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

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.

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

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.

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

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.