

CHARACTER CARDS

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APPROVERS

★★★

Shortcuts: The Approvers know the fastest routes the most practical paths and leads their group through these shortcuts. the group led by the Approvers may add an **S** measuring stick to its movement, but cannot move more than three movement sticks with this special rule. After this additional movement, the group must draw a Stress token.

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HEIC OFFICER

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Composure
When his group decides to go to ground against shooting, he can roll one extra D10 for the cover roll, rather than the D8 usually granted, for each Stress token drawn.

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SUBEDAR

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The Subedar is commander of the Rajah's Household troops. Before each melee involving the Subedar's group, roll 1 D10. If a success is rolled, eliminate one model in the enemy group. (Owner of the group chooses the figure). If a failure is rolled, remove the Subedar.

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DRUMMER

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Drums
After the Talking Drums group has resolved an action, you can choose another friendly group within **L**. That group can resolve the same action. In return, the Talking Drums group draws a Stress token.

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THE FAKIR

★★★

Power of Spirits
When the Fakir's group is the target of shooting and is in a terrain area, the shooting group must re-roll once each of its hits (this re-roll is resolved after any of the shooter's re-rolls).

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JEMADAR

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At the beginning of each turn, draw two Totem cards instead of one. Add one of these two cards to your hand and discard the other.

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The Mad Guru

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Sorcery (D8)

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SADHU

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Inspiration
Whenever the Sadhu's group performs a move action, two Thug units who are within **M** of the Sadhu's group at the start of its movement, can also perform a move action.

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ZAMINDAR

★★★

Before Rallying, this group can take any number of Stress tokens from friendly groups within **M**. So long as it does not exceed the limit of four Stress tokens.