



MANDALORIAN CAPTAIN

23

Hit Points

50

Defense

18

Attack

+8

Damage

20



Special Abilities

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save II)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect

Mandalorian followers within 6 squares gain **Twin Attack**.

Among the Mandalorians, only the most dedicated warriors can become leaders.



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