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.