



They Gonna Cry Mercy!

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*I*t was probably good fortune that led Captain O'Relly to tie up the "Moray Eal" in the small harbour of Nafou so that he could have her hull repaired of minor damage. The Moray Eal was a 59 feet carack on which I boarded 11 days ago...

But for now, we were ashore for three days, the crew was off duty and the men were looking forward to spending their meager pay in the brothels of the "Powder magazine" district.

This area was a cluster of everything that had been built over the years around the harbour in answer to the many invasions coming from L'Orenauque.

Several years ago, the town was saved by a large arsenal that was placed in this district and especially by canons, hence the name of the area.

I followed the sailors and I promptly made myself scarce as my group headed to a colourful establishment whose sign proudly announced that "the most beautiful mermaids are ashore...".

I had not been on board long enough and was not here for that anyway...no, I was not an able seamen as they were but a writer, looking for adventures, legends and marvellous pirates stories that I could tell about in one of my books.

I was eager to bump into one of them, real pirates!

But for now, I decided I would have to settle with getting information from the closest innkeeper. I therefore entered the infamous "Blue Herring" to which I was irresistibly drawn by the exaltations of rum and wine.

- "For sure, you're not from here mate!" was the answer the keeper gave me when I asked him if he had any spicy story to tell...Once he saw the shiny gold coin I handed to pay for my old rum, his eyes narrowed as they glittered with envy.

"You shouldn't show off big coins like this around, mate" he whispered "else way, you won't need to be told any pirates story...but if you have one to offer to the Old Crimp then he is the one who will be sending your brain spinning with everything he saw..."

- "Excuse me but, may I ask where can I find this "Old Crimp"?"

His eyes wandered above my shoulders and he slightly nodded towards the back of the tavern...I slowly turned back to discover an old monkey, his glance mostly concealed by his three-cornered hat.

His frock coat looked like it had known better days, just like him.

I paid the innkeeper and took the bottle he had left on the counter, asked for a second glass and carefully walked towards the back of the room, to the table where the "Old Crimp" sat... I will never forget this encounter, nor all he revealed that night...

Anthropia

Maoki

Thulee

The undiscovered lands



L. Oremarke

BASIC RULES



1. Overviews

Goal and victory conditions

When playing a game of BRISKARS, winning the game is obviously the final goal!

Outside of a scenario, the game ends on a victory, won by the band which will have destroyed or routed all of its opponents.

Explanation on the D10 roll

While playing a game, you will often need to ascertain if a specific action succeeds or fails.

In order to do so you will be using a 10-sided die (referred to as D10) which result will be added to the necessary characteristic.

If, as most of the time, the 10-sided die is numbered from 0 to 9, the "0" will be regarded as a result of 10.

In some circumstances, you may be instructed to use "1D5" instead of "1D10"; as you know there is no such thing as a 5-sided die!

In such case, you will simply need to roll a D10, divide the result by 2 and round it up; thus:

Result on D10	Value
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9 or 10	5

Also, when a roll is described as "1D10-2", for instance, you will then need to deduct 2 from the result.

Finally, when it comes to determine the outcome of a "heads or tails", don't roll a D10 but use your favorite "piece of eight"!

Critical rolls:

A "CRITICAL" roll is the best or worst result you can get on the die.

Typically, in a game of BRISKARS, actions being dealt with a 10-sided die (referred as D10) and without any modifiers:

- 1 is considered as a "CRITICAL FAILURE" ("CF")
- 10 (or 0) is considered as a "CRITICAL HIT" ("CH")

This rule is however reversed when there is a roll for a passive spell (see "passive spells" P.31) or a morale test (see "morale" P.28).

Critical Failure and Hit:

Whatever the action, a CF will always be a missed action:

Your Briskar made a fool of himself, he has to pay the price for it!

Moreover, the CF are discarded when there is a roll with more than one die (see "Boosting a roll" on the next page.)

Some actions are harder to achieve than others, some weapons jam easily or have a blunter blade... to symbolize this, the characteristics will specify that the CF happens not only when you roll a natural 1 but when you roll 1 or 2 for instance.

On the other hand, a CH will always mean the action is a success:

Your Briskar managed a particularly impressive passage of arms, a perfect throw or shot; he will be bragging about it all lifelong in the taverns of Sundaria!



Crimp says:

The "piece of eight" was coined by Spaniards with silver coming from the Americas. This coin was worth 8 reales, hence its name. For the "heads or tails", any type of coin will do!

Basic Rules

A CH is achieved on a natural 10 (0 on the 10-sided die), however, when it comes to some legendary weapons or simple actions, the CH will be achieved on a roll of 9 and 10, or even on a roll of 8, 9 and 10.

For instance, it's the case when an attack is made during an "assault" movement; critical rolls are obtained on a roll of 9 and 10.

Moreover, a CH can be re-rolled (it's not mandatory but only the conceited Briskars will not jump on the occasion of making an unstoppable hit or action).

- if the re-roll result is not a CF, it is added to the total of the roll.

- if the re-roll result is a CF, the action still is a success but nothing is added to the total of the roll.

- if the re-roll is a new CH, the die is re-rolled another time.

And so on...

During an attack or a thrust, each CH enables to add the STRENGTH value to the natural damage of the weapon being used.

E.g.: Abelii, who has a Strength of 5, hits his opponent with Galdikas and gets a 10 on his first roll, he re-rolls and gets another 10 and finally a 4. The opponent will then need to defend against a roll of: $S \times 2 + 10 + 10 + 4$ thus 34!!!

If he fails to defend, Abelii will inflict 1D10 basic damage + 5 for the first CH and another 5 for the 2nd one, therefore, a total 1D10 + 10 damage.

One can hardly forget the Major's fury!

If you do not have any 10-sided die, your favorite store will surely be able to provide you with some in exchange of some small coins.

During an shot or a shooting thrust, each CH enables to increase damage as follows:

1 CH double the weapon damage

2 CH triple the weapon damage, and so on...

E.g.: Marten, who has a Dexterity of 5, fires with his musket and gets a 10 on his first roll, he re-rolls and gets another 10 and finally a 4. The opponent will then need to defend against a roll of: $D \times 2 + 10 + 10 + 4$ thus 34!!!

If he fails to defend, Marten will inflict 1D5 + 3 damage + 1D5 + 3 damage for the 1st CH + 1D5 + 3 damage for the 2nd CH, therefore, a total 3D5 + 9 damage.

Boosting a roll

To symbolize the fact that a Briskar can decide to give everything he has to achieve a passage of arms or a specific action, the player has the option to invest part of one of his characters' AP to "BOOST" the current roll:

- **For 1 AP:** he can increase the final roll by 1; a natural 1 to the die roll is still a failure and the success threshold remains unchanged.

- **For 2 AP:** he can re-roll one of the rolled dice. The new rolled die automatically replaces the previous one.



1. Overview

- **For 3 AP:** he can add one die to his roll, in this case, all the dice are counted simultaneously, critical failures are eliminated from the final tally and the action is automatically failed if all dice show a CF.

Critical hits are re-rolled and recorded normally. One can thus achieve a greater number of CH on a same roll. There is no limit to the number of extra dice a character can be attributed, except of course, its total number of AP at the beginning of the action.

Adding points to your roll result or adding one or more dice to your roll must always be announced before your roll.

Obviously, re-rolling is decided depending on the result. You can re-roll several times in a row as long as you use the needed AP.

Recruiting a Team of Briskars:

Each Briskar has a specific cost mentioned on his profile, expressed in gold coins, including his salary recruitment and maintenance of his basic equipment for a game.

When hiring your team, add the cost of each of your fighter.

Most Briskars are unique, their name became famous in all taverns of Anthropia.

However, some henchmen, whose name are not known by anyone and are therefore defined only by their role, will be recruited several times. In this case, a limitation of recruitment appears on the profile of the specific Briskar.

In order to play a balanced game, you will agree with you opponent on a budget not to be exceeded for the recruitment, unless you decide to play a scenario specifying otherwise.

Sometimes it will be necessary to bridge significant gaps regarding the cost of recruitment, it will then be possible to acquire objects or additional equipment detailed in section "Appendices" P.34. You will simply need to add the cost of these items

to the cost of your current team in order to determine the final budget.

It's not mandatory, but BRISKARS is designed to be fully playable with 2 basic starters worth 300 gold coins. Whatever the value chosen for the team, players cannot exceed this amount. There cannot be more than 5% difference between the two teams (except when specified otherwise in the scenario).

E.g.: in a game of 500 gold coins, players must have a total value of band between 475 and 500.

Appointing a Leader

Each team of Briskars is led by its leader, and it is the Briskar who is the most expensive in gold coins who will naturally endorse this role.

(Do not forget to take into account the cost of additional equipment).



A game of BRISKARS

Each player taking part into the confrontation adds the AP of each of its Briskars. If it is a draw, you'll just need to throw a coin in the air.

The winner of the "heads or tails" or the player with the more AP in his team will decide who will deploy. The first team to deploy is the one starting the game.

