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| <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Major-General Ivor Hampton</i></p> <p style="text-align: center;">CR: 10</p> <p style="text-align: center;"><u>Character</u> Aggressive: +1 to charge orders</p> <p style="text-align: center;"><u>Combat Skill</u> +2 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Fire In Their Bellies <i>May once issue a follow me order with a +1 modifier to the command roll. If the follow me order includes a charge order, use the Ferocious Charge special rule.</i></p> | <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Major-General Henry La Trine</i></p> <p style="text-align: center;">CR: 9</p> <p style="text-align: center;"><u>Character</u> Neither excessively aggressive or timid</p> <p style="text-align: center;"><u>Combat Skill</u> +3 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Rally To Me <i>May issue a rally order to a unit in combat, but must then join it and remain in the combat regardless of the orders success.</i></p> | <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Major-General Sir Henry Pike</i></p> <p style="text-align: center;">CR: 9</p> <p style="text-align: center;"><u>Character</u> Timid: -1 to charge orders</p> <p style="text-align: center;"><u>Combat Skill</u> +2 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Steady The Line <i>May once issue a Steady special rule to a unit which would otherwise break.</i></p> |
| <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Major-General Sir Percy Thrower</i></p> <p style="text-align: center;">CR: 8</p> <p style="text-align: center;"><u>Character</u> Decisive: May re-roll any failed command roll, but if fail a blunder results.</p> <p style="text-align: center;"><u>Combat Skill</u> +4 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">None <i>Although having personal valour and considerable combat skill, this gentleman regards high command ability as an inconvenience.</i></p> | <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Major-General "Felicity" Campbell</i></p> <p style="text-align: center;">CR: 8</p> <p style="text-align: center;"><u>Character</u> Neither excessively aggressive or timid</p> <p style="text-align: center;"><u>Combat Skill</u> +1 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Cares For His Boys <i>Displaying feminine levels of care, he ensures the best treatment for his wounded boys. He may re-roll one failed morale save for any of his units within 8" once per turn.</i></p> | <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Major-General Hick Upps</i></p> <p style="text-align: center;">CR: 8</p> <p style="text-align: center;"><u>Character</u> Neither excessively aggressive or timid</p> <p style="text-align: center;"><u>Combat Skill</u> +2 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Steady The Line <i>May once issue a Steady special rule to a unit which would otherwise break.</i></p> |
| <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Colonel Richard Trebuchet</i></p> <p style="text-align: center;">CR: 8</p> <p style="text-align: center;"><u>Character</u> Aggressive: +2 to charge orders</p> <p style="text-align: center;"><u>Combat Skill</u> +3 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Rally To Me <i>May issue a rally order to a unit in combat, but must then join it and remain in the combat regardless of the orders success.</i></p> | <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Colonel Joe "Strangely" Brown</i></p> <p style="text-align: center;">CR: 7</p> <p style="text-align: center;"><u>Character</u> Confused: -1 to group orders</p> <p style="text-align: center;"><u>Combat Skill</u> +2 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Drunkard <i>Blunders on an 11 or 12</i></p> | <p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Colonel George Gently</i></p> <p style="text-align: center;">CR: 8</p> <p style="text-align: center;"><u>Character</u> Aggressive: +1 to charge orders</p> <p style="text-align: center;"><u>Combat Skill</u> +2 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Rally To Me <i>May issue a rally order to a unit in combat, but must then join it and remain in the combat regardless of the orders success.</i></p> |