



Lt. John Chard

Trait: Sing Damn you, sing!

Once per game automatically rally all british within 12".

Leadership: 4+ Free Action: Fire

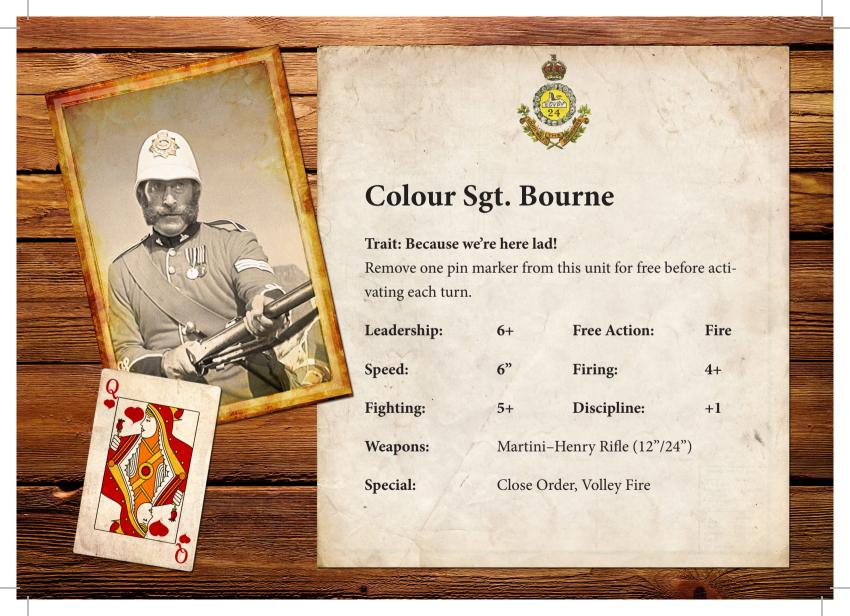
Speed: 6" Firing: 4+

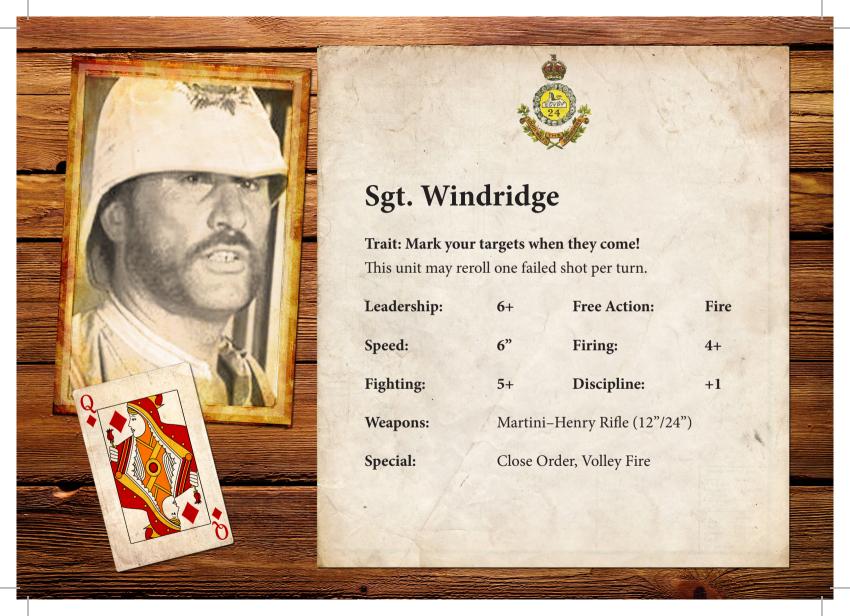
Fighting: 5+ Discipline: +1

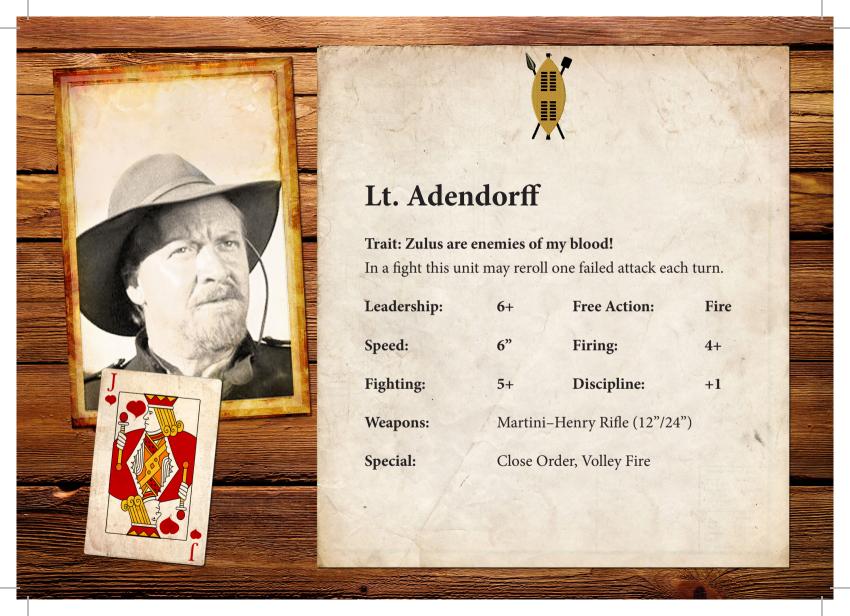
Weapons: Martini–Henry Rifle (12"/24")

Special: Close Order, Volley Fire













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