Some specific equipment, .

It is commonly referred to games of BRISKARS between two opponents, however, it is quite possible that some game sees more than 2 teams confronting.

Beware of not attracting the wrath from other teams on your own crew !

2. The Game

Game round

During a round of BRISKARS, each player will be able to alternately activate each of his Briskar and will decide if he spends all or part of its action points.

Once all opponents have been activated, a new round begins and this goes on until the victory of one of the teams.

A new round always starts with the activation of one opponent of the last miniature activated in the previous round, except when the team of the last player has fewer figurines.

After an activation, the player will need to take into account its remaining PA.

They can indeed be spent to improve the miniature's defenses during the turn one of his opponents, for instance.

This means that each Briskar keeps count of his action points until his next activation where he gets back all of his points as shown on his profile.

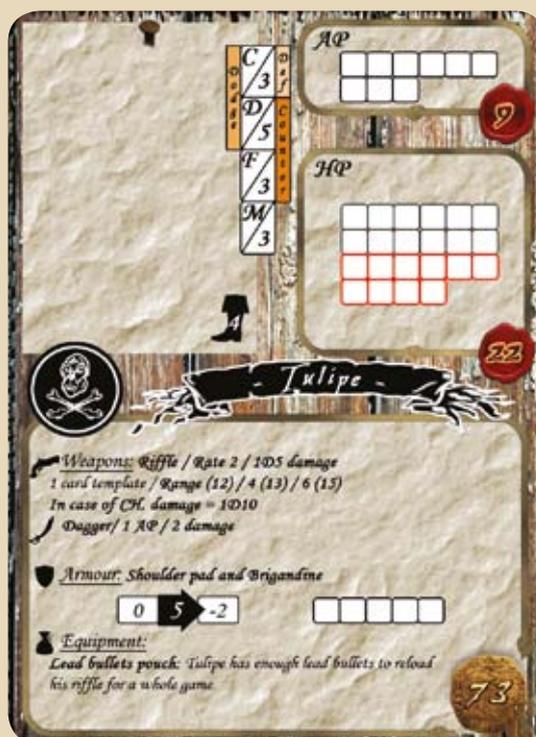
Activation sequence

The various stages of a round take place as follows, regardless the Briskar:

- 1 - Start activation
- 2 - Rum (see object P.36)
- 3 - Morale roll
- 4 - Regain all your AP
- 5 - Persistent Effects (bleeding, poison ...)
- 6 - The Briskar's various actions.(Attacks, shots, thrusts ...)

Profile presentation

The Main characteristics



Pic.1: A Briskar's profile card.

- **Constitution (C):** represents the Briskar's physical figure, his girth and size; it can be used alone or in combination with another characteristic to do specific actions.

A defense roll, for instance.

- **Dexterity (D):** represents the Briskar's agility, thoroughness or vividness; it can be used alone or in combination with another characteristic to do specific actions.

A shooting roll, for instance.

- **Strength (S):** represents the Briskar's physical strength and power, it can be used alone or in combination with another characteristic to do specific actions.

An attack roll, for instance.

Crimp says:

In order to easily keep track of a Briskar's remaining AP, you can slip his card in a protection sleeve and check the used AP with an erasable marker.

2. The Game

- **Mind (M):** is the Briskar's intelligence and, by extension, the ability to master cast spells, to understand a mechanism, to negotiate in some scenarios, but also his ability to resist certain destabilizing situations.

- **Movement:**  counted in fathoms, that is to say the size of a Briskar's base.

- **AP:**  your stack of action points that can be spent by the brawler to act from one turn to another.

- **HP:**  health points, corresponds to the total injuries a Briskar can put up with, as they drop to 0, he is removed from the battle field. Artillery and some "breakable" set pieces have structure points (SP), this will be detailed further below.

- **Armour:**  a Briskar's equipment that can enable him to minimize damage during the game (a plastron, a good leather jacket...). If there is none described on the Briskar's card, he would have done better to put on pants to go battle! In any case he will not be able to try and protect part of the damage.

- **Hiring Cost:**  a Briskar's value in gold coins; included in the coin in the lower right corner of the card. Add the amount of his extra equipment(s) and spell(s) and you will get the total of his hiring cost.

Unless specified differently by a rule, the warrior who defeats or routs his opponents wins this amount in gold.



- **Faction symbol:** specifies to which people the Briskar belongs.

Some "special" abilities like "Brotherhood" (Rotumah, Zhàn Bào...) described on the characters profile, allow them to be recruited by several factions.



includes all people living on Sundaria. All Briskars displaying this symbol on their card can be hired together



includes all people living on Quinto Real. All Briskars displaying this symbol on their card can be hired together.



includes all Briskars who elected home on the Exiled Archipelago. All Briskars displaying this symbol on their card can be hired together.

Some of their leaders will also be able to recruit crew from other factions; this feature will then be listed on their card.



includes all the mercenaries from Anthrophia, they can create their own team or be recruited by other factions.

If they join another faction, they can never outnumber the crew of this faction.

E.g.: I can recruit only 1 mercenary in a team of 3 Briskars, 2 in a team of 4 or 5, 3 in a team of 6, etc...



Crimp says:

A fathom is a nautical unit corresponding to 6 feet or 1,829 metres. In game, it corresponds to 40mm, that is to say the size of a square or of a Briskar's base.

Zone of control

The "zone of control" is the area surrounding a Briskar in which he can interact with his environment. In general, it is of less than 1/2 a fathom and of less than 2 fathoms if he has "Reach".

If an opponent enters this zone of control, he is then considered as in a *melée*.

E.g.: Juan de Leon is within 1 fathom of a Birgus (who benefits of reach with his spear) and therefore in a *melée*.

The Birgus is not considered in a *melée* as he isn't in Leon's zone of control and can thus move freely without doing a disengagement roll.

A Briskar gaining "reach" thanks to a weapon can use it to attack below 2 fathoms..

It doesn't enable him to perform any other action than an attack or a thrust (with this specific weapon) at this distance.

If the Briskar's physical characteristics gives him "reach" (like for the Major Abeli), his zone of control is within less than 2 fathoms, whatever the action may be.

The action of "restraining" and "head-butting" don't take place within the zone of control but base to base with an opponent.

The allies don't obstruct the movements nor the lines of sight.

The Offensive characteristics

- **Attack:**  $S \times 2$

- **Thrust:**  $S + D$ (only once per activation)

- **Shot:**  $D \times 2$

- **Action:** the general characteristics needed for a given action will be described later on, in the "Generic Actions" section.

The Defensive characteristics

- **Defense (passive):** C , to determine the Briskar's defense threshold you only need to add his constitution to his roll.

- **Dodge:** $C + D$

- **Counter - attack:** $S + D$

Equipment and special rules

Combines the Briskar's fighting techniques or personal skills as well as the equipment affecting his characteristics, or his way of fighting, etc...

A piece of equipment is symbolized by this pictogram: 

The costs and effects of equipment are described in the section "Appendices" P.34.

If the effect of a specific equipment is described on a Briskar's profile, this effect overrides the generic rules and doesn't cost extra gold.

A special skill or characteristic is symbolized by this pictogram: , apply the specific effects noted on the card.



How to manage an action

The Action Points or AP

The action points represent the time required for an action to be performed.

We understand then that attack is not just a blow to the opponent but a series of passages of arms to the hit, that a shot implies time to aim and is not simply achieved by pulling the trigger, that casting a spell takes some time...

And so on for all actions that a Briskar may need to undertake...

2. The Game

Upon activation, a Briskar will inevitably be pushed to take action whatsoever (he is paid for it, all the same!).

He will need to have enough AP to undertake this action, spend them and determine the success or failure of the action taken. You will find a comprehensive list of possible actions, their cost in AP, as well as their effect further below.

Movements

When a Briskar decides to move, he refers to his movement characteristic: **J**

- **Walk:** the most classic, where a Briskar can move of all of his movement while taking a look at what is happening around him, weapons straight. It is possible to undertake this action several times during his activation.

The first "walk" costs no AP.

The following ones cost 2 AP per walk,

- **Race:** enables to double your movement for **2 AP**.

The Briskar decides to run, either to take cover or to get closer to the fight, in any case, he gets out of breath and can therefore undertake no other action during his activation.

However he keeps his stack of remaining AP for defense and can react at the beginning of his next round.

- **Assault:**

AP cost = cost of movement + attack,

The Assault is an action of movement combined with an offensive action, supported by the speed of the blitz.

If this is the first movement, only the cost of the attack will be counted.

The benefit of the assault increases the Briskar's ability to achieve a critical hit, the CH threshold (see "Critical failure and hit" P.9) is increased by 1.

E.g.: If the CH threshold was of 10, it will now be of 9 and 10.

If the CH threshold was of 9 and 10, it will now be of 8, 9 and 10 and so on.

Once in contact, a Briskar cannot carry an assault without getting rid of his opponent first.

To qualify for this bonus, you must have covered at least half of his movement (rounded down) so that he has enough run up, so at least 2 fathoms, if he has a movement of 5, for instance.

