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Black Hawkins



Black Hawkins

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

5

AP	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	HP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
<div><div>2</div></div>		<div><div>29</div></div>	

- Blunderbuss x 2:** Rate 4
/ 1D5 + 2 damage / Range 5/9 fathoms.
- Pistol-whipping:** 1D5 damage.

- Discharging:** 2 AP + 1 AP per munition
/ 1D5 + 1 damage per munition, Hawkins fire in bursts all his ammo on a single action.
- Counter fire:** 3 AP / 1D5 + 2 damage, can fire once on a Briskar who is moving within the short range of his weapon.
- Can fire even in a melee, the target then gets a +3 bonus in defence.

Crying Wolf

Black Hawkins can start the game with 5 gold of free equipment.

If he selects equipment worth more of 5 gold, subtract 5 gold to the total amount of his equipment.

In Campaign mode, if he is the Admiral of your fleet, all the team can buy equipment at the best price, no matter the situation



Linked to Black Hawkins

