

Captain of the Guard



Actions



Life



Will



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	6	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Officer's Sabre	0"	-	+1	-1	-

Keywords

Faction (Patricians), Hero, Human, Soldier

Character Abilities

- Bodyguard (Leader)
- Companion (Commander of the Guard)
- Expert Protection (1)
- Engage (2)

Command Ability: *Take Aim!*

All friendly characters with the soldier Keyword within 6" gain Expert Marksmen (1) and Expert Offence (1) until the end of the round.

Chain of Command

This character may only use Command Points on characters with the Henchman keyword, or on it's own Command Ability.