- **Jumping over an obstacle: 0 AP.**

If the jump you want to make does not exceed 1 fathom, there is no penalty.

Between 1 and 2 fathoms (included), the movement cost 1 extra AP, hence 1 AP if this is the first movement of the activation, otherwise 3 AP.

Beyond 2 fathoms; jumping over an obstacle is impossible, you will need to climb.

And to jump down from a height of more than 2 fathoms a "landing" roll will be required.

- **Landing: 0 AP.**

$CONSTITUTION + DEXTERITY + 1D10$ greater than or equal to 13.

So $C + D + 1D10 \geq 13$.

This threshold of 13 increases by 2 per additional fathom:

- 2 fathoms = threshold of 13
- 3 fathoms = threshold of 15
- 4 fathoms = threshold of 17, etc...

This jump can lead to injuries:

- Up to 5 fathoms = 1D10 damage in case of failure.
- Between 5 and 7 fathoms = 2D10 damage in case of failure.
- Beyond 7 fathoms = 1D10 damage if successful; the fall is lethal in case of failure. Few people survive when they fall to a Galleon lookout!

Basic Rules

- Climbing: 2 AP.

The movement is divided by 2 when a Briskar climbs or goes up to a different height (wall, rope, mast...)

E.g.: If he has a movement of 6, he will only be able to climb of 3 fathoms by spending 2 AP

The first movement isn't free.

- Getting up:

A Briskar, lying on the ground, intentionally or not, cannot perform any other action but "getting up".

After some events, it may be necessary for him to get up in order to act normally; and then to **sacrifice his free movement**, if it has not yet been spent in the round.

Otherwise, this action costs him 1 AP.

Terrain modifiers

Cluttered terrains have an influence on the speed of movement:

These modifiers combine with the different effects of movement actions.

The specific characteristics mentioned on each profile, always prevail over the modifiers listed below.

These modifiers apply after the possible effect of a spell, shout, or changes induced by an action.

- **on sand:** or in shallow water, the Briskar's movement is reduced by 1.

- **on ice:** his movement is reduced by 2.

- **in water:** (I.e. a water deep enough to swim), the movement is divided by 2, and, in addition, no action with a weapon can be undertaken (unless described otherwise on the Briskar's profile).

- **difficult terrain:** Divide the movement by 2.

The attack actions

- **Attack:** 2 AP unless the characteristics of the weapon specify a different cost.

The Briskar deals a blow using:

$STRENGTH \times 2 + 1D10$ or $S \times 2 + D10$.

There are no restrictions on the number of attacks he can do other than his number of AP.

Each attack can be increased separately (see "Boosting a roll" P.10).

- **Thrust:** 3 AP effects are described in the characteristics of the weapon.

The Briskar strikes a thrust using:
 $STRENGTH + DEXTERITY + 1D10$ or $S + D + D10$.

A thrust can only be done once per activation.

If no damage is specified for the Briskar's thrust (Pablo Cortes for instance), it will only cause damage in case of CH.

Each thrust may be increased (see "Boosting a roll" P.10).

The defence actions

The defender decides how he will defend once the attack roll has been done.

A successful defense action will need to be greater than or equal to the attacker's roll.

- Defend: 0 AP.

A Briskar can always defend himself in response to a blow from his opponent, even if he has no AP left to try something better.

This represents the fact that the old sea-dogs are no lamb, they will not wait to take "slaps" turning the other cheek..

A defence roll is calculated by adding : $CONSTITUTION + 1D10$ or $C + D10$.

Each defense can be increased separately (see "Boosting a roll" P.10).

2. The Game

- Dodge: 2 AP.

The Briskar will try to react defensively to the attack thrown at him.

If successful, he can break off moving up to half of his movement.

A dodge is resolved this way:
 $CONSTITUTION + DEXTERITY + 1D10$ or
 $C + D + D10$.

Each dodge can be increased separately (see "Boosting a roll" P.10).

- Counter - attack; 3 AP.

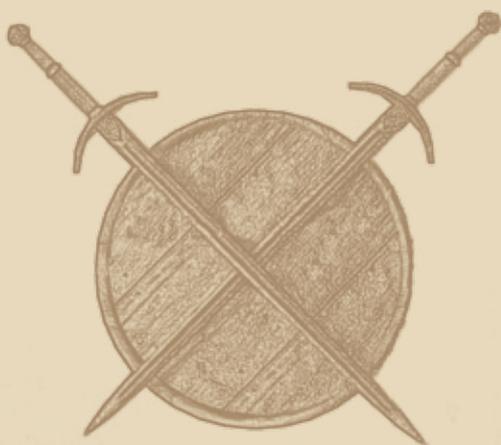
The Briskar will attempt to react offensively to the attack thrown at him

If successful, he may in return carry a basic attack at no additional cost.

However, after the resolution of any such attack, the round goes on normally and it is the active figurine that finishes its actions.

Counter-attack is resolved this way:
 $STRENGTH + DEXTERITY + 1D10$ or
 $S + D + D10$.

Each counter-attack can be increased separately (see "Boosting a roll" P.10).

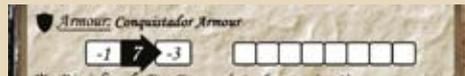


Armour test

As we saw in the "general characteristics" if the fighter has an armour, it is described in his profile and on his card.

An armour test does not cost any action point, as long as a Briskar has an armour, he must use it to try to reduce the damage received.

It's not an immutable object, and the armour ends up blowing under the repeated blows; to symbolize this, whenever the armour is used, you will need to check a square on its life cycle (LC).



Pic.2: The armour frame on a card.

Once the LC reduced to 0, the armour is considered ineffective, you will therefore not be able to use it to protect the next damage.

The possible bonus and / or penalties associated with it will continue to apply as long as the Briskar bear his armour.

In addition to the special skills it confers, the armour has a threshold, indicated by an arrow (➡) in the armour frame.

- Below this threshold it will protect a certain amount of damage (1 for the armour on Pic.2).
- From this threshold it will protect more effectively (the roll must be greater than or equal to the threshold to succeed, 3 for the armour on Pic.2).



Crimp says:

Don't forget that when dodging a shot, the free movement you get doesn't allow you to get closer to the shooter.



Crimp says:

In general, a Briskar's basic armour; (as shown on his profile) doesn't give any penalty. Only the armours bought within the equipment list can do so.

Basic Rules

A CH will always protect all basic damage of the attack, that is to say all damage apart from the one provided by the critical bonus.

A CF will not protect anything and will damage the armour even more, you will need to check an additional square in its LC.

In addition, the armour can protect artillery fire, but it will lose all of its life cycle.

If the damage is of "Armour piercing" type, you will need to check an additional D5 square(s) in its frame.

The fighting actions

- Restraining an opponent: 0 AP.

Both concerned Briskars must be in contact base to base at the beginning of the action.

A roll of strength against strength must be achieved, the restrained Briskar must release anything he holds but his usual equipment, none of the two opponents will be able to undertake any other action than breaking the hold, even defend themselves! (but they keep their amount of AP as it is).

Breaking the hold is automatic for the one who restrains the other, however, a new roll of S against S must be achieved by the one who wants to free himself.

These rolls can be boosted.



- Head-butting : 2 AP.

Both concerned Briskars must be in contact base to base at the beginning of the action.

A roll of STR + CONSTITUTION + D10 or S + C + D10 must be achieved in opposition in order to deal the head butt.

If successful, the damage is equal to CONSTITUTION - 2 or C - 2.

In case of CH, the opponent is knocked out, he falls to the ground and will attempt to get up by achieving a roll of morale.

While you cannot boost a morale test, this one can be.

- Giving a kick: 2 AP.

Both concerned Briskars must be in contact base to base at the beginning of the action.

He will then need to pass a roll in opposition with DEXTERITY + CONSTITUTION + D10 or D + C + D10 to deal the kick,

If successful the damage is equal to DEXTERITY - 2 or D - 2.

In case of CH, the Briskar conducted a "Crutch" and the opponent loses 1 point of movement for 3 rounds. In case of multiple CH, the movement penalties add up.

In case of CF, the active Briskar falls and loses the rest of his activation to get up.

These rolls can be boosted.

- Interrupting a spell:

Restraining, head-butting or kicking, can help to interrupt a spell, if the Briskar is in contact with the caster at the beginning of the incantation.

The action is increased by +2 AP if it happens during the opponent's turn.

If successful, the action points spent casting the spell, are lost.

2. The Game

General actions

All actions a Briskar may need to undertake depending on the situation or a given scenario.

- Throwing an object: 2 AP.

A throwable object will be described as "S=x" where x is equal to the minimum strength needed to throw it.

(by default any one-handed weapon, or any object that fits in one hand has a value: S=2, and S=3 for a 2-handed weapon).

In addition, you will need to achieve a roll of STRENGTH + CONSTITUTION + D10 greater than or equal to a threshold of 12 + 1 per fathom of distance or $S+C+D10 \geq 12 + 1/\text{fathom of distance}$.

