# LION RAMPANT WARBAND

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<thead>
<tr>
<th>WARBAND NAME:</th>
<th>ARMY POINTS:</th>
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<tbody>
<tr>
<td>LEADER NAME:</td>
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<td>LEADER SKILLS:</td>
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## Unit Details

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LION RAMPANT ACTIVATION SEQUENCE

Start of your activation phase

Yes

Is the enemy Leader within 12" of your Leader?

Yes

Issue a Challenge if you wish

Duel

No

Do you have any Battered units?

Yes

Attempt to Rally each Battered unit

Rally (Retreat)

No

Do you have any units that need to test for a Wild Charge?

Yes

Resolve all Wild Charges

Attack (Retreat)

No

Do you have any units that have not yet tried to activate?

Yes

Order each unit until an activation test is failed or all units have been ordered

Shoot / Move / Attack (Retreat)

No

End your activation phase; next player’s phase begins or turn ends

(Evade) (Counter-charge)

(Evade) (Counter-charge)
## 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 they are Battered. This may be applied to the Leader's own unit.
- +1 to your total for all Courage tests within 12" of your Leader's model unless they are Battered.
- Leaders may issue Challenges.

### Rallying

- **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 Blow:** 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

1. The unit has taken casualties from Attacking or Shooting.
2. The unit is attempting to Rally to remove a Battered marker.
3. The unit becomes your only unit remaining on the table.
4. Your leader is killed or flees the table.
5. Your leader refuses a challenge.
6. Your leader’s model is within 12" (including the Leader’s unit) unless he or she is Battered.

### Courage Test

- For each casualty the unit has suffered in the game so far:
- -1 for each mount within 12".
- -1 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.