

## PAGE



Saving Roll: 1-10  
Issue a Command: 1-10  
Reroll a d20: Auto  
Redraw a Card: Auto

## SQUIRE



Saving Roll: 1-15  
Issue a Command: 1-15  
Reroll a d20: Auto  
Redraw a Card: Auto

## SERGEANT



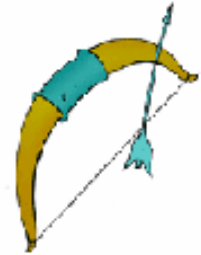
Saving Roll: 1-15  
Issue a Command: 1-15  
Reroll a d20: Auto  
Redraw a Card: Auto

## CHAMPION



Melee Only  
Rolls 1 Bonus d20  
+3 to his die roll.  
When unit suffers a Disorder  
or Breaks he is lost the battle.

## MASTER ARCHER



Shooting Only  
Rolls 1 Bonus d20  
+3 to his die roll.  
When unit suffers a Disorder  
or Breaks he is lost the battle.

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## SQUIRE



Saving Roll: 1-15  
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## SERGEANT



Saving Roll: 1-15  
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## STANDARD



+3 Morale Grade  
This Special Retainer is  
attached to a unit.  
When unit suffers a Disorder  
or Breaks he is lost the battle.

## HERALD



This Special Retainer stays  
with his Warlord and doubles  
all Honor Points gained from  
Melee and Personal Combat.  
If his Warlord Breaks he is  
lost for duration of game.