E.g.: in order to throw a chest (F= 3) you will need a strength of at least 3.

And, to throw it at a distance of 4 fathoms, you will need to achieve a roll of 16 or more.

This pictures the difficulty of throwing a heavy object as well as the difficulty of aiming a remote target using whatever comes to hand.

This rule also applies to ordnance weapons, one just needs to be a little beefier to throw them!

As to throwing another Briskar, you must first be able to do it, and therefore have a STRENGTH at least equal to the CONSTITUTION of the thrown Briskar.

The same difficulty as for throwing an object applies.

If the action is successful, the rule "Crash (P.27) applies.

In case of failure the "Missile-Briskar" remains in place and the action ends.

Furthermore, if a figurine is the target of this throw, it can of course defend or dodge.

Beware if a Briskar is thrown, he must perform a "Landing" test.

Object	Minimum strength	Damage	Effect
Bottle	1	1	Bleeding for 2 rounds
Stool	2	2	
Bucket	3	3	
Barrel	3	3	
Chest	3	4	
Crate	3	4	
Sack of cereals	3	3	2 damage on adjacent miniatures
Canonballs rack	4	5	victim falls on 4+
Anchor	5	7	victim is "knocked-out"
Table	6	5	1 card template
Ordnance weapon	6	3 + SP	weapon loses 4SP

- Moving an ordnance weapon: 2 AP.

As "throwing an object", you can move an ordnance weapon (e.g. a cannon) once per activation.

It is possible to move the machine with a Briskar other than the gunner designated at the start of the game.

In this case, you will refer to the value written in front of "S = x" and it is assumed that the machine performs the same movement as the Briskar, but in addition, a reorientation will cost one fathom of movement.



Crimp says:

I can decide to move my ordnance weapon while running, even if my activation will end right after. I would still have moved the artillery of double my movement.

E.g.: in order to move and redirect "Bone Breaker", Maruti, who has more than enough strength to do it, will spend 2 AP and will be able to move the cannon of 3 fathoms and place it in the desired direction.

Thus 3 points of MVT and 1 point of orientation.

Basic Rules

A piece of artillery can only be moved or re-directed if no adversary is present at less than 1 fathom of the piece and of the Briskar wishing to move it (if you play on a squared map, the squares adjacent to the piece and Briskar must be free of any opponent).

Crimp says:

A ration or a hip flask of rum mentioned on a profile card also cost 2 AP to use but their effect may change.

- Carrying / moving: 0 AP.

Difficulty: Automatic.

In this case, we consider the Briskar's strength.

If S is higher than or equal to 4, then, a penalty of -1 movement applies.

If S is less than or equal to 3, then, a penalty of -2 movement applies.

This action enables to carry a load up to about 110lb, a barrel, a safe, a trunk, etc... and to continue to act normally.

- Putting down / picking up an object: 1 AP or sacrifice of ones free movement.

In some situations, such as disarmament or due to scenarios actions, you will need to drop part of your equipment or an object.

These can be picked up for 1 AP or by sacrificing ones free movement (specific scenarios rules will of course override this one).

Likewise, you can also decide to put down an object.

A Briskar can pick up only if he has at least one free hand to do so. You can pick up an object that had been dropped or put down by another Briskar.

N.B: when a Briskar puts an object down, he where to place it in his zone of control.

If he is disarmed or loses an object due to an opponent's action, it is the opponent who decides where to place it but still within the owner's zone of control.

- Destroying an object / breaking a door: 2 AP.

Difficulty: $S + C + D10 \geq 12$.

Enables to break a door, barrel, chains...

- Taking a snatch: 2 AP (+ 1 to 4 HP).

If a drink or food source is adjacent to a Briskar, he can eat to regain 1D10 / 3 HP (rounded up).

E.g.: Roll of 7 on a D10 = $7/3 = 2,333$ rounded up = 3 LP.

This action is possible only if he is not adjacent to an opponent.

- Removing one's armour: 3 AP.

The Briskar no longer suffers the penalty of movement linked to his armour, on the other hand he can no longer benefit from its protection.

It is imperative to remove an armour that gives penalty of movement before "swimming".

- Swimming: 0 AP.

Difficulty: Automatic.

The movement is divided by two and no weapon can be used, unless otherwise specified on a Briskar's profile.

- Kneeling: 1 AP.

Difficulty: Automatic.

A Briskar who kneels behind an object or terrain element at least half his size is considered to have cover.

- Aiming: 1 AP/shot or throw.

Difficulty: $D \times 2 + D10 \geq 10$.

Cancel a target's cover (the target must still be partially visible from the shooter).

Automatic success if the Briskar used the skill "Kneeling".

- Hiding: 1 AP.

Difficulty: no CF.

The figurine with cover becomes impossible to target with a shot.

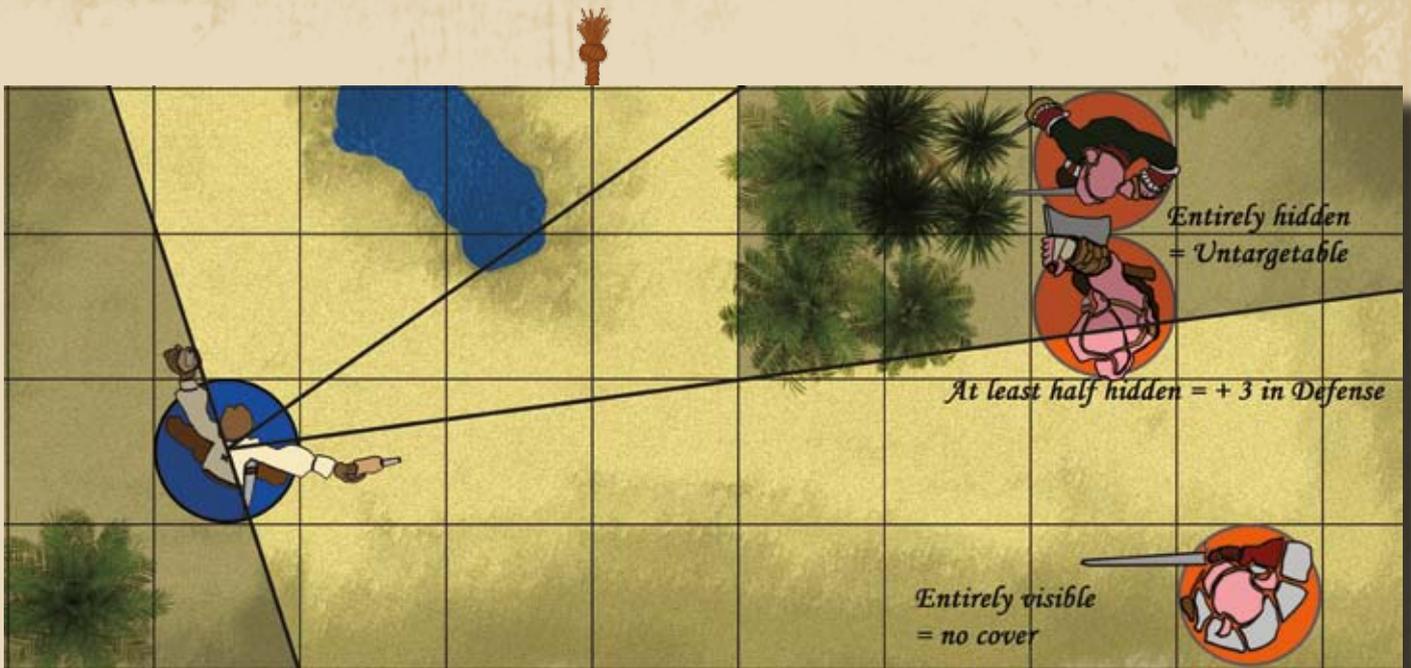
A Briskar who hides prevents the use of the skill "Aiming" against him.

- Seeing / locating : 1 AP ~ 1x/round.

Difficulty: $C + M + D10 \geq 12$.

This action can detect a hidden Briskar, a secret mechanism, etc...

2. The Game



Pic.3: Explanation on line of sight and cover.

- Picking: 2 AP.

Difficulty: roll of $D+M+D10 \geq 12$.

Enables to open or unlock any lock or mechanism.

- Reading / deciphering: 1 AP/document.

Difficulty: $M \times 2 + 1D10 \geq 14$.

Enables to understand a document / handbook.

- Convincing / negotiating: 2 AP.

Difficulty: $M \times 2 + D10 \geq 13$.

Enables to win over a negotiation, discussion, etc...

- En Garde! : 2 AP.

Difficulty: Automatic.

Adds one die to the next defensive action and remains in effect until the start of another action.

- Digging: 2 AP.

Difficulty: $C \times 2 + D10 \geq 12$.

Dig holes!

- Last Hope:

Difficulty: $C+M+D10 \geq 10$.

If the fighter is under 10 HP, he rushes headlong into battle and can no longer defend or benefit of his armour until the next activation.

