



THE CAPTAIN

8
COST6
DF7
SP5
WP2
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.



1

2

3

4

5

6

7

8

9

10

11

THE CAPTAIN

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

Relic Hammer	6"	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
------------------	----	-----	-----	----	-----

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.