



# El Commodore



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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*

