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| <p style="text-align: center;"><i>Ingara Harara</i></p> <p style="text-align: center;">CR: 9</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;"><i>Gallas</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;">Personally Leads <i>Cannot issue group orders, but does follow me orders on a +1</i></p> | <p style="text-align: center;"><i>Rudolf Pokit</i></p> <p style="text-align: center;">CR: 7</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;">Magic Hides His Men <i>If outside close range, his units that did not move in their last turn count as poor targets.</i></p> |
| <p style="text-align: center;"><i>Zicki Burundi</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> +5 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;"><i>Cunty Mora Mora</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;"><i>Nando Feast</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;">None <i>Just your average Joe.</i></p> |
| <p style="text-align: center;"><i>Hunahana Dermeo</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;"><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> +1 D6</p> <p style="text-align: center;"><u>Influence</u></p> <p style="text-align: center;">None <i>A complete waste of air.</i></p> | <p style="text-align: center;"><i>Bushy Hole</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> |