



YELLOWBEARD

LEGENDARY COMMANDER

32

May Lead any Pirates, Brethren of the Coast, or Golden Age Pirates Force



COMMAND RANGE 12"

COMMAND POINTS 3

MAIN WEAPONS:

Brace of Pistols Standard Melee Weapon

COLD BLOODED | UNWAVERING | TERROR
WAR CRY | IMPULSIVE | STRICT

COLD BLOODED: This Commander has Ruthless. Additionally, any unit using a Command Point from this commander to take a Fight or Shoot action also gains Ruthless for that action.

UNWAVERING: If this unit begins an activation Shaken, it immediately removes a point of Fatigue. If this would leave it with 2 points of Fatigue or less, it is no longer Shaken and may take actions normally.

TERROR: At the beginning of a battle, each enemy unit must take a Resolve Test on one d10. If the Test is failed, that unit gains one point of Fatigue.

WAR CRY: When this unit takes a free Fight Action from a Charge, any units it charged and scored hits on must roll one additional d10 for the Fatigue Test.

IMPULSIVE: All friendly units within this commander's Command Range that are activated by a ♠ or ♥ card and are able to Shoot or Charge an enemy unit within 8" must do so. If the unit Charges, and would require a Throw Grapples action, it may be attempted once as a free action.

STRICT: During this Commander's activation, any friendly unit rolling a Test may gain one point of Fatigue to apply a -1 bonus to that Test. This may not be done if the unit is Shaken or would become Shaken.