

O5 LEADER TRAITS v3.1

If both players agree before the battle starts, they can give 1 or more of the following traits to the leaders in their army. They can be used to give brigade and army leaders special abilities or hinderances, and to allow players to field 'named' leaders based on historical leaders of the period such as Napoleon, Wellington, Prince Charles and Field-Marshal von Blucher.

O5.1 Leader Trait Rules

When a player picks their army, they can choose to give one or more of the leaders in their army a leader trait.

O5.1.1 Trait Point Costs

Giving a trait to a leader costs the following number of points:

- Giving a positive trait to a leader costs 20 points.
- Giving a negative trait to a leader adds 20 bonus points to the total number of points that can be spent on the army.

O5.1.2 Trait Limits

A leader can be given up to 4 different traits but cannot be given the same trait more than once. A leader can have both positive and negative traits.

O5.2 Famous Generals

We have included the following examples of the traits that could be used to represent famous generals from different armies. Note that these really are only examples – if you feel that a famous general would be better represented by a different selection of traits, then please use them instead!

O5.2.1 Austrian Generals

Archduke Charles: Organised, Strategist.

Joseph von Radetz: Pugnacious.

O5.2.2 British Generals

Arthur Wellesley, 1st duke of Wellington: Prescient, Skilful.

Sir John Moore: Aggressive, Bloodthirsty.

Frederick William, Duke of Brunswick-Wolfenbüttel: Bold.

O5.2.3 French Generals

Murat: Lucky, Skilful.

Napoleon: Artillerist, Charismatic, Stubborn, Strategist.

Ney: Bold, Indomitable. In addition, roll a dice at the start of the battle; on a roll of 1 or 2 Ney has the Overambitious trait.

O5.2.4 Prussian Generals

Field-Marshal von Blucher: Aggressive.

Charles William Ferdinand, Duke of Brunswick: Strategist.

Lt-Gen. von Gneisenau: Strategist.

O5.2.5 Russian Generals

Prince Mikhail Kutuzov: Intractable.

Prince Pyotr Bagration: Inspiring.

O5.2.6 Spanish Generals

Captain-General Blake: Charismatic, Lucky.

Captain-General Joaquín Ibáñez, 3rd Baron de Eroles:

Dashing, Disciplinarian.

O5.3 Leader Trait Lists

Lists of the traits that can be chosen for different types of leaders can be found below.

O5.3.1 Positive Leader Traits – Any Leader

Aggressive: Add 1 to the melee value of friendly units within 12" of this leader **that have taken an** assault action in the same turn.

Artillerist: Friendly artillery units within 12" of this leader do not have to fire at the closest target and can trace line of sight across enemy units not on a hill.

Bloodthirsty: This leader can move into contact with an enemy unit and can lend melee support in the same way as a unit. If they do, roll a dice. On a 1 or 2, this leader is removed from play.

Bold: Add 1 to the melee value of friendly units that are within 6" of this leader.

Charismatic: Add 1 to rally rolls for friendly units that are within 12" of this leader.

Dashing: Add 1 to the melee value of friendly cavalry units that are within 12" of this leader.

Inspiring: When working out who won a melee, add 1 to the total if the friendly main attacking unit is within 12" of this leader.

Intractable: Add 1 to the melee value of friendly units that are fighting back within 12" of this leader.

Pugnacious: Add 1 to the melee value of friendly infantry units that are within 12" of this leader.

Stubborn: Add 1 to valour rolls for friendly units within 12" of this leader.

Terrifying: Subtract 1 from valour rolls for enemy units within 12" of this leader.

O5.3.2 Negative Leader Traits – Any Leader

Glory Seeker: Friendly infantry and cavalry units within 12" of this leader cannot fire in their fire phase except with skirmishers and if they are activated and can take an assault action they must do so.

O5.3.3 Positive Leader Traits – Brigade Leaders

Aide-de-camp: Add 1 to messenger tests taken for this **brigade** leader.

Resolute: Re-roll failed fortitude tests for this **brigade** leader.

Tenacious: Add 1 to the tenacity of units from this leader's brigade if they have not moved since they were deployed at the start of the battle.

05.3.4 Negative Leader Traits – Brigade Leader

Cautious: Subtract 1 from activation tests for a brigade led by this **brigade** leader.

Confused: Instead of taking an activation test for this leader's brigade, roll 1D6. 1 = Activate but can only Retreat. 2= Activate but can only Rally. 3 = Activate but can only Assault. 4+ = Activate normally.

05.3.5 Positive Leader Traits – Army Leaders

Disciplinarian: When you roll for an unpredictable unit in this **leader's army**, you can re-roll rolls of 1.

Dynamic: This leader's army always takes the first turn of a game, unless the opposing general is also dynamic.

Indomitable: Re-roll failed fortitude test for friendly brigade leaders that are within 12" of this army leader.

Lucky: In the fate phase of the first turn, the CiC of an army that includes this army leader can take 2 fate cards instead of 1 and can keep both.

Organised: Reinforcements for an army with this army leader arrive 1 turn early.

Prescient: This **army** leader can be moved at the start of their action phase instead of the end of the action phase.

Skilful: You can reroll failed activation tests for friendly brigades that are within 18" of this army leader.

Steadfast: Add 1 to the tenacity of units from this leader's army if they have not moved since they were deployed at the start of the battle.

Strategist: Increase the distance of the automatic activation rule from 24" to 36" for this army leader.

05.3.6 Negative Leader Traits – Army Leaders

Inept: This army leader cannot be used for automatic activation.

Overambitious: Friendly units in this **leader's army** cannot carry out retreats apart from cavalry **retreats and** must finish **any move** at least 6" closer to the enemy **than they were at the start**.

Timid: Do not add 1 to fortitude tests for friendly brigade leaders that are within 12" of this army leader.