



## Lt. John Chard

**Trait:** Sing, come on sing!

Once per game automatically rally all British within 12"

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

**Speed:** 6"      **Firing:** 5+

**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:** 5+

**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.

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







## Sgt. Windridge

**Trait:** Mark your targets when they come!

This unit may re-roll one failed shot per turn.

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

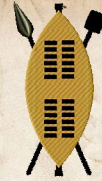
**Speed:** 6"      **Firing:** 5+

**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:** 5+

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

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

**Special:** Close Order, Volley Fire





## Pvt. Hook

**Trait:** You've done your bit, now out you get!

Hook's unit cannot move at the double, but a move order is free action

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

**Speed:** 6"      **Firing:** 5+

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

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

**Special:** Close Order, Volley Fire





## Corporal Allen

**Trait: Shoot at the smoke!**

Allen's unit ignores one level of cover.

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

**Speed:** 6"      **Firing:** 5+

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

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

**Special:** Close Order, Volley Fire





## Sergeant Maxfield

**Trait:** I've made a soldier out of you!

This unit doesn't need to test to form close order.

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

**Speed:** 6"      **Firing:** 5+

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

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

**Special:** Close Order, Volley Fire