

OWNER of UNIT

TYPE OF SKILL: **LEADERSHIP**

Inspirational Leader SKILL:

This leader inspires loyalty in his men. Add +2 to Leadership Value of Top Commander in force.



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Tactical Genius SKILL:

When making the leadership roll to determine turn order, the Top Commander in force may roll 2d6 and pick the one he wishes to use.



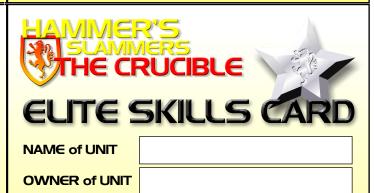
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A Shaper of Men SKILL:

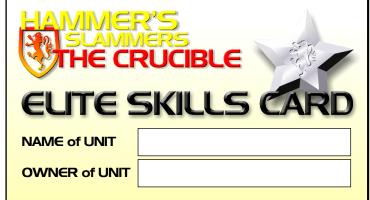
Once per turn, select ONE TU within the force to have +1 QV for EVERYTHING until the end of the turn.



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Blitzkri∈q SKILL:

Top Commander in force rolls extra 1d6 of movement LPs ONLY. Not carried over into a LP pool: must be spent on the detachment he actually commands.



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Command Material SKILL:

When rolling for LP, Top Commander in force rolls 3d6 and picks the best two dice.

LIAMINIER'S SUAMMERS THE CRUCIBLE		
ELITE 9	5KILLS	CARD
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Morale Officer SKILL:

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50% check becomes 25% strength; if using When Bullets Fly optional morale rules (page 126) each TU gains +1 to the morale QR die roll to remain on the field.