

| Officer | Unit | Leadership Value | Trait | Effect |
|-------------------|--------------------------------|------------------|-----------------|--|
| Col Fullerton | Guide cavalry | Very Good | Pleasant manner | w/o character in battle |
| Capt Attenborough | 10 th 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) |