In return, all attacks and / or thrusts cost 1 AP less with a minimum of 1 AP.

Covers and environments

Clashes between teams of Briskars are violent and often lethal, and it is not surprising that most of them take cover when the first shot rings out.

A Briskar can use his environment to protect all or part of shooting and spells likely to be targeting him, basically, take cover.

Assaults, direct shots and offensive spells are affected by this rule.

A spell targeting a Briskar's ally does not require any line of sight.

Two cases are to be noted:

1 - the targeted Briskar is entirely hidden from the attacker's view.

→ The resolution of the action is impossible.

2 - the Briskar is at least half hidden by his cover.

→ A bonus of 3 will be added to his defense against this action.



Crimp says:

A Briskar's base stands for the room he occupies while fighting. You therefore need to take it into account when checking for lines of sight.

During a dodge, the bonus only applies if the defender does not move out of cover.

Some devious minds will try to hide their 7,6ft and 375lb Briskar behind a small barrel of rum, hoping to get a defense bonus... it does not work, you will need to make larger scenery elements!

Shooting

Each spell and ranged weapon has an essential characteristic: its range, which determines how far the action is effective or accurate.

The first thing to do when casting a spell or shooting, is to verify that the target is within range, and at least partly visible from the Briskar undertaking the action.

Gunner

When you include an ordnance weapon to your team, a gunner has to be chosen before the start of the game. He will be the only one enabled to use the ordnance weapon until knocked out. A new gunner will then be named.

Shooting resolution

A shot is resolved as a basic attack, with a dice roll, in opposition between the shooter and the defender.

It is defined as follows:

- its cost: determined by the characteristics of the weapon.
- its rate: the number of shots that can be performed before reloading the weapon.
- its minimum and maximum range.

A Briskar cannot use a ranged weapon if he is in contact with an opponent, unless specified otherwise on his profile.

However, the CF is a little different on a shot, it is more difficult to hit from a distance than in a melee, a natural 1 and 2 on a D10 will therefore be a critical failure.

A CH achieved on a shot, enables to combine all the damage.

E.g.: Bogdan gets a CH, shooting with his blunderbuss, he will then double its damage on his target, thus 1D10 +2 damage.

The Briskar completes his shot (Dx2+ D10) that he may decide to boost or not, for the corresponding AP cost.

The defender then decides whether he will defend or dodge and applies any possible cover modifier.

Shooting modifier:

- The shooter has a bonus of +2 on his shooting roll if his target is below him.
- The defender has a bonus of +2 on his defense roll if the shooter is below him.
- When shooting, if the target is in a melee, it has a +3 bonus to defend itself.

- Range:

For each weapon, minimal and maximum range are mentioned, they have a direct influence on the power of the shot, and as a result, on the inflicted damage:

- below the minimum range:
The weapon damage is increased by 1.
At close range, it stings!!!
- between the minimum and maximum range:
The weapon damage is not modified.
- beyond the maximum range:
The weapon damage is reduced by 3.

Often, the damage will be close to zero beyond the maximum range, but at the same time, a pirate's blunderbuss is no ballista!

Crimp says:

A Briskar being shot at will always be able to defend or dodge (for 2 AP) but cannot counter-attack unless the shooter is in his zone of control.

2. The Game

The damage modification coming from the range is to be applied after the bonus of any CH.

E.g.: Bogdan shoots beyond his maximum range and gets a CH on his shooting roll, he will therefore inflict twice his weapon damage, minus 3. That is to say $((2 \times 1D5) + 2) - 3$, or $1D10 - 1$ damage.

The CF are described in the characteristics of the concerned weapon, as appropriate.

Once the rate of the weapon has been reached, the shooter must reload his weapon for the corresponding AP cost.

During a shot, the shooter and the defender can both "boost" their roll.

- Reloading :

Once the maximum rate of the weapon has been reached, the firer must reload his weapon for 3 AP or the cost mentioned on his card.

You are entirely allowed to reload a weapon before it lacks ammos but you will never be able to exceed its maximum rate.

When shooting, both the firer and the defender can boost their roll.

Template weapons

The firer places his template on the location he wishes to target and measures the distance between the edge of the base of the firing weapon to the nearest edge of the template.

The difficulty to take into account is the one listed in parenthesis to the right of the concerned range.

E.g.: pirate cannon (14)/5(12)/10(14).
Which means:

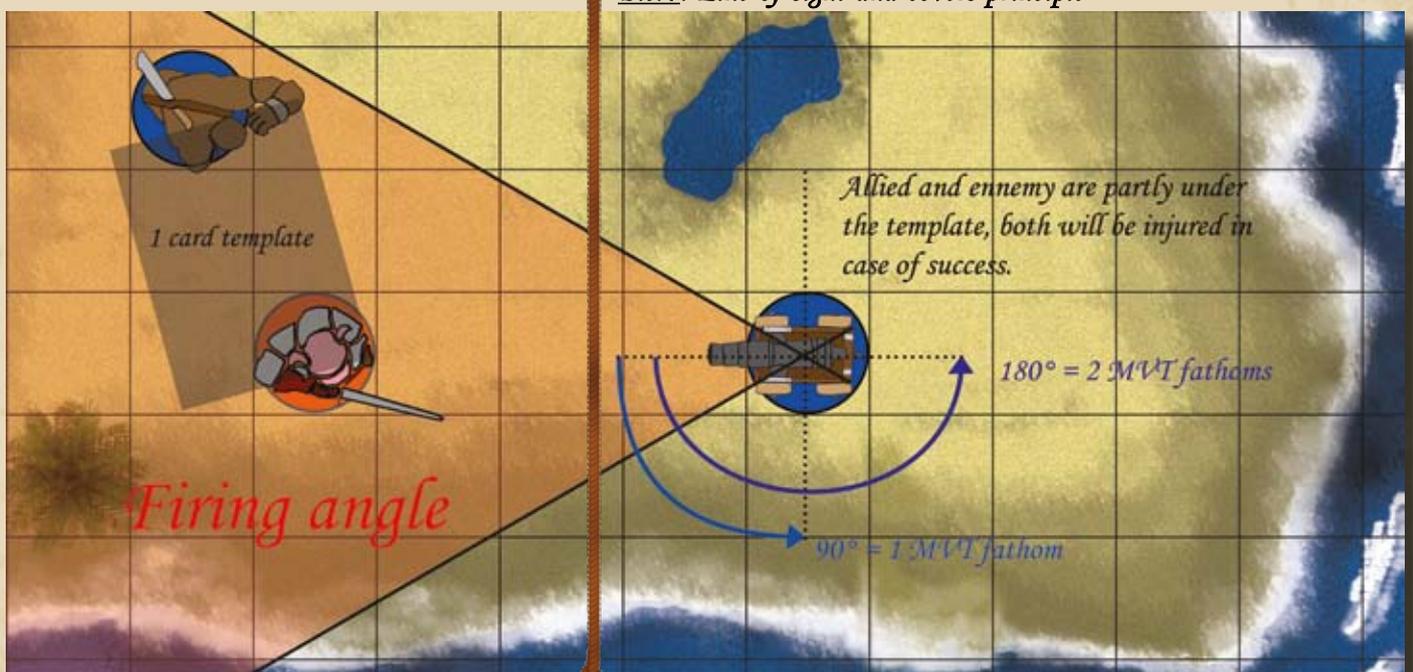
- below 5 fathoms, the fire difficulty will be of 14.
- between 5 and 10 fathoms, the fire difficulty will be of 12.
- beyond 10 fathoms, the fire difficulty will be of 14.

If the fire is successful, the template remains in its place.

Apply damage to the unfortunate victims who are covered by the template, even partially.

In case of CH, you will add a D10 to the damage; do so for each CH achieved.

Pic.4: Line of sight and covers principle



Basic Rules

E.g.: with a CF, Rotumah can hit all Briskars under her template and cause each of them between 6 and 35 damage.

If the fire is unsuccessful, leave your dice on the table!

It will be deflected in the direction in which the die points at, you need to select this die before your roll. The distance in fathoms will be of the difference obtained.

In case of CF, in addition to the effects described in the profile of the artillery, the following rule applies:

Center the template on the artillery, it immediately loses 1D5 structure points (SP). The Briskars taken under the template, even partially, lose 1D10 +1 HP.

E.g.: I fired with a D of 3 and rolled a 3, at 7 fathoms of range, hence 12 of difficulty. My fire is therefore a failure ($3 \times 2 + 3 = 9$ for the firer).

I check the direction in which the dice points at and I deflect the fire of (12-9) 3 fathoms in that direction.

In case of CF with a template weapon, you therefore need to apply 1D5 SP **AND** 1D10 HP +1 damage on all Briskars under the template, **firer included**.

N.B: in Rotumah's case, as her cannon is an integral part of her shell, it doesn't have its own SP.

Therefore, you cannot apply the D5 SP damage; however, her profile card specifies that "in case of CF, Rotumah loses 5 armour squares", she will then lose 1D10 HP + 1 and 5 squares on her armour life cycle...

