



CAPTAIN



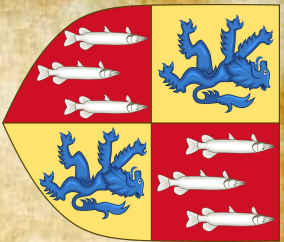
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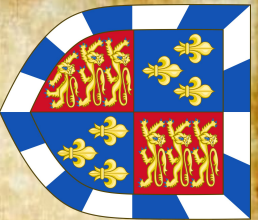


Name: Henry Percy, Earl of Northumberland

Rank: Peer of the Realm

Quality: Practiced (D8)

Traits:



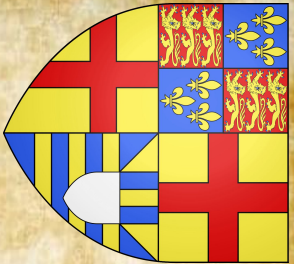
Name: Henry, Beaufort, 3rd Duke of Somerset

Rank: Peer of the Realm

Quality: Practiced (D8)

Traits:

- **PUSSANT** (Receives 2 WD if 'Puffing himself to the Hazard' as a Combat Tactic, choosing the most advantageous)
- **AUDACIOUS** (Once per game automatically interrupts without taking an Interrupt marker)



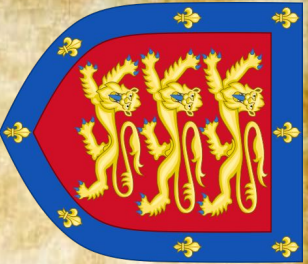
Name: Edward, Earl of March

Rank: Of the Blood Royal

Quality: Practiced (D8)

Traits:

- **AUDACIOUS** (Once per game automatically interrupts without taking an Interrupt marker)
- **PUISSANT** (Receives 2 WD if 'Putting himself to the Hazard' as a Combat Tactic, choosing the most advantageous)



Name: Henry Holland, 3rd Duke of Exeter

Rank: Peer of the Realm

Quality: Practiced (D8)

Traits:

- **PUISSANT** (Receives 2 WD if 'Putting himself to the Hazard' as a Combat Tactic, choosing the most advantageous)
- **MERCILESS** – When an opponent takes a 'Risk to Commanders' test as a result of melee, re-roll a FATE result. If that result is anything other than another FATE (when he is captured) then he is killed.



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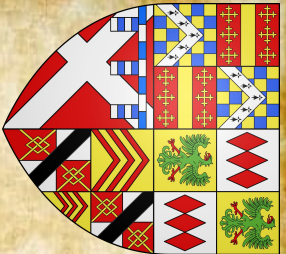
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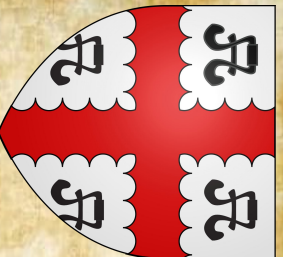
Name: Richard Neville, Earl of Warwick

Rank: Peer of the Realm

Quality: Practiced (D8)

Traits:

Artifices: Place D4 sets of stakes, pits, or nets across the front of the Battle of which this Captain is a part. Count as ROUGH Terrain. **OR** Company may be placed in concealing terrain, up to halfway across the table.

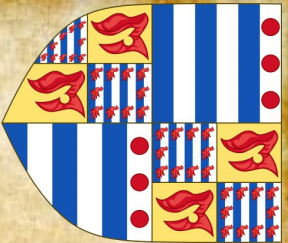


Name: Henry Bouchier, Earl of Essex

Rank: Peer of the Realm

Quality: Old Soldier (D10)

Traits:



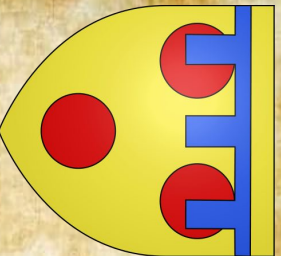
Name: Edmund, Grey of
Ruthyn

Rank: Lordly

Quality: Practiced (D8)

Traits:

- **Trimmer:** Must always pass a UT to charge into combat. If the first test is failed, test again. If this too is a failure, then the noble and his Company withdraw from the field.



Name: Thomas Courtney,
Earl of Devon

Rank: Lordly

Quality: Practiced (D8)

Traits:

- **MERCILESS** – When an opponent takes a 'Risk to Commanders' test as a result of melee, re-roll a FATE result. If that result is anything other than another FATE (when he is captured) then he is killed.



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