

I Leader
Rolls 3 dice when attacking, dies
on triples.

I Leader
Rolls 3 dice when attacking, dies
on triples.

I Leader
Rolls 3 dice when attacking, dies
on triples.

I Leader
+1 on recruitment roll.

I Leader
+1 on recruitment roll.

I Leader
+2 on recruitment roll.

II Leader
Rolls 3 dice when attacking, dies
on triples.

II Leader
Rolls 3 dice when attacking, dies
on triples.

II Leader
Rolls 3 dice when attacking, dies
on triples.

II Leader
Rolls 3 dice when attacking, dies
on triples.

II Leader
Rolls 3 dice when attacking, dies
on triples.

II Leader
+1 on recruitment roll.

II Leader
+1 on recruitment roll.

II Leader
+2 on recruitment roll.

III Leader
Rolls 3 dice when attacking, dies
on triples.

III Leader
Rolls 3 dice when attacking, dies
on triples.

III Leader
Rolls 3 dice when attacking, dies
on triples.

III Leader
Rolls 3 dice when attacking, dies
on triples.

III Leader
Rolls 3 dice when attacking, dies
on triples.

III Leader
Rolls 3 dice when attacking, dies
on triples.

III Leader
+1 on recruitment roll.

III Leader
+1 on recruitment roll.

III Leader
+2 on recruitment roll.

IV Leader
+1 on recruitment roll.

IV Leader
+1 on recruitment roll.

IV Leader
+2 on recruitment roll.

IV Leader
Rolls 3 dice when attacking, dies
on triples.

IV Leader
Rolls 3 dice when attacking, dies
on triples.

IV Leader
Rolls 3 dice when attacking, dies
on triples.

IV Leader
Rolls 3 dice when attacking, dies
on triples.

IV Leader
Rolls 3 dice when attacking, dies
on triples.

IV Leader
Rolls 3 dice when attacking, dies
on triples.

IV Leader
Rolls 3 dice when attacking, dies
on triples.

V Leader
+1 on recruitment roll.

V Leader
+1 on recruitment roll.

V Leader
+2 on recruitment roll.

V Leader
Rolls 3 dice when attacking, dies
on triples.

V Leader
Rolls 3 dice when attacking, dies
on triples.

V Leader
Rolls 3 dice when attacking, dies
on triples.

V Leader
Rolls 3 dice when attacking, dies
on triples.

V Leader
Rolls 3 dice when attacking, dies
on triples.

V Leader
Rolls 3 dice when attacking, dies
on triples.

V Leader
Rolls 3 dice when attacking, dies
on triples.

VI Leader
+1 on recruitment roll.

VI Leader
+1 on recruitment roll.

VI Leader
+2 on recruitment roll.

VI Leader
Rolls 3 dice when attacking, dies
on triples.

VI Leader
Rolls 3 dice when attacking, dies
on triples.

VI Leader
Rolls 3 dice when attacking, dies
on triples.

VII or VIII Leader
+1 on recruitment roll.

VII or VIII Leader
+1 on recruitment roll.

VII or VIII Leader
+2 on recruitment roll.

VII or VIII Leader
Rolls 3 dice when attacking, dies
on triples.

VII or VIII Leader
Rolls 3 dice when attacking, dies
on triples.

Any Leader
Admiral.
Gives access to Sea of Japan.

Any Leader
Admiral.
Gives access to Eastern
Mediterranean.

Any Leader
Admiral.
Gives access to North Sea.

Any Leader
Admiral.
Gives access to North Sea.

Any Leader
Admiral.
Gives access to Black Sea.

1030-end Leader
Admiral.
Gives access to Pacific+.

Any Leader
Admiral.
Gives access to Arabian and Red
Seas.

Any Leader
Admiral.
Gives access to Arabian and Red
Seas.

Any Leader
Admiral.
Gives access to South China Sea.

Any Leader
Admiral.
Gives access to South China Sea.

Any Leader
Admiral.
Gives access to Bay of Bengal.

Any Leader
Gives access to Eastern and
Western Mediterranean.

Any Leader
Gives access to Western
Mediterranean.

Any Leader
Gives access to Western
Mediterranean.

1030-end Leader
Admiral.
Gives access to Atlantic+.

1030-end Leader
Admiral.
Gives access to Indian+.