




<p>Brigade Attachment 1</p>  <ul style="list-style-type: none"> ▶ Re-roll brigade Command/Faltering roll 	<p>Infantry Assault 1</p>  <ul style="list-style-type: none"> ▶ Can declare a Supported Infantry Charge ▶ Lead Charge unit and all Supports add 5cm [3"] to their Charge move 	<p>Glory 1</p>  <ul style="list-style-type: none"> ▶ +Grade when taking DT ▶ +1 CD in Combat ▶ Cavalry +3cm Charge move ▶ If fights a second Combat round, a Risk to General roll is made 	<p>Artillery Assault 2</p>  <ul style="list-style-type: none"> ▶ One battery may +2 CD ▶ Ignore Priority Target rule 	<p>Reinforce Skirmish Line 1</p>  <ul style="list-style-type: none"> ▶ One or two battalions may reinforce the BSL
<p>Skirmish Fire 1</p>  <ul style="list-style-type: none"> ▶ +2 Skirmisher CD ▶ Inflicts DT on Double Six ▶ If unable to fire, BSL recovers one casualty at end of Skirmish phase 	<p>Forwards! 2</p>  <ul style="list-style-type: none"> ▶ All units in Brigade may add 6cm + 2D6 cm to their Charge Move or Standard Move 	<p>Chief of Staff 0</p>  <ul style="list-style-type: none"> ▶ Re-roll ADC availability ▶ +2 ADC 	<p>Stand With Me! 2</p>  <ul style="list-style-type: none"> ▶ Up to three units recover 1 casualty ▶ Ignore Morale ADC 	<p>Post of Honor 2</p>  <ul style="list-style-type: none"> ▶ Re-roll 1 Initiative die Glory x2 ▶ Lead Charge unit recovers 1 ▶ All charging units gain Forwards or Charge re-roll
<p>Now's Your Time! 2</p>  <ul style="list-style-type: none"> ▶ Up to two units recover 1 casualty ▶ Lead Charging unit may volley +2 CD before charge ▶ Other units Fire with +2 CD 				