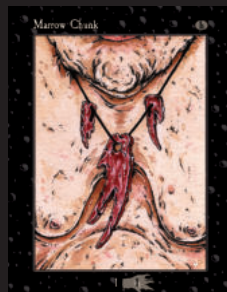


Clan Name: Pre-defined clan #3 - Tribe: Children of the Swamp - TFF: Adaptation

Name: Exterminator Chosen		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
5	5	3	4	6	1	3	105	B1 B2 B3 B4 B5 B6	
Skills: Sentence (OAS), Squirter - vaporized squirting (OAS), Squirter - condensed squirting (OAS), Fetid Slap (OAS).									
Name: Abomination XVII		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
3	2	6	5	1	2	4	115	B1 B2 B3 B4 B5 B6	
Skills: Dread (SS), Senseless (SS), Apoptophobia (SS), Irreducible (SS), Subjugated (PS), Prehensile limbs (OAS).									
Name: Young Snail #1		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
3	0	0	2	1	0	1	15	B1 B2 B3 B4 B5 B6	
Skills: Sender (OAS), Slow (SS), Hide (SS), 1 st rank sender (SS), Tiny (SS), Prey (SS).									
Name: Young Snail #2		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
3	0	0	2	1	0	1	15	B1 B2 B3 B4 B5 B6	
Skills: Sender (OAS), Slow (SS), Hide (SS), 1 st rank sender (SS), Tiny (SS), Prey (SS).									
Name: Young Snail #3		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
3	0	0	2	1	0	1	15	B1 B2 B3 B4 B5 B6	
Skills: Sender (OAS), Slow (SS), Hide (SS), 1 st rank sender (SS), Tiny (SS), Prey (SS).									
Name: Old Content		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
3	3	3	4	4	1	2	65	B1 B2 B3 B4 B5 B6	
Skills: Rolling (SS), Nauseating gas (SS), Acid implosion (PS), Sour hazard (PS).									
Name: Mutilated (FD)		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
4	3	3	4	4	1	1	50	B1 B2 B3 B4 B5 B6	
Skills: Regeneration (PS), Creepy (SS).									
Name: Witch		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
4	3	3	3	5	1	1	40	B1 B2 B3 B4 B5 B6	
Skills: Bone stuff (SS), Marrow - grade I (I) once per game, Hermit (SS), Charm (SS).									
Name: Spitting Critter		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
1	1	0	2	1	0	1	15	B1 B2 B3 B4 B5 B6	
Skills: Hidect bound (SS), Antibodies (SS), Pocket (PS), Infected spit (OAS), Infected sting (OAS), Armoured back (SS), Immersed (SS), Tiny (SS).									
Name: Addicted		Note:	Bile	Activation					
M	Acc	V	T	N	A	W	SP	T1 T2 T3 T4 T5 T6	
4	3	3	3	3	1	1	25	B1 B2 B3 B4 B5 B6	
Skills: Never without (PS), Clump (SS), Inured (SS), Plague (PS).									

tot SP: 500



Probably this is the pre-defined clan that, although balanced, will result as the most complex to use properly, not very mobile but very solid, and with several ranged attacks and curses to force the opponent to perform the "first move" almost everytime, although it is then important to know how to manage it! This approach is evident by the presence of the ranged attacks of the **Exterminator Chosen** and the **Spitting Critter** following its **Witch**, both able to inflict infectious status effects on the enemy. They are being supported by a group of **Young Snails** that will fundamentally spam the Parasitism From Below curse to reduce the enemy's resistance. Crucials are the **Abomination XVII** (using a ranged attack as well), the resistant **Mutilated FD** and the as slow as annoying and solid **Old Content**, all able to hold the position and bear the opponent in melee. The included single **Addicted** is pivotal to counter-balance what is perhaps the greatest weakness of the clan, namely that of having few units of the inhabitant species able to collect bile counters and compete towards specific scenario objectives. The chosen inquire *Sink* is a scream (to be noted in the back of the clan list) able to suspend an enemy activation that, if used properly, allow us to perform one extra ranged attack or to withhold the opponent from engaging us in a crucial point of the clash. The Chosen can also boast a very rich artifacts selection: like the support of a *Marrow Chunk* and *Ancient Progeny*, a *Lens* to improve his shooting ability, an *Oddy Face* that, combined with the ability of the *Abomination Skins* to cause dread on the opponent, allow us to defend the Chosen, without considering the devastating effects that we could have on the opponent with two units that cause dread, supported by the Creepy skill of the Mutilated FD.

Sink	One visible enemy unit	Instantaneous	<p>The target unit temporarily sink in the soft swampy ground. The activation of the target enemy unit is suspended as soon as it is declared, but before actually being carried out. The opponent is forced to activate another unit in its stead. It cannot be applied should the target be the last unit to be activated during that turn by the player.</p>
-------------	------------------------	---------------	---