When she has no more armour, she obviously doesn't die, she however loses use of her cannon and is seriously exposed!

She will then "only" be able to trample and give beak blows.

This will apply to all "cannon-turtles" and other leaving ordnance weapons.

Ordnance weapons damage are dealt only when the shot is successful or deflected.

On a CF, the missile doesn't leave the weapon, the damage of 1D10 + 1 due to the CF can therefore only be dealt if directly specified on the profile card of the weapon.

The template weapon rolls can be boosted (see "Boosting a roll" P.10).

- Effects of the template weapon on scenery elements :

If the fire touches a scenery element, such as a crate, a row of barrels, etc..., these are destroyed and can no longer be used as cover.

When considering high elements such as a mast, a lookout, etc..., determine the direction of the fall of the item at the time of destruction of its base, following the direction indicated by the dice. All Briskars in the path of the fallen element lose (2D10 - Constitution) HP.

In response to a template weapon fire or a fall of a high element of scenery, any Briskar within the area can attempt only one action: "**Shiver me timbers!**", he must spend all his remaining AP to get out of the dangerous area and go to ground.

This action requires a roll with a D10 which difficulty is 10 - AP spent.

If you have no more AP, you will need to toll a 10! (10 - 0 PA).

If successful, the Briskar gets out of the danger zone by the shortest path and will need to be "getting up" at the beginning of his next activation to act normally (see "getting up" in the section "Movements" P.16).

- Damaging ordnance weapons and decor:

Ordnance weapons, such as cannons, are referenced on a profile card, on which appears, not the health points, but the structure points (SP).

This is also the case with some scenery elements, such as a ship's hull, a lookout, etc...

For each successful melee attack or ordnance weapon fire against this type of element, subtract 1 to the structure of the element.

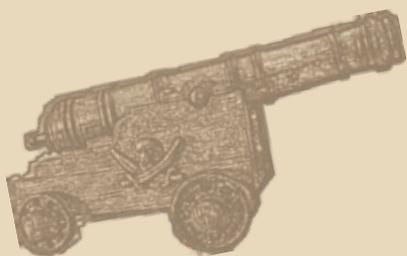
2. The Game

Once the last SP lost, the element is destroyed but remains on the field, it is therefore considered as a difficult terrain.

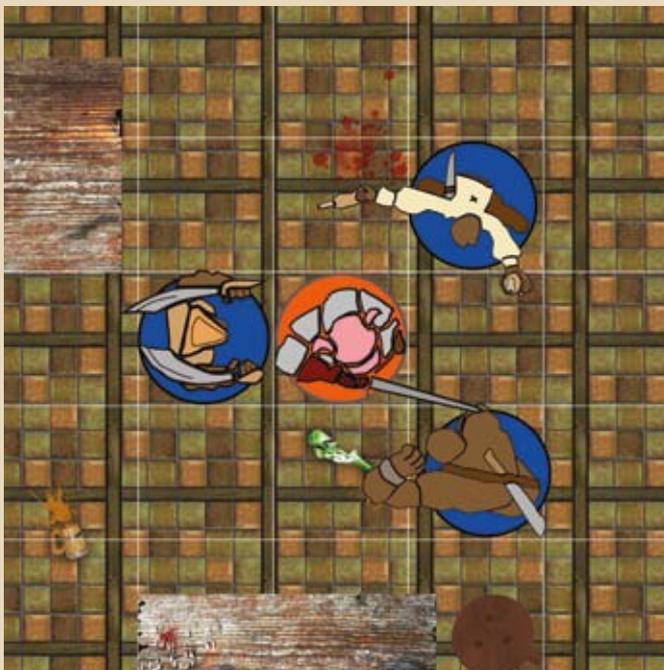
In case of CH, double the loss of structure points.

The basic weapon shots cannot damage the structures.

The scenery elements with no SP are destroyed during the first successful hit against them.



These support effects don't change the value of a CH or CF when they are rolled.



Pic.5: A multiple melee

Special situations

Managing a melee

All Briskars able to fight, that is to say, who are standing and are not prostrate (see "getting up" P.16 "head-butting" P.18, and "morale" P.28), and in adjacent squares (when playing on a map with squares) or in range of melee weapons are considered in a melee battle.

- **Simple:** nothing to report, 2 Briskars deal with their anger!

- **Multiple:** if there are more attackers than defenders (i.g. more Briskars in the team of the active figurine), then the attack rolls are automatically increased of 1 by support.

If there are more defenders than attackers (i.g. more Briskars in the team receiving the attack), then the defense rolls are automatically increased of 1 by support.

In the case of a melee battle where more than two rival gangs exchange fire, these modifiers don't apply, it's every man for himself!

E.g.: in a melee of 3 against 1, the final support of the bigger band will be of 2, for attack, as well as defence.

- **Reach:** see "zone of control" (p.14).

Some weapons (either part of a Briskar's profile or whether additional equipment) have the characteristic "reach".

It enables to perform melee attacks while being up to 2 fathoms away from his opponent.

This advantage is reflected in the fact that your opponent is considered in melee if you are not in contact, but between 0.5 and less than 2 fathoms of him.

If two opponents have "reach" they are both considered in melee as long as they are less than 2 fathoms away from each other.

Basic Rules

N.B: a fighter who has "reach" isn't considered in a melee as long as he is more than half a fathom away from his opponent. Therefore, he doesn't get the bonus of defense against shots provided by a melee.

- Disengagement:

Sometimes the situation gets really bad in a melee, and we have interest in sending troops to other combat options. In which case you will have your Briskar attempt to "Disengage"; it isn't a simple action but a roll in opposition to your opponent. It makes sense as in an exchange of slaps, your opponent is never happy to let you go!

A disengagement costs **2 AP**.

- The Briskar wishing to leave the melee will perform a roll as follows:

CONSTITUTION + DEXTERITY + 1D10

Or C + D + 1D10.

- The Briskar attempting to prevent him from doing so will perform a roll as follows:

CONSTITUTION + STRENGTH + 1D10

Or C + S + 1D10.

N.B: if multiple opponents are in a melee, the player chooses the Briskar who will try to prevent disengagement and will add 1 to the result of his roll for each additional fighter.

This table summarizes all the situations and the effects of a test of disengagement ::

Result	The one attempting to disengage	His opponent
CF	The Briskar falls down and will need to "get up".	Inflicts 1D5 damage to his opponent by restraining him.
Failure	The Briskar stays in the melee, the action is missed.	Stays where he is.
Success	The Briskar is free to move.	Stays where he is.
CH	The Briskar is free to move.	Undergoes 1D5 damage.

When a Briskar leaves a melee, he is automatically considered free, he therefore no longer benefits from the bonus of defense against shots, he doesn't add up to the number of combatants in the melee he just left. He can now act normally and decide to assault, shoot, eat, reload...without penalty.

Interactions with the environment

The different actions a Briskar can undertake are not limited to the use of his weapons.

He may decide to throw a weakened enemy overboard, grab a box to be used as a moving cover, drink a shot of rum to feel stronger and less pain...

If the scenario doesn't specify the course of these actions, see the section "generic actions" to determine the action most approaching to the one you wish to do.



Not so easy to disengage from a Birgus...

2. The Game

- **Crash:**

If a game situation leads to a shock between two Briskars (due to a repulsion, because of Maruti's thrust for instance, or the blast of an explosion, a spell...) then both Briskars suffer 1D5 HP damage.

If a Briskar crashes into a decor element or artillery, he suffers 1D5 damage and the element undergoes (1D5-2) SP damage.

When a Briskar is brought out of bounds by a game effect (repulsion, blast, etc ...) but without being demoralized or see his total HP drop to 0, he then stops at the edge of the terrain instead.

He automatically suffers 1D5 HP crash damage.

It is indeed considered that the terrain doesn't stop at the edge of the table game, but that at this spot, your figurine crashes into an obstacle.

A Briskar can therefore only leave the game on two occasions: either falling to 0 HP or missing 2 times in a row a morale roll.

Dealing with injuries

A Briskar is trained to take hits, he isn't so easy to break down, and doesn't complain.

Unless specified otherwise on his profile card, he suffers no injury penalty as long as he is above 10 HP.

Below this amount, you will need to refer to the rule "morale roll".

There are two types of injuries that have a lasting effect in the game:

- **Bleeding:** a Briskar afflicted of bleeding loses 2 HP per turn and per injury, the effects are cumulative. Poultices, healing spells, rations, or any other effect to regain HP can interrupt the effects of bleeding.
- **Poisoning:** a Briskar afflicted of poisoning loses 1D5 HP per round, the effects are not cumulative.

Only a poultice or a healing spell can cancel the effect of poison.

Persistent damage apply at the beginning of the afflicted Briskar's activation.

They are applied before any other action of his round, therefore, if they bring the Briskar below 10 HP, he must do a morale roll.

- **Loss of all HP: "Knockout" Briskars**

A Briskar whose total HP drops to zero or who's fleeing away from battle zone is considered "knockout".

