

## Guard Commander



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	6	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Officer's Sabre	0"	-	+1	-1	-

### Keywords

*Faction (Patricians), Leader, Human, Soldier*

### Character Abilities

- Brave
- Expert Protection (2)
- Engage (2)

### Command Ability: *Aim Fire!*

All friendly characters with the Soldier keyword within 3" immediately make a Reload action for 0AP (following the normal rules).