



El
Commodore



120



El
Commodore

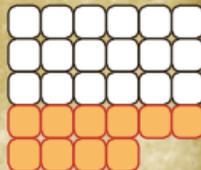
| Def. | Counter | | | |
|-------|---------|----|----|--|
| C4 | D5 | S4 | M6 | |
| Dodge | | | | |



AP



HP



Weapons: Duel sword / 1D5 + 2 damage.

On a CH, the Commodore wins back 1 AP.

Ceremonial Pistol / Rate 3

/ 5 damage / Range 4/7 fathoms.

Cannot be reloaded.

Thrust (shot): Close-range / 5 damage.

El Commodore can shoot in a close-combat.

Strategor: the Commodore enables his whole team to use his Mind instead of their own.

Commodore Headgear

If he has his hat on, El Commodore doesn't take into account the first wound he undergoes each game.

In Campaign mode, if he is the Admiral of your fleet, he doesn't take into account the damage dealt on his ship by the first artillery fire of each boarding phase.



Linked to El Commodore