He isn't necessarily dead, but is hurt too badly or is too demoralized to take an active part in the confrontation course.

In any case, his opponent gains his value in gold, including the additional equipment.

- **Briskar "on the ground":**

A Briskar who fell to the ground due to an action, such as "Shiver me Timber! ", a missed disengagement, etc... can defend normally but will first need to "get up".

- **"Stunned state":**

A stunned Briskar falls on the ground and can no longer defend himself until he gets up.

- **"Prostrate state":**

A prostrate Briskar can undertake no other action but to defend himself according to his remaining AP. He needs to do a morale roll in order to get out of this state.



Basic Rules

Morale

There are situations where even the bravest of Briskars feels his determination to fight vanishing, his motivations changing course, or on the contrary his rage invading him, like the sight of an old friend of slain-drinking or his Captain fleeing for their life...

Three scenarios can lead to a morale roll:

- The total Briskar's HP drops below 10.
- A Briskar from your team and within 2 fathoms or less suffered a fatal injury.
- A Briskar is the last one standing from his clan on the battle field.

A fighter will have to do a morale roll, **as soon as his life points go below 10**, and from then at each new injury once he has crossed this threshold.

You need to proceed to the morale roll at the beginning of the activation.

The Briskar must get a lower result than his characteristics "C + M" Using 1D10.

- **The result is reduced by one** if he's within 5 fathoms from his leader.
- **The result is increased by 1** per opponent in melee, beyond the first.

A Briskar needing to test his morale and having two opponents in melee will then have his result increased by 1.

A 10 (or 0 on the die) will, in the case of a morale roll, always be a CF.

If a Briskar is **within less than 2 fathoms of an ally who suffers a fatal attack**, he also needs to do a morale roll. The roll will happen at the beginning of his activation.

However, in this case, if the test is successful, the following rule applies:

"Revenge": the Briskar's attack rolls will all be increased by 2 during his next activation.

Also, if **he is the last one of his clan standing**, he will need to test his morale at the beginning of his next activation, overcome the loss of his brothers in arms and avenge them.



2. The Game

If you miss your morale roll, your Briskar is prostrate, and his opponents in melee are free to move.

His activation ends and the next one will begin with a new test.

In the case of another failure, he is too unsettled to keep on fighting, and is considered lost, his opponent gains his value in gold coins. He then leaves the battle field.

You cannot re-roll a morale test.



3. Magic

Magic in BRISKARS is expressed in many ways. According to the beliefs and research of each miracle worker, its aspects are numerous, but can generally be divided into six separate ways:

- Esotericism:

It regroups all occult disciplines, whether to wake the dead, to call on the spirits or the forces of evil, to deal with the afterlife...

Its symbol is a skull, its color is purple, like the limbo from which they draw their strength.

- Alchemy:

We find in this class of sorcerers, those who devote themselves in making potions, powders, ointments... and for whom transformation has been elevated to an art form.

Its symbol is a potion, its color is yellow like gold and poisons it can create.

- Good Fortune:

It includes all disciplines such as fortune-telling, card-reading and divination, but also luck and chance fanatics, casters of curses and doomsayers...

Pirates believe in it more than anything else and it's a powerful ally to those who can seduce it...

Its symbol is a 10-sided die, its color is green as the chance that represents it.

- Elementalism:

It's the outburst of the elements, the calling to the resistance of the earth, to the speed of air, to the flow of water and the strength of fire... Elementalists often use spell books or scrolls, but also use elements from their raw state and mix them.

Its symbol is a star, its color is white as the color mixing all the elements together.

- Symbiosis:

Includes the ability to use the world of the Living, changing the molecular structure of beings to weaken or strengthen them, grow vines that hinder, or control an animal that fights for you...

Its symbol is a leaf, its colour is blue as water, necessary element of life.

- Totemism:

Practiced by many shamans who revere the power of each plant and animal species, iconized in bone statuettes, wood or stone shaping Totems of several meters to the effigy of the Wolf, Owl and many others, to develop and make the strengths of each race their own.

Its symbol is a Totem, its color is orange as the warmth of life and energy that is in each of the totem animal.

It is sometimes possible to use several methods to get an effect, and we can therefore find the same spell in several different magic ways. To increase a Briskar's defense, one will use the strength of the earth, the other a potion or a Bear totem...

On a spell card, symbols of the six ways are represented.

If a symbol is showing just below the surface, it's not accessible to the Caster who masters this way, if on the other hand the symbol is filled with color, then it is usable.



Pic.6: A spell card.

3. Magic

Elementalism, alchemy and totemism symbols are colored, you can learn the spell if you master one of these three ways of magic.

Thus, a magician will be inclined in a particular art; the best ones will master several and these ways will be mentioned on their profile card.

Furthermore, in addition to their specific spells, they will be entitled to expand their spell book using the generic list. Of course, they can only choose from those that correspond to their magic ways.

Although all these arcane are very different from one another and their ways of expression (potions, scrolls, totems ...) are many, one will allow the wording "Spells" to describe all the cards that mention the effects of magic.

A spell card is made of 2 pages.

On the left side are described the characteristics of the spell, i.e.:

- The Range:

The distance up to which the spell can be cast, noted in fathoms, it is easy to convert this measurement in squares or 40mm (a Briskar's base).

4 fathoms = 160 or $4 \times 40 \text{ mm} = 4 \text{ squares}$

- The duration:

This is the length of time during which the effects of the spell will be active, they can be immediate (applied as soon as the spell is successful), durable (for 1 round for instance) or permanent (in this case the effects remain during the whole game).

During a Campaign, the effects of a permanent spell do not remain from one game to the other.

- The rate:

Unlike a range weapon, a spell has no ammo, on the other hand, it has an energy according to its power. A mage cannot cast 15 fireballs per minute, he would die of exhaustion.

Which means that you can only cast a precise number of a specific spell during your activation or during several turns.

E.g.: "2 / round" means that you can cast the spell twice during your activation.

"1 / 4 rounds" means that you will only be able to cast it once every 4 rounds!

- The difficulty:

Located in the seal at the right bottom corner of the first page, it's a threshold to obtain with a roll, you will sometimes need to achieve it in opposition. (see "Passive spells" and "Active spells" further below).

On the right page, you will find some characteristics similar to a Briskar or an ordnance weapon:

- the effects of any CH or CF.
- a value in gold coins, which will add up to the price of your team for the duration of the game.

There are two types of spells: **passive** and **active** spells.

Passive spells

Don't take place in opposition, the caster must simply succeed to overcome the specified difficulty adding the double of his Mind with the result of a D10 roll.

Success = $D10 + M \times 2 \geq \text{difficulty}$.

E.g.: my wizard has a Mind of 6, and the spell difficulty is 16, therefore:

$D10 + 6 \times 2 \geq 16$, the spell will succeed if the caster rolls a 4 or more on the D10.

The roll can be "boosted" as usual.



Crimp says:

As a reminder, a spell targeting an allied Briskar doesn't require to have a direct line of sight, however; you still need to consider the spell range.

Active spells

Are done in opposition and directly concern either the result obtained by the opponent or one of his characteristics.

- Against the opponent's result:

Typically, with the spells "Cancellation" and "Counter-spell" which happen immediately after another spell was cast; you will need to exceed a threshold that is determined by the opponent's result..

E.g.: A wizard from the other band casts "Weakening" on one of my fighters and rolls a 19, his spell is successful, my mage will then be able to immediately attempt to cancel it.

In order to do so, he will need to get a 21 (or 19+2) on his own roll.

- Against a characteristic:

In this case, the caster must exceed the aimed characteristic increased by a D10 rolled by the opponent:

$$D10 + M \times 2 \geq \text{characteristic} + D10.$$

Both players can boost their roll.

Bear in mind that you can **only** counter or cancel a spell that targets a Briskar from your team.

For instance, I can't cancel a spell that increases the enemy's movement or defense, I can't counter a spell that will increase his number of AP; however, if the curse reduces one of my Briskar's movement, attack, damage or if it inflicts direct damage to one of them, then my wizard may try to cancel or counteract the spell if he has the ability to do so (right magic way and enough AP).

Cost of a magician

When recruiting, and at the end of the game when calculating gains and losses, the cost of a mage includes his own value as well as the price of all the spells he took with him to curse the enemy.

List of generic spells

This table shows the generic spells any wizard, mage, shaman, is supposed to control during the long and painful learning of his occult art.

Each caster has his own spell book, detailed in his profile, but may, if he wishes, enrich his panel by choosing one or more spells within this list if he masters the needed arcane.

Therefore, a shaman controlling the Totemism can't choose esotericism spells.

These spell cards can be downloaded in the "downloads" section on www.tgcmcreation.com

3. Magic

	Esotericism	Alchemy	Good Fortune	Elementalism	Symbiosis	Totemism
Bulletproof						
Acceleration						
Cancellation						
Fighting art						
Mental barrier						
Swiftnes						
Counter-spell						
Corrosion						
Impenetrable defense						
Febricity						
Ancients' strength						
Invulnerability						
Wall						
Hawk eye						
Healing wave						
Counter						
Rock skin						
Destructive wrath						
Slowing down						
Quickness						
Regeneration						
Re-roll						
Transfer						
Riding high						
Helping wind						

4. Appendices

The following equipment may be acquired for a game and can make up for a difference in points between two teams.

