

<p style="text-align: center;"><u>Senior Subordinates</u></p> <p style="text-align: center;"><i>Captain Richard Longhorn</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;">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>Senior Subordinates</u></p> <p style="text-align: center;"><i>Captain Edgar Head</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>Senior Subordinates</u></p> <p style="text-align: center;"><i>Captain "Crawler" Kerby</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;">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>Senior Subordinates</u></p> <p style="text-align: center;"><i>Captain Herbert Defoe</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>Senior Subordinates</u></p> <p style="text-align: center;"><i>Captain Bill "Mercy" Smith</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;">Shows Mercy <i>If attached to a unit in combat, you may not roll to see if an opposing attached leader is wounded or killed.</i></p>	<p style="text-align: center;"><u>Senior Subordinates</u></p> <p style="text-align: center;"><i>Colonel Morphy Richards</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;">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>Senior Subordinates</u></p> <p style="text-align: center;"><i>Colonel Richard Blunt</i></p> <p style="text-align: center;">CR: 9</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;">Maniac <i>Must always issue a charge order if the enemy is within two moves.</i></p>	<p style="text-align: center;"><u>Senior Subordinates</u></p> <p style="text-align: center;"><i>Colonel Arthur Hinde</i></p> <p style="text-align: center;">CR: 8</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>Senior Subordinates</u></p> <p style="text-align: center;"><i>Colonel Pentney Lakes</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;">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>