

## Rolling Attributes for Regimental Commanders

First Die Roll	Second Die Roll	Sobriquet	Surname	Nickname	Regiment Personalization	Point Cost
1	even	Little	Zeb	the Fortunate	Reroll one Reaction test die roll <i>per activation</i> .	2
1	odd	Left-handed	Priebe	the Berserker	+1 to unit's Melee.	3
2	even	Three Toed	Palmer	the Lucky	Reroll one combat die roll <i>per activation</i> .	2
2	odd	Blonde	Dean	the Well Drilled	+2 inches to unit's weapon's range bands.	2
3	even	Fiery	Acheson	the Obsequious	-1 to unit's Melee.	-2
3	odd	Bombastic	Fuson	the Kind-Hearted	Add one movement die when unit is routing.	1
4	even	Jolly	Anderson	the Impetuous	+1 to unit's Elan.	1
4	odd	Stinky	Schlegel	the Steadfast	+1 to unit's Resolve.	1
5	even	Gorgeous	Adams	the Eagle Eyed	+1 to unit's Marksmanship.	2
5	odd	One Eyed	Fischer	the Swift	+2 inches to all unit's movement die rolls.	1
6	even	Dirty	Davis	the Impatient	Unit attacks first during first round of melee.	3
6	odd	Dandy	Hogge	the Poltroon	-1 to unit's Resolve.	-1
7	even	Orphan	Harland-White	the Hesitant	-1 to unit's Elan.	-1
7	odd	Gabby	Graff	the Charismatic	When the unit routs, the player may add or subtract a d10, at the player's choice (before rolling).	1
8	even	Stingy	Kogelschatz	the Omniscient	Unit gets two activation dice, chooses one when the first one is indicated on the Activation Deck. When the regiment is within the brigade commander's radius, both dice get added to the die pool to be allocated as desired.	2
8	odd	Fearful	Molyneaux	the Stealthy	May make enemy reroll one die when receiving musketry	2
9	even	Monkey Boy	Thomas	the Lethargic	-1 inch to all unit's movement die rolls.	-1
9	odd	Hoppalong	Frascati	the Zealous	When fired upon, if the unit is within ten inches of the enemy, it will always charge ten inches toward the enemy (the unit must still make a Reaction Test to close); otherwise, it will make a normal Reaction Test.	1
10	even	Slobbery	Khorn	the Indecisive	When moving, subtract 1 from all even movement die rolls and add one to all odd die rolls.	1
10	odd	Preacher	Stutzman	the Blind	-1 to unit's Marksmanship.	-2

## Rolling Attributes for Brigade Commanders

Die Roll	Ability	Effect
1	Superior Staff	Command radius is increased to 18 inches for Brigade Commanders. No effect on leaders above Brigade level.
2	Poor Staff	Command radius is decreased to 9 inches for Brigade Commanders. No effect on leaders above Brigade level.
3	Charismatic	When attached to a unit, the unit gets two shifts to the left, instead of the normal one shift, when making Reaction Tests.
4	Superior Fighting Skills	While attached to a unit, the unit's Melee value is increased by one.
5	Superior Elan	While attached to a unit, the unit's Elan attribute is increased by one.
6	Superior Resolve	While attached to a unit, the unit's Resolve is increased by one.
7	Lucky	Increase the leader's Luck attribute by two.
8	Superior Drive	While attached to a unit, the unit adds two inches to all movement allowances.
9	Magical Protection	While attached to a unit, if a witch or wizard casts a spell on the unit, the spell caster's Spell attribute is reduced by one.
10	Duelist	When attached to a unit in melee with an enemy unit that also has an attached leader, the other unit must check for leader death for each casualty inflicted, not just a base loss. If an opposing unit does not have an attached leader, the Duelist may challenge the regimental leader. Death occurs as described. The effect of losing a Regimental leader is that the unit is Disordered, but the Regimental leader is immediately replaced.

## Rolling Attributes for Overall Commanders

Die Roll	Ability	Effect
1	Rally, men!	All Routed units within 36 inches of the overall leader immediately rally, turn to face the enemy, and are not Disordered. If this skill is invoked during the same activation in which the unit Routs, this takes effect after the unit completes its Rout movement. This ability may be used <u>only twice</u> in a game.
2	Follow me, boys!	This ability is invoked at the beginning of a turn before any cards are drawn. Set the command die for all desired units within 24 inches of the overall leader to the same number of the leader's choice. This ability can be used <u>only once</u> per game.
3	Organization Skill	The leader gets four extra points to allocate among subordinate Brigades for them to use to buy units or allies. This ability can be used only once before the game begins.
4	Winds of Fate	During a turn, before the next card is drawn for activation, the leader may declare that the turn is over. The remainder of the cards in the deck are not drawn. All command dice are re-rolled, and the activation deck is reshuffled. This ability can be used only once per game.
5	Judge of Character	Before the game begins, the commander may assign any ability to any subordinate leader, replacing that leader's ability.
6	Superior Staff	After rolling all dice in his dice pool and before the first card is drawn, the leader can change the number on one die to whatever number he wants. This ability may be used every turn.
7	Decisiveness	The leader gets an extra die in his dice pool. No unit may have more than one die allocated to it. When an activation card is drawn, he may allocate that die, act with it himself, or discard it. This ability may be used every turn.
8	Impervious to Magic	Any units within six inches of the leader (including friendly units) are not affected by any magic or magic that has been cast on opposing units (e.g., phantom allies). This ability may be used every turn.
9	Legendary	Has the benefits of both "Decisiveness" and "Superior Staff."
10	Charismatic	Has the benefits of "Rally, Men" and "Follow Me, Boys!"