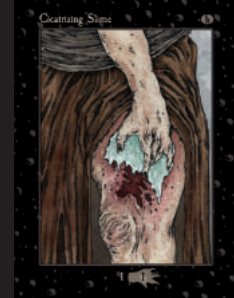
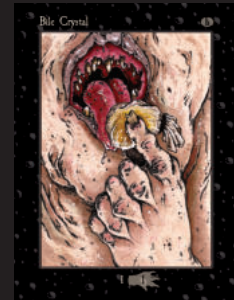


# Clan Name: Pre-defined clan #2 - Tribe: Children of the Swamp - TFF: Adaptation

Name: <b>Tough Chosen</b> M Acc V T N A W SP 4 5 3 4 6 2 3 95 Skills: Armoured (PS), Heavy (SS), Ripping (OAS), Ripper (SS), Arrogance (PS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6
Name: <b>Faceless</b> M Acc V T N A W SP 7 6 3 4 6 1 5 165 Skills: Dread (SS), Pain lover (PS), Acid is inside of me (SS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6
Name: <b>Adult Snail</b> M Acc V T N A W SP 3 0 0 3 3 0 1 35 Skills: Sender (OAS), Slow (SS), Hide (SS), 2 <sup>nd</sup> rank sender (SS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6
Name: <b>Content</b> M Acc V T N A W SP 5 3 3 4 3 1 1 55 Skills: Rolling (SS), Nauseating gas (SS), Acid implosion (PS), Sour hazard (PS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6
Name: <b>Boiler (FD)</b> M Acc V T N A W SP 4 1 1 3 4 1 1 50 Skills: Deadly globe (OAS), Clumsy (SS), Momentum (SS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6
Name: <b>Witch</b> M Acc V T N A W SP 4 3 3 3 5 1 1 40 Skills: Bone stuff (SS), Marrow - grade I (I) once per game, Hermit (SS), Charm (SS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6
Name: <b>Leaping Critter</b> M Acc V T N A W SP 3 2 2 1 1 1 1 5 Skills: Hideect bound (SS), Antibodies (SS), Infectious crash (SS), Leap (MAS), Infected outburst (PS), Tiny (SS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6
Name: <b>Addicted</b> M Acc V T N A W SP 4 3 3 3 3 1 1 25 Skills: Never without (PS), Clump (SS), Inured (SS), Plague (PS).	Note:	Bile	Activation T1 T2 T3 T4 T5 T6 B1 B2 B3 B4 B5 B6

tot SP: 500



Surely this is the most melee-oriented and explosive pre-defined clan. It boasts a guide like that of the **Tough Chosen**, slower than the others, but more difficult to take down and able to devastate any enemy, even the biggest! The presence of the **Faceless**, the strongest unit in Boneforest, balances the slowness of the Tough Chosen. If not contained by the opponent with low-SP value units, the Faceless is able to literally decimate the enemy clans. The Faceless' high mobility is supported by a **Content** with M5 and a **Boiler FD** which, applying effort common skill, can move up to 6 M points per turn, gaining an advantageous position with the opponent, plaguing it with probably the best standard ranged attack available in the game. The single Addicted, for a few points, offers just more support in collecting bile counters. Given the high amount of SP spent in costly and incisive units, there is not much left to support them. This is evident from the presence of only one snail, although it is an excellent **Adult Snail**, and the presence of a **Witch** followed by the weaker yet useful hideect, the **Leaping Critter**. The chosen inquire *Transmutation of Sludge* is a growl (to be noted in the back of the clan list) able to give an incredible mobility to the Tough Chosen at least for one turn. Lastly, all the artifacts possessed by the Tough Chosen grant him total support: in movement (*Bile Crystal*), in cover (*Fogbuster*) and defence (*Cicatrizing Slime*).

Transmutation of sludge	Yourself	Until the end of the turn	The sludge beneath the feet of the Chosen solidifies becoming as hard as bones, letting them walk much more nimbly and quickly. The Chosen receives an amount of extra M points, to be spent during the movement phase, equal to half its base M value rounded down.
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