

DRAGON RAMPANT REFERENCE SHEET

ACTIVATION PHASE

- Rally Battered units.
- Activate Wild Charges.
- Order other activations.

LEADERS

- Always last model to die.
- +1 to your total for all Courage tests within 12" of the Leader model.

RALLY TEST

- Successful: remove Battered marker; cannot activate during this activation phase.
- Unsuccessful: retain Battered marker, lose 1 Strength Point, retreat; take no further action during this activation phase. Disadvantaged if attacked.
- Failed Rally tests do not end your activation phase.

MOVING

- Rough terrain halves movement.
- Obstacles end movement, you may cross on next activation.

SHOOTING RANGES

- Foot Missiles: 18"
- Scouts, Mounted Missiles, Weighty Projectiles: 12"
- Short Range Missiles: 6"
- Spells: 18"

ATTACKING/SHOOTING

- 12 dice if above half strength.
- 6 dice if half strength or less.
- -1 to Shooting over 12".
- Cover increases Armour by 1.
- Battered units hit on 6.
- Rough terrain: Attack and Defence of 5+ and Armour of 2 unless Rangers.

WHEN TO TEST COURAGE

- Unit has lost Strength Points from Attacking or Shooting.
- Unit is attempting to rally to remove a Battered marker.
- Unit becomes your only unit remaining on the table.
- Leader is killed or flees the table.
- Warband has had half or more army points of units removed from play.

COURAGE TEST

- -1 for each lost Strength Point the unit has suffered in the game so far.
- -1 if your retinue has had half or more army points of units removed from play.
- +1 to your total if your Leader's model is within 12".

FAILED COURAGE TEST

- Final score is greater than 0, unit must retreat a half move and becomes Battered.
- Final score is 0 or a negative number, unit routs. Remove it immediately.
- A Battered unit which receives another Battered result loses 1 Strength Point and retreats.