



## ELITE SKILLS CARD

NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **LEADERSHIP**

SKILL: **Inspirational Leader**

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



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TYPE OF SKILL: **LEADERSHIP**

SKILL: **Tactical Genius**

**NOTES** 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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TYPE OF SKILL: **LEADERSHIP**

SKILL: **A Shaper of Men**

**NOTES** 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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TYPE OF SKILL: **LEADERSHIP**

SKILL: **Blitzkrieg**

**NOTES** 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.



## ELITE SKILLS CARD

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TYPE OF SKILL: **LEADERSHIP**

SKILL: **Command Material**

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



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TYPE OF SKILL: **LEADERSHIP**

SKILL: **Morale Officer**

**NOTES** 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.