



# Captain Skorbut



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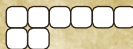


# Captain Skorbut

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



AP



HP



Armour: Redingote.

0 4 -1



Weapons: Hook / 5 damage.

Causes "poison".



2 shots pistol / Rate 2 ☐ ☐ / 4 "armour-piercing" damage / Range 5/8 fathoms.

2 simultaneous shots on the same enemy = 3 AP.



Thrust: Hindrance / 5 damage.

All opponent defences cost 2 AP more until next activation.



Equipment: Ration.

## *Topography*

*Before the first activation, Skorbut can position up to 3 additional covers of 1 fathom in his half of terrain.*



*Linked to Captain Skorbut*

