

LION RAMPANT

QUICK REFERENCE SHEET

UNIT COHESION AND PROXIMITY (p. 24)

All models in a unit must be within 3" of a (freely chosen) central model in that unit at the end of the unit's movement.

Unless attacking, all units must keep a distance of at least 3" between them (applying equally to friends and enemies).

ACTIVATION PHASE (p. 30-31)

1. Issue a Challenge (if eligible)
2. Rally Battered Units
3. Activate Wild Charges
4. Order Activations (Move, Shoot, Attack)

A unit that has tried to Rally may not make a Wild Charge or receive an Ordered Activation.

A unit that has tested for a Wild Charge may test for an Ordered Move Activation if it fails testing for the Wild Charge. If the Wild Charge test is successful, it may not activate a second time.

If the Leader issues a Challenge, the unit may not attempt a Wild Charge or Ordered Activation, but will attempt to Rally if required.

A failed Order Activation test ends the activation phase immediately!

LEADERS (p. 27-28)

The Leader is the last model to die unless falling to a „Lucky Blow“ or Challenge.

Each turn one failed Move, Attack or Shoot test may be rerolled within 12" of the Leader unless his unit is Battered.

+1 to total for all Courage tests within 12" of the Leader unless his unit is Battered.

Leader may issue Challenges.

ISSUE A CHALLENGE (p. 33-34)

The Leader may Challenge an opponent's Leader to a duel if the two models are within 12" of each other and his unit is not Battered.

A Leader may only make one Challenge per game.

If Challenge accepted, move both Leader models halfway between their units and fight a duel.

If Challenge refused, all enemy's units must make a Courage test.

Fighting a Duel: Each Leader rolls three dice (only two if his unit is Battered), every 5 or 6 is a hit. If one Leader lands more hits than the other, he kills the enemy Leader, causing an immediate Courage test for all enemy's units. If the Leaders land equal hits, the Duel is a draw.

RALLYING (p. 34)

If there are any Battered units, an attempt to Rally them is **mandatory**.

To issue a Rally attempt, each Battered unit must make a Courage test.

If successful: Remove Battered marker. Unit cannot activate during this activation phase.

If unsuccessful: Retain Battered marker, remove one model and Retreat. No further action during this activation phase.

If final score is 0 or negative, the unit routs and must immediately be removed from play.

A failed Rally attempt does not end the activation phase.

WILD CHARGES (p. 36)

If a unit with the special rule „Wild Charge“ has not made a Rally activation or issued a Challenge and is within contactable distance of a visible enemy unit (even if this unit is in Rough terrain or in cover), it must test to activate a Wild Charge.

If successful: The unit immediately carries out an Attack activation against the enemy unit.

If unsuccessful: The unit remains stationary but may test for an ordered Move activation later in the current activation phase.

MOVING (p. 42)

A Move may not be used to bring the unit into contact with an enemy or to move within 3" of an enemy unit.

Rough terrain halves movement (unless the unit is Fast).

[e.g. If moving into Rough terrain with 4" of move left, the unit may only move 2" into the terrain.]

Obstacles end movement. Crossing next activation.

Impassable terrain cannot be crossed.

SHOOTING (p. 43-49)

A unit may be ordered to Shoot as long as one model from the shooting and the target unit is within range and line of sight.

The target unit never shoots back!

12 dice if above half strength, 6 dice if half strength or less.

-1 to Shooting over 12".

Units with Armour 1 remove one model for every hit inflicted.

Units with Armour 2 remove one model for every two hits inflicted.

Units with Armour 3 remove one model for every three hits inflicted.

Units with Armour 4 remove one model for every four hits inflicted.

Any leftover hits are ignored.

Cover increases Armour by 1.

Every time the Leader's unit suffers at least one casualty, roll two dice: If the score is a double 1, the Leader must be chosen as one of the casualties („Lucky Blow“).

A unit taking casualties must immediately make a **Courage test**.

ATTACKING (p. 49-56)

A unit may only be ordered to Attack if there is an enemy unit within its movement distance and at least one of its models can see an enemy model.

After models have been moved into contact, they will immediately fight.

„Enemy Counter-Charges and Evades“: If attacked unit is eligible, it may try one of these Special Rules. The unit tests for activation and, if successful, carries out the reaction. The attacking unit then moves as ordered.

12 dice if above half strength, 6 dice if half strength or less.

