



Lt. John Chard

Trait: Sing Damn you, sing!

Once per game automatically rally all british within 12".

Leadership: 4+ **Free Action:** Fire

Speed: 6" **Firing:** 4+

Fighting: 5+ **Discipline:** +1

Weapons: Martini-Henry Rifle (12"/24")

Special: Close Order, Volley Fire



Lt. Gonville Bromhead

Trait: Still a holding action is it?

No order check is required to engage in a fight action.

Leadership: 5+ **Free Action:** Fire

Speed: 6" **Firing:** 4+

Fighting: 5+ **Discipline:** +1

Weapons: Martini-Henry Rifle (12"/24")

Special: Close Order, Volley Fire





Colour Sgt. Bourne

Trait: Because we're here lad!

Remove one pin marker from this unit for free before activating each turn.

Leadership:	6+	Free Action:	Fire
Speed:	6"	Firing:	4+
Fighting:	5+	Discipline:	+1
Weapons:	Martini-Henry Rifle (12"/24")		
Special:	Close Order, Volley Fire		



Sgt. Windridge

Trait: Mark your targets when they come!
This unit may reroll one failed shot per turn.

Leadership:	6+	Free Action:	Fire
Speed:	6"	Firing:	4+
Fighting:	5+	Discipline:	+1
Weapons:	Martini-Henry Rifle (12"/24")		
Special:	Close Order, Volley Fire		



Lt. Adendorff

Trait: Zulus are enemies of my blood!

In a fight this unit may reroll one failed attack each turn.

Leadership: 6+ **Free Action:** Fire

Speed: 6" **Firing:** 4+

Fighting: 5+ **Discipline:** +1

Weapons: Martini-Henry Rifle (12"/24")

Special: Close Order, Volley Fire



Pvt. Hook

Trait: Shut up you cripple!

Hook's walking wounded may never move at the double.

Leadership: 6+ **Free Action:** Fire

Speed: 6" **Firing:** 4+

Fighting: 5+ **Discipline:** +1

Weapons: Martini-Henry Rifle (12"/24")

Special: Close Order, Volley Fire