



8  
COST

# THE CAPTAIN

6  
DF

7  
SP

5  
WP

2  
SZ

Henchman, Unique, Living • M&SU

**Soulstone Flare:** When this model declares an action, it may drain a ♦ to add one suit of its choice to its **Skl**.

♣ **Unionized:** While within 3" of another ally, this model receives a ♣ to its **Df** and **Wp** duels.

**"Watch Your Head!":** After this model suffers falling damage, all enemies in base contact suffer an equal amount of damage.

# THE CAPTAIN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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### Relic Hammer

⌘ 2" 6 Df - 3

*This action may not be controlled by the enemy crew.*

*If the target is a master, this action receives a 🗡️.*

🌀 **From the Heavens:** When resolving, this action ignores 🛡️ abilities.

🦋 **Coordinated Attack:** Another friendly model may declare a ⌘ action targeting the same model.

📖 **Maneuver:** Another ally within LoS may move up to 3".

🦅 **Philosophical Quandary:** *Once per activation.* When resolving, the target may allow this model to remove a Strategy marker from anywhere on the board. If it does not, declare this action again.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### ⚡ Wind Barrier

6" 0 - 6 -

*Once per activation.* Make a Scheme marker within range. Allies within (X)3" of the made marker gain a **Shielded** token.

🦋 **Crossbreeze:** An enemy model within 3" of the made marker gains a **Staggered** token.