

<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Nickia Sharma</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> +3 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Cunning <i>May once pull out of hand to hand combat using an evade order.</i></p>	<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Tipu Tit</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> +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>	<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Sundhar Afternoon</i></p> <p style="text-align: center;">CR: 8</p> <p style="text-align: center;"><u>Character</u> Timid: -1 to charge orders</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;">NONE <i>To be fair, this guy is a tribal leader purely because he killed everyone around him.</i></p>
<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Pandhar Car</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 leader regards high command ability as an inconvenience.</i></p>	<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Lughard Dubanda</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;">Cunning <i>May once pull out of hand to hand combat using an evade order.</i></p>	<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Shaka YuHu</i></p> <p style="text-align: center;">CR: 7</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;">Snake In The grass <i>If outside close range, unit he is attached to will always count as a poor target.</i></p>
<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Barno Door</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> +4 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">Vicious <i>Adds a +1 to his to roll when rolling to see if enemy leader in combat is hit.</i></p>	<p style="text-align: center;"><u>Commanders</u></p> <p style="text-align: center;"><i>Puggy Armani</i></p> <p style="text-align: center;">CR: 6</p> <p style="text-align: center;"><u>Character</u> Confused: -1 to group 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;">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>Ikquick Sicker</i></p> <p style="text-align: center;">CR: 7</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;">Religious Fervour <i>follow me orders given on a +1 and if order is a charge, then may once in the game use the fanatical charge rule</i></p>