

The Fortunate: Re-roll one Reaction test die roll <i>per activation</i>	The Charismatic: When the unit Routs the player may add or subtract 1d10	Superior Staff: Command radius increased to 18 inches	Rally, Men! All units within 36" immediately rally, form, and turn to face
The Berserker: +1 to unit's Melee attribute	The Omniscient: The unit gets two activation dice	Poor Staff: Command radius decreased to 9 inches	Follow Me, Boys! Set command dice for all units within 24" to same number
The Lucky: Re-roll one combat die roll <i>per activation</i>	The Stealthy: May make the enemy reroll one die when receiving musketry	Charismatic: While attached to a unit, the unit gets 2 shifts left on Reaction Tests	Organization Skill: Leader gets four extra points to allocate to brigades to buy troops
The Well Drilled: +2 inches to unit's weapon's range bands	The Lethargic: -1 to all unit's movement dice	Superior Fighting Skills: While attached to a unit, +1 to unit's Melee attribute	Winds of Fate: Leader may declare that the turn is over
The Obsequious: -1 to unit's Melee attribute	The Zealous: When fired upon, if the enemy is within 10", the unit will charge	Superior Elan: While attached to a unit, +1 to unit's Elan attribute	Judge of Character: Leader may select attribute for subordinate leader
The Kind-Hearted: Add one movement die when the unit is Routing	The Indecisive: When moving, subtract 1 from all even rolls and add 1 to all odd rolls	Superior Resolve: While attached to a unit, +1 to unit's Resolve attribute	Superior Staff: Change one die in dice pool to any number desired
The Impetuous: +1 to unit's Elan attribute	The Blind: -1 to unit's Marksmanship	Lucky: +2 to leader's Luck attribute	Decisiveness: Leader gets an extra die in dice pool
The Steadfast: +1 to unit's Resolve attribute	The Impatient: Unit attacks first during first round of Melee	Superior Drive: While attached to a unit, +2 inches to all movement rolls	Impervious to Magic: Any units within six inches of the leader (including friendly units) are not affected by any magic
The Eagle Eyed: +1 to unit's Marksmanship attribute	The Poltroon: -1 to unit's Resolve attribute	Magical Protection: While attached, if a unit is attacked by magic, -1 to Spell attribute	Legendary: Attributes of both Decisiveness and Superior Staff
The Swift: +2 inches to all of the unit's Movement die rolls	The Hesitant: -1 to unit's Elan attribute	Duelist: While attached in Melee, check for enemy leader loss after each hit	Charismatic: Attributes of!" both "Rally, Men!" and "Follow Me, Boys

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