

| Officer           | Unit                           | Leadership Value | Trait           | Effect   |
|-------------------|--------------------------------|------------------|-----------------|--|
| Col Fullerton     | Guide cavalry                  | Very Good        | Pleasant manner | w/o character in battle  |
| Capt Attenborough | 10 <sup>th</sup> Bengal Lancer | Very Good        | Lucky           | May reroll set of dice of any player rolled by any player (once) |
| LTen Best         | Guide Sikh                     | Good             | Up and at them  | If can contact must attack (except rally)                        |
| L.Ten Burke       | Guide Punjabi                  | Good             | Sporting Umpire | Not fire /attack pinned enemy if not pinned are visible          |

| Khan         | Unit                             | Leadership Value | Trait                   | Effect   |
|--------------|----------------------------------|------------------|-------------------------|--|
| Omar Khan    | Tribesman Ghazi Fanatic Veterans | Good             | Coward                  | Must move beyond enemy movement distances                      |
| Ghul Khan    | Elite                            | Unspectacular    | Hapless                 | Leadership value 10+.The worst man a soldier could serve under |
| Youssef Khan | Fierce                           | Good             | Short Sighted           | Give order to fire only short range                            |
| Samad Khan   | Well armed                       | Very Good        | What's a fine moustache | Leadership value 9+.forgettable fellow                         |
| Musa Din     | Veteran Fierce                   | Good             | Inspirational           | May reroll every failed Rally (once)                           |