

CHARACTER NAME

British Captain

FACTION & TYPE

British Empire

EQUIPMENT

Webley pistol & sword

SPECIAL RULES

+1 on morale unit he is with



D12

CHARACTER NAME

British Lieutenant

FACTION & TYPE

British Empire

EQUIPMENT

Webley pistol & sword

SPECIAL RULES

+1 on morale unit he is with



D12

CHARACTER NAME

British Veteran Corporal

FACTION & TYPE

British Empire

EQUIPMENT

Lee Enfield rifle & bayonet

SPECIAL RULES

Marksmen - mad-minute fire
Fieldcraft, unit he is with can hunker down for a turn instead of taking 1 casualty.



D10

CHARACTER NAME

British Colour Sergeant

FACTION & TYPE

British Empire

EQUIPMENT

Lee Enfield rifle & bayonet

SPECIAL RULES

Orders mad-minute fire by a unit of Marksmen he is with.
"A bayonet with some guts behind it" +1 on CC for unit he is with.



D10

CHARACTER NAME

British Sergeant

FACTION & TYPE

British Empire

EQUIPMENT

Lee Enfield rifle & bayonet

SPECIAL RULES

Orders mad-minute fire by a unit of Marksmen he is with. Double fire effect (2 dice per man.)



D10

UNIT NAME

British Regular Squad

FACTION & TYPE

British Empire

EQUIPMENT

Lee Enfield rifle & bayonet

SPECIAL RULES

Marksmen - mad-minute fire for double effect (2 dice)



D8

UNIT NAME

British Veteran Squad

FACTION & TYPE

British Empire

EQUIPMENT

Lee Enfield rifle & bayonet

SPECIAL RULES

Marksmen - mad-minute fire for double effect (2 dice)



D10

UNIT NAME

British Militia Squad

FACTION & TYPE

British Empire

EQUIPMENT

Lee Metford rifle & bayonet

SPECIAL RULES



D6

UNIT NAME

Royal Marine Squad

FACTION & TYPE

British Empire

EQUIPMENT

Lee Enfield rifle & bayonet, cutlass

SPECIAL RULES

Senior Service, +1 morale in close combat.




D8

CHARACTER NAME
German Hauptmann

FACTION & TYPE
German Empire

EQUIPMENT
Revolver Modell 1883 & sword

SPECIAL RULES
+1 on morale - unit he is with



D12

CHARACTER NAME
German Oberleutnant

FACTION & TYPE
German Empire

EQUIPMENT
Revolver Modell 1883

SPECIAL RULES
+1 on morale - unit he is with




D12

CHARACTER NAME
German Obergefreiter

FACTION & TYPE
German Empire

EQUIPMENT
Gewehr 88 rifle & bayonet

SPECIAL RULES
Prussian Discipline.
Veteran, unit he is with can hunker down for a turn instead of taking 1 casualty.




D10

CHARACTER NAME
German Feldwebel

FACTION & TYPE
German Empire

EQUIPMENT
Gewehr 88 rifle & bayonet

SPECIAL RULES
+1 in close combat for unit he is with.
Small Unit Tactics. Prussian Discipline unit he is with can move and fire.



D10

CHARACTER NAME
German Sergeant

FACTION & TYPE
German Empire

EQUIPMENT
Gewehr 88 rifle & bayonet

SPECIAL RULES
Small unit tactics. Unit he is with can move and fire if it has "Prussian Discipline" trait.




D8

UNIT NAME
German Regular Squad

FACTION & TYPE
German Empire

EQUIPMENT
Gewehr 88 rifle & bayonet

SPECIAL RULES
Prussian discipline




D8

UNIT NAME
German Guard Squad

FACTION & TYPE
German Empire

EQUIPMENT
Gewehr 88 rifle & bayonet

SPECIAL RULES
Prussian discipline



D8

UNIT NAME
German Conscript Squad

FACTION & TYPE
German Empire

EQUIPMENT
Obsolete rifle & bayonet

SPECIAL RULES




D6

UNIT NAME
Reichsmarine Squad

FACTION & TYPE
German Empire

EQUIPMENT
Gewehr 88 rifle & bayonet

SPECIAL RULES
Dockside brawlers +1 morale in close combat.



D8