

LION RAMPANT REFERENCE SHEET

DON'T FORGET!

- No more than half of a retinue can be made up from a single troop type.
- Unit cohesion - all models in a unit must be within 3" of a central model. No models may be base-to-base.
- A unit cannot go within 3" of any other (friend or foe), unless they are engaging in combat.

ACTIVATION PHASE

- Issue a Challenge.
- Rally Battered units.
- Activate Wild Charges.
- Order activations.

LEADERS

- Last model to die unless lucky blow or challenge.
- +1 to all Courage tests within 12" of the Leader model.
- Leaders may issue challenges.

RALLY TEST

- 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.
- Failed Rally tests do not end your activation phase.

TERRAIN

- Rough terrain - Changes most units Attack and Defence values to 5+ and Armour to 2 (unless a unit has a Special Ability negating this).
- Obstacles - Move up to then halt. Move over next turn.
- Cover - Increases defending units Armour by 1. The majority of the figures in the unit must be in cover.
- Impassable - Cannot be crossed.
- Rough terrain halves movement.

SHOOTING RANGES

- Bows and crossbows: 18"
- Slings, Bidders, 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 hit on 6.
- Units in Rough terrain: Attack and Defence of 5+ and Armour of 2, unless Ferocious.

WHEN TO TEST COURAGE

- Unit has taken casualties from Attacking or Shooting.
- Unit is attempting to rally to remove Battered marker.
- Unit becomes your only unit remaining on the table.
- Leader is killed or flees the table.
- Leader refuses a challenge.
- Retinue has had half or more points of units removed from play.

COURAGE TEST

- -1 for each casualty the unit has suffered in the game.
- -1 if your retinue has had half or more points of units removed from play.
- +1 to your total if your Leader's model is within 12" (unless his unit is battered).

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 a model and retreats.

RETREATING

- The unit that removed most casualties during the Attack must retreat.
- If both units suffered equal casualties - attacker retreats.
- A retreating unit moves half it's normal movement distance, affected as usual by terrain.
- The retreating unit may not move within 3" of any other unit.
- If a retreating unit cannot move 3" away for any reason - see page 26 of the Rulebook.

