

# Clan Name: Pre-defined clan #1 - Tribe: Children of the Swamp - TFF: Adaptation

Name: <b>Marrow Chosen</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
6	5	4	4	6	2	3				85		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Bone knowledge (SS), Bone stuff (SS), Marrow - grade 2 (I) once per game.																	
Name: <b>Abomination VI</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
3	2	4	3	1	4	4				115		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Dread (SS), Senseless (SS), Apoptophobia (SS), Irreducible (SS), Subjugated (PS), So many limbs (SS).																	
Name: <b>Ancient Snail</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
3	0	0	4	6	0	2				75		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Sender (OAS), Slow (SS), Hide (SS), 3 <sup>rd</sup> rank sender (SS), Slobbering constriction (OAS), Cursed apotheosis (SS), Heavy shell (SS).																	
Name: <b>Flailing (FD)</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
4	3	3	3	4	1	1				50		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Extendable (SS), Blind frenzy (OAS), Abominable incitement (OAS).																	
Name: <b>Witch</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
4	3	3	3	5	1	1				40		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Bone stuff (SS), Marrow - grade I (I) once per game, Hermit (SS), Charm (SS).																	
Name: <b>Burrowing Critter</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
3	4	4	2	4	1	1				45		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Hidect bound (SS), Antibodies (SS), Infected bite (SS), Going underground (MAS).																	
Name: <b>Addicted</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
4	3	3	3	3	1	1				25		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Never without (PS), Clump (SS), Inured (SS), Plague (PS).																	
Name: <b>Addicted</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
4	3	3	3	3	1	1				25		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Never without (PS), Clump (SS), Inured (SS), Plague (PS).																	
Name: <b>Addicted</b>		Note:	Bile	Activation													
M	Acc	V	T	N	A	W	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	SP		T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>	T <sub>5</sub>	T <sub>6</sub>
4	3	3	3	3	1	1				25		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>	B <sub>5</sub>	B <sub>6</sub>
Skills: Never without (PS), Clump (SS), Inured (SS), Plague (PS).																	
tot SP: 500																	



The most balanced pre-defined clan, with the most balanced chosen, the **Marrow Chosen**. Surely the most versatile chosen and fittest one, given also the presence of a **Witch**, to control the most negative effects that could come out of the bone tree random effects table.

The three **Addicted** included grant an important amount of units able to collect bile counters and compete towards specific scenario objectives.

It boasts two very dangerous melee units, such as the **Abomination VI** with A4, more adept at holding position even against groups of enemies, and the fragile but deadly **Flailing FD**. Not to mention the presence of an **Ancient Snail** which obviously is the most solid unit in sending curses, besides being the most incisive possible support, it can easily send the disease curse on the **Abomination VI** and the **Flailing FD**, making their numerous attacks lethal and devastating with some luck.

To conclude, the **Witch**, in addition to the support that can give with the bone trees, comes probably with the most incisive hidect behind her, the **Burrowing Critter**, able to surface behind enemy lines, to attack the opposing clan on its weakest points.

The chosen inquire *Recurring Nightmare*, a very versatile scream (to be noted on the back of the clan list), limits a possible stroke of luck by the opponent by forcing him to re-roll a too-lucky and annoying die roll. Concerning the artifacts of the **Marrow Chosen**, as there were not so many SP still available, he was given a *Root of Dowsing*, to further control the game, and an *Infectious Bubble*, to give some ranged attack, as the lack of the latter is surely the clan's greatest weakness.

<p><b>Recurring Nightmare</b></p>	<p>One visible enemy unit</p>	<p>Instantaneous</p>	<p>The target fights against its most hidden fears, self-doubting, being forced to re-roll a die.</p>
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