock is knocked out of combat and removed from the table, one of its reserve companions is immediately placed in its place and the game continues as if it were the “same Briskar” that remained in play (the opponent remains in melee for example). All rules apply as if the same Briskar had just regained its initial HP and AP totals, with no effect on it.

*It is recommended that you leave the miniature where it is to completely reset its HP, AP and armour boxes. Note, however, that if this Briskar has already been activated, its replacement will be considered to have been activated as well.*

Finally, Briskars in the same stack receive double support bonuses if they are in the same melee during an offensive action by the active miniature. In addition, this (normal) support bonus increases the damage caused by the active miniature's defensive action.