

# LION RAMPANT WARBAND

WARBAND NAME:		ARMY POINTS:	
LEADER NAME:			
LEADER SKILLS:			

UNIT NAME			
Models Per Unit		Points	
Attack		Attack Value	
Move		Defence Value	
Shoot		Shoot Value / Range	
Courage		Maximum Movement	
Armour		Special Rules	

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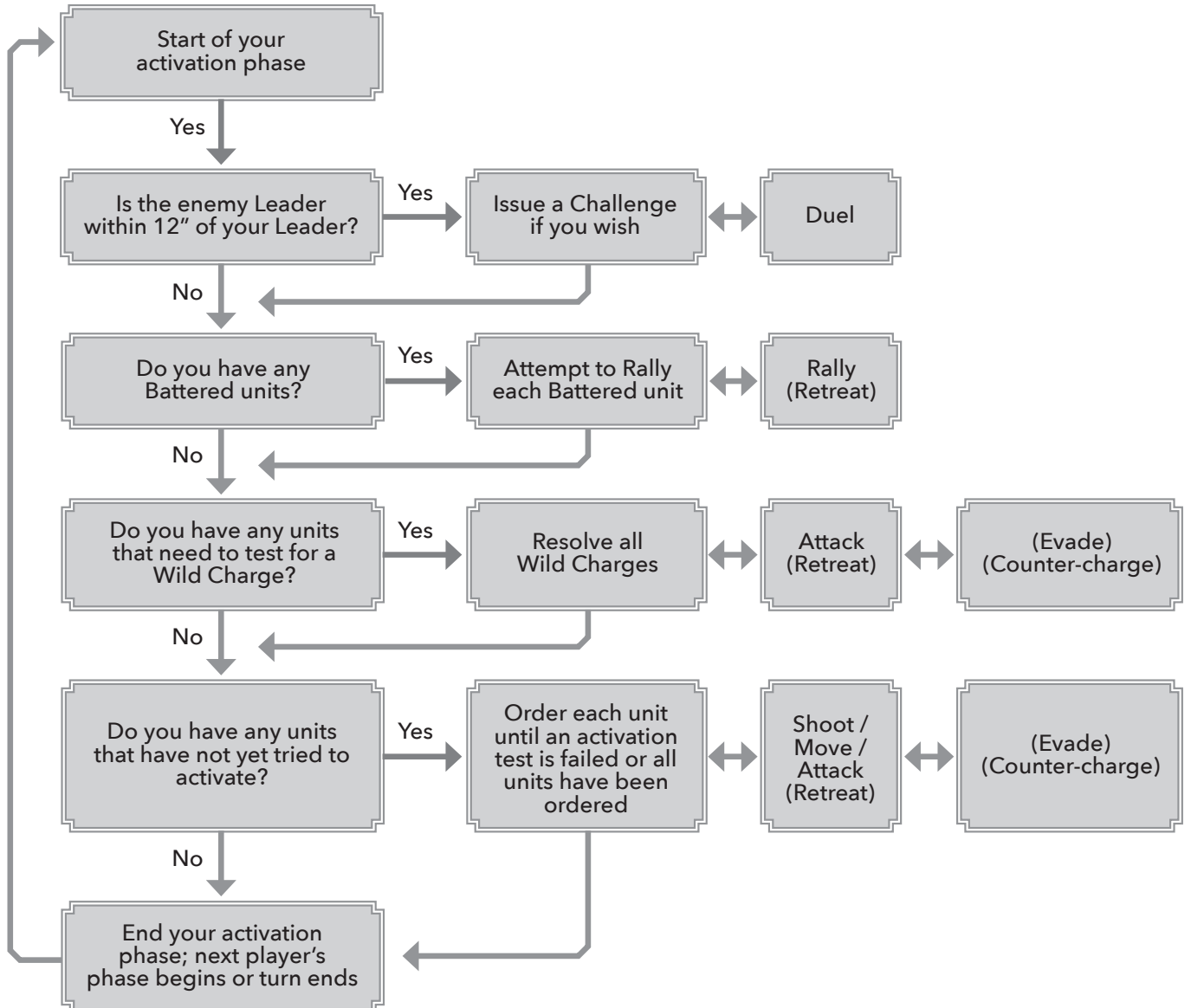
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## LION RAMPANT ACTIVATION SEQUENCE



# QUICK REFERENCE SHEET

## IN YOUR ACTIVATION PHASE

1. Issue a Challenge.
2. Rally Battered units.
3. Activate Wild Charges.
4. Order activations.

## LEADERS

- Last model to die unless falling to a Lucky Blow or Challenge.
  - Each turn, you may reroll one failed Move, Attack, or Shoot test (no other tests) within 12" of your Leader's model unless he or she is Battered. This may be applied to the Leader's own unit.
  - +1 to your total for all Courage tests within 12" of your Leader model (including the Leader's unit) unless he or she is Battered.
  - Leaders may issue Challenges.
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- ## RALLYING
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- Successful: remove Battered marker; cannot activate during this activation phase.
  - Unsuccessful: retain Battered marker; remove one model, Retreat; take no further action during this activation phase. Disadvantaged if Attacked.
  - Final score is 0 or a negative number, unit routs. Remove it immediately.
  - Failed Rally activations do not end your activation phase.

## MOVING

- Light Cavalry: 12"
- All other Mounted: 10"
- Warrior Infantry, Light Infantry, and Skirmishers: 8"
- All other Foot: 6"
- Rough terrain halves movement.
- Obstacles end movement, cross next activation.

## SHOOTING RANGES

- Bows and crossbows: 18"
- Skirmishers, Mounted bows and crossbows: 12"
- Javelins: 6"

## 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.
- Lucky Blows: Roll a double 1 on two dice.
- Battered units only hit on 6.
- Units in rough terrain: Attack and Defence of 5+ and Armour of 2 unless Flexible.

## WHEN TO TEST COURAGE

- The unit has taken casualties from Attacking or Shooting.
- The unit is attempting to Rally to remove a Battered marker.
- The unit becomes your only unit remaining on the table.
- Your leader is killed or flees the table.
- Your leader refuses a challenge.
- The total value of your units in play drops to or below half your Warbands full points value.

## COURAGE TEST

- -1 for each casualty the unit has suffered in the game so far.
- -1 if the points value of your units in play is half or less than the full points value of your Warband. +1 to your total if your Leader's model is within 12" (including the Leader's unit) unless he or she is Battered.

## FAILED COURAGE TEST

- Result is greater than 0: unit must Retreat a half move and becomes Battered.
- Result is 0 or less: unit routs. Remove it immediately.
- A Battered unit which receives another Battered result loses a model and Retreats.