

# LION RAMPANT SPECIAL RULES

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## **WILD CHARGE**

(Mounted Men-at-Arms, Fierce Foot)

If the unit is within Attack range of an enemy unit, it must test to activate an Attack; this is the only order the unit can be given.

Wild Charge may not be used if the unit is Battered.

## **COUNTER-CHARGE**

(Mounted Men-at-Arms and Mounted Serjeants. Fierce Foot - versus infantry only)

When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a counter-charge.

Test for an Attack at 7+.

If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking.

If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.

## **SKIRMISH**

(Mounted Yeomen, Bidowers)

As an ordered activation, successful on a 7+, the unit may choose to make a half move and Shoot either before or after this movement takes place.

All models in the unit Shoot with -1 to their dice scores.

## **EVADE**

(Mounted Yeomen, Bidowers)

When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test to Evade at 7+.

If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit only, may not move closer to the Attacking unit, and must avoid other units by 3" as usual; casualties inflicted in the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack.

The charging unit then moves its full charge distance following the Evading unit; if it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible.

If the Evade test fails, the unit stands in place and awaits attack without shooting or moving, and its Armour drops to 1 during the Attack.

Evade cannot be used if the unit is Battered.

## **FEROCIOUS**

(Foot Men-at-Arms, Fierce Foot)

The unit uses its normal Attack/Defence profile when fighting in Rough terrain.

## **SCHILTRON**

(Foot Serjeants, Foot Yeomen)

There needs to be 6 or more models in unit to form a Schiltron.

On a Move order, form the unit into a two rank formation based around a central model; a Schiltron cannot form in Rough terrain or in cover, and it cannot move in this formation.

Schiltrons increase their Armour by 1 point against Attacks but not Shooting (to 4 for Foot Serjeants). If an Attack ends with both units still in contact, the enemy must retreat.

If the unit becomes Battered while in a Schiltron, the formation is broken.

## **FLEET FOOTED**

(Fierce Foot)

The unit does not halve its movement in Rough terrain.

## **HARD TO TARGET**

(Bidowers)

The unit count as Armour 2 versus Shooting and may only be targeted within 12".