Some weapons don't fall within the expertise of the Briskars who will receive them.

For instance, a Briskar specialized in melee feels uncomfortable with a musket, sometimes wondering which way he has to hold it. To reflect this obvious fact, firearms require 5 AP to reload instead of 3 for any Briskar who isn't usually equipped with this type of weapon.

A fighter wearing armor of unusual weight will suffer a penalty of movement indicated in the description of the said armor.

Which Briskar can be equipped?

When you don't strictly need to follow the "WYSIWYG rule", which means playing with a figurine that really carries the equipment it needs for a game (you are not going to change your Skorbut for each weapon or armor he can equip...); you need to deal with the equipment in a logical way, to make it simple, you cannot use a weapon from the "Appendices", or any other source of equipment on a figurine that doesn't have any arm or hand.

Therefore "Rotumah" cannot carry any weapon, net, grapnel, treasure map... this will also apply to all Briskars without hands. To sum it up: "No arms, no chocolate!".

Considering the Birgus, as he has a claw and a hand, he will never be able to equip 2 weapons or

a 2 handed weapon, this will go for all Briskars with only one prehensile hand.

On another note, one can only poison a melee weapon, one cannot poison a firearms weapon nor a claw, beak or fist...

Any Briskar can equip an armor, in this case, it automatically replaces the basic armor described on his profile card. Moreover, a Briskar cannot see his movement reduced to "0" because of the armor he wears.

An ordnance weapon cannot wear any armor unless it is a leaving artillery.

Last, a Briskar is no hawk, he doesn't carry a whole gun shop with him, therefore, if he chooses an equipment that differs from the one described in his profile, it means that he left his usual weapon in his hammock... he will not be able to switch weapons during the game.

Limitation per team

There is no real limitation to the amount of equipment a team can select in terms of gold coins.

You will agree between friends on the total value of the team or the scenario will command it, during tournaments, you will need to follow the organization decision.

However, in most cases, all equipment described further below are limited to 1 per team, unless their description mentions otherwise.

Melee weapons

- **Marlinspike:** punch, 2 AP / 2 damage / 9 gold.

If CH is achieved with a marlinspike, the victim suffers from bleeding and loses 2 extra HP per turn until it receives heal from any source.

Bleeding effects are cumulative, so a Briskar wounded three times by a marlinspike with CH,

Crimp says:

The equipment is the only way for a non wizard Briskar to become the Leader of a Team if his cost is less than his companions'.

4. Appendices

loses 6 HP at the beginning of each activation, until he is healed, or until any other effect that will make him recover HP.

- **Stiletto:** long slender dagger, 2 AP / 3 damage / 8 gold.

If CH is achieved with a stiletto the damage cannot be healed.

- **Left hand:** replaces the weapon in your left hand, 2 AP / 0 damage / 14 gold.

Enables you to re-roll a missed counter-attack. A Briskar equipped with a two-handed weapon cannot be equipped with a left hand.

- **Pique:** metal tip at the end of a long stick, 2 AP / 4 damage / 16 gold.

Provides a reach of 2 fathoms. Replaces the main weapon

- **Dussack:** cutlass, 2 AP / damage = S / 18 gold.

Spend the regular AP of the attack, when a CH is achieved with a Dussack, you gain back your AP immediately.



- **Boarding Ax:** 2 AP / damage = S / 18 gold.

With a boarding ax, the actions of "picking" and "destroying an object" are only missed on a CF.

Firearms weapons

We consider that a Briskar equipped with one of the firearms described below also has the necessary ammo for the duration of the game, unless specified otherwise.

- **Dirk:** small throwing knife, 2 AP / 3 damage / 4 gold / range 4 fathoms.

This little knife is disposable if it is launched, therefore, it can only be used once.

- **Tomahawk:** throwing ax, 2 AP / 4 damage / 6 gold / range 5 fathoms.

This ax is disposable if it is launched, therefore, it can only be used once.

- **Blunderbuss:** 2 AP / 1D5 damage / 17 gold / range 5/8 fathoms / reload 3 AP / rate 2.



- **Carbine:** 2 AP / 1D10-2 damage (minimum 1) 19 gold / range 6/10 fathoms / reload 3 AP / rate 1.

- **Flintlock Pistol:** 2 AP / 4 damage / 18 gold / range 4/7 fathoms / reload 3 AP / rate 2.

- **Multibarrelled Pistol:** 2 AP / 4 damage / 26 gold / range 5/8 fathoms / reload 3 AP / rate 4.

The shots can be done simultaneously on the same target, in this case the first shot costs 2 AP, the following ones only 1.

- **Pocket Pistol:** 1 AP / 3 damage / 12 gold / range 4/6 fathoms / reload 3 AP / rate 2.

- **Harpoon:** 3 AP / 1D10/ 2 damage (minimum 1) / 18 gold / range 5 fathoms.

If the harpoon firing range does not exceed 5 fathoms, the harpooned Briskar is pulled in a straight line onto a square adjacent to the harpooner.

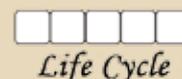
If a CF is achieved with a harpoon, its rope breaks and the harpoon is lost.

Armour

- **Leather Armour:** S = 2 min. / 19 gold.



Armour



Life Cycle



Crimp says:

One should check the HP squares lost due to a stiletto injury with a different colour as these HP cannot be regained.

Basic Rules

- **Chain Mail Armour:** $S = 3$ min. / - 1 movement / 24 gold.



- **Plate Armour:** $S = 4$ min. / - 2 movement / 30 gold.



Miscellaneous objects

- **Ration:** gives back 1D5 HP per use / 8 gold. Enables you to eat twice per game.

A Briskar cannot use a ration if he is within an opponent's zone of control.

This object has no limitation.

- **Powder pouch and cannonballs:** + 2 ammo / 6 gold.

Enables the Briskar equipped with it to increase the ammo capacity of an ordnance weapon.

- **Fishing net:** range 4 fathoms / single use / 5 gold.

Prevents the targeted Briskar to perform actions of MVT during his next activation.

You must perform a "throwing" action. The fishing net can never be used beyond its maximum range.

- **Grapnel:** 5 gold.

The grapnel makes the climbing roll easier, movement isn't divided by 2 but the 1st movement is no longer free.

In addition, it provides a unique way in the game of harpooning a Briskar; in this case, its

characteristics are 2 AP / 4 damage / range 4 fathoms.

The launch is rolled as a regular shot which means: $D \times 2$, and as a shot, it cannot be countered.

Limited to 1 per Briskar.

- **Treasure Map:** does an action of "Reading / deciphering" at the beginning of the game / 10 gold.

If successful, enables the team who has it to choose its deployment zone.

If a CH is achieved during decryption, the team gets hold of a treasure with this map, 5D10 gold is won at the end of the game.

- **Rum:** single use / 5 gold.

Enables you to re-roll all morale rolls for a whole round.

Exceptionally, a Briskar that has this kind of beverage can drink it at the beginning of his activation, even if he had to start his activation with a morale roll.

This object has no limitation.



- **Spell book:** 15 gold + cost of the spell.

Enables you to select a spell in a different magic way than the one you master. A Briskar who doesn't know any magic cannot buy a spell book.

- **Scroll:** 5 gold + cost of the spell / single use.

Enables you to select a spell in a different magic way than the one you master. A Briskar who doesn't know any magic cannot buy scrolls.

- **Lucky-charm:** 6 gold / single use.

Enables you to re-roll a D10 on any type of roll.

This object has no limitation.

- **Vial of poison:** 8 gold.

4. Appendices

Enables a Briskar to coat a sharp weapon for the game, and inflict poisonous wounds.

Limited to 2 per team.



- **Poultice:** healing potion, 5 gold / single use.

Enables you to heal one of your ally by 1D5 HP. With a poultice, poisoning and bleeding stop immediately.

This object has no limitation.

- **"Mad Georg's" three-cornered hat:** 9 gold.

To assign to the Briskar who is Captain in the team; enables members of the team to re-roll one failed morale test, as long as the Captain is still standing.

- **Keg of black powder and wick:** 19 gold / single use.

Enables a Briskar to set a trap in a square next to his.

During the game, a roll is made at the beginning of each round, on a 7 or more, the keg explodes and all Briskars that are within 2 fathoms or less undergo 1D10 + 2 damage points, in addition, the explosion puts them in a "prostrate" state and the injured victims must begin their next activation with a morale test.

- **Chewing mandrake root:** 4 gold / single use.

When a Briskar is in a "prostrate" state, following a missed morale roll for instance, he may ignore this condition during one round.

This object has no limitation

- **Magic Compass:** 6 gold.

Enables you to begin the game, even if the deployment toss was failed.

