

Recruiter



Actions



Life



Will



Command



Size



Ducats



MOVE

4

DEXTERITY

4

ATTACK

3

PROTECTION

4

MIND

5

Weapon

Crossbow

Range

15"

Evasion

-

Damage

-

Penetration

-

Abilities

Two-handed, Reload (1)

Keywords

Faction (The Guild), Hero, Human

Character Abilities

- Expert Marksman (1)

Command Ability: Extortion

All friendly characters with the Henchman keyword within 3" gain Bodyguard (Leader, Hero) until the end of the round.

Instigator

Any character within 6" with Union adds +2 ATT instead of +1 ATT.