Briskars

Ayudante Quiros

115

BRQAY01

Ayudante Quiros

Def.	Counter		
C 6	D 4	S 5	M 4
	Dodge		

4

AP 8

HP 30

Armour:

- 1 | 6 | - 3

Weapons: **Bastard sword / 6 damage.**
Shield / 4 damage.
If successful, the target falls to the ground.

Shield: *as long as he has his shield, Quiros does his counterattacks for 1 AP.*
He can decide to sacrifice his shield to block an ordnance weapon fire. If so, he will lose it but will not need to proceed to a "Shiver me timber".

Militia Leader: *as long as Quiros is on the field, the "**Militiamen**" do not test their morale.*

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Toughening up

The Militia Leader knows how to inspire his troops. On each of his activations, he can add one point to all his Militiamen, amongst one of the following characteristics :
Constitution, Dexterity, Strength.
This bonus doesn't apply to him.
Toughening up resets at the beginning of the Militia Leader's turn.

per Militiaman.

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