

BRMD101

Dixon



54



Dixon

Def.

Counter

C 3

D 4

S 3

M 5

3

Dodge

AP

8

HP

24



Flintlock Pistol: Rate 2 / 4 damage
/ Range 4/7 fathoms.

Dixon can shoot even in a melee.



Boarding Sabre: S+1 damage.



Crural: on a CH during a close combat, Dixon does not deal additional damage but poisons his target instead.



No malus when swimming.

Barrels

10 **Powder:** Briskars in Dixon's team (him included) spend 1 AP less when reloading (except for artillery) as long as they stay within 4 fathoms of him.

6 **Rum:** Briskars in Dixon's team (him included) can reroll all of their missed Morale rolls as long as they stay within 4 fathoms of him.

6 **Food:** Briskars in Dixon's team (him included) can use the food within the barrel as if they had a ration within their equipment as soon as they are in his zone of control (they have to be free from any opponent).



Linked to Dixon
One type of barrel per game.