In Rough terrain: Attack and Defence of 5+ and Armour of 2 unless Flexible.

If one unit counts as in Rough terrain, both units involved in the combat do.

Battered units only hit on 6.

Units with Armour 1 remove one model for every hit inflicted.

Units with Armour 2 remove one model for every two hits inflicted.

Units with Armour 3 remove one model for every three hits inflicted.

Units with Armour 4 remove one model for every four hits inflicted.

Any leftover hits are ignored.

Cover increases Armour by 1.

Every time the Leader's unit suffers at least one casualty, roll two dice: If the score is a double 1, the Leader must be chosen as one of the casualties („Lucky Blow“).

A unit taking casualties must immediately make a **Courage test**.

The unit that removed most casualties must Retreat.

If both units suffered equal casualties, the Attacking unit Retreats.

If a unit cannot Retreat the required distance due to blocking elements, it tests for casualties (see „Retreats“).

If an Attacking unit wins a melee against an enemy that is defending an Obstacle, it may move into the space previously occupied by the defender (but not advance further). If any other units are within 3" of the advanced unit, these units must be moved until they are 3" away.

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WHEN TO TEST COURAGE (p. 57)

The unit has taken **casualties** from Attacking or Shooting (test one unit).
 The unit is attempting to **Rally** to remove a Battered marker (test one unit).
 The unit becomes the **only unit remaining** on the table (test one unit).
 The **Leader** is **killed or flees** off the table (test all units).
 The **Leader** refuses a **Challenge** (test all units).
 The total **value of units** drops to or below **half** the full points value (test all units).

COURAGE TEST (p. 58-59)

Roll two dice and add the total.
 -1 for each casualty the unit has suffered in the game so far.
 -1 if the points value of units in play is half or less than the full points value.
 +1 to total if Leader is within 12" unless Leader's unit is Battered.
 Final score is compared to the unit's Courage score:
 If result is **equal to or greater** than unit's Courage score: Test successful.
 If result is **lower** than unit's Courage score but **greater than 0**:
 Unit must Retreat and becomes Battered.
 If result is **lower** than unit's Courage score and **0 or less**:
 Unit routs. Remove ist immediately.
 A Battered unit which is Battered again loses a model and Retreats.

RETREATING (p. 59-60)

A retreating unit moves half of the unit's normal movement distance (affected as usual by terrain).
 If at least one model can Retreat off an edge of the table, the whole unit moves in that direction and is removed from play.
 Otherwise, the unit must move directly away from the closest enemy unit and must not go within 3" of any other unit during the Retreat.
 Units unable to retreat the full distance: The unit moves as far as possible and then must remove a number of models equal to the remaining number of unmoved inches.

BATTERED UNITS (p. 61)

A Battered unit must make a Courage test to remove its Battered marker (**Rally**) at the beginning of the player's next activation phase.
 The unit may not be activated other than to Rally.
 The unit only hits enemies on a 6 if it is Attacked whilst Battered.
 The unit may only move as the result of a failed Courage test (**Retreat**).
 Receiving another Battered result from a Courage test when already Battered means that the unit must lose a model and Retreat.
 If the Leader's unit is Battered, the Leader may not issue Challenges or use any Leader special rules.

UNIT PROFILES (p. 22-23)

Attack: The total needed on **two dice** to carry out an Attack order.
Move: The total needed on **two dice** to carry out a Move order.
Shoot: The total needed on **two dice** to carry out a Shoot order.
Courage: The total needed on **two dice** to keep calm and carry on.
Armour: The number of hits needed to remove one model from this unit.
Attack Value: The result needed on **one die** to hit an enemy when Attacking.
Defence Value: The result needed on **one die** to hit an enemy when being Attacked.
Shoot Value: The result needed on **one die** to hit an enemy with missiles.
Movement: The maximum number of inches a model in the unit may move.

LEADER SKILLS (p. 68-71)

Leaders may have their own special skills. These are randomly determined.
 Skills are purchased using the same points pool as the Warband. The points cost is added to the Leader's unit value.
 The maximum number of Skills a Leader may purchase is two.
 If the Leader's unit is Battered or not in play his Leader skills cannot be used.
 Distance for the Leader's skills are measured directly from the Leader's model.

HOLY MEN & BANNERS (p. 72-73)

Replace one model from a unit with a special model which makes the unit feel more confident. (Not for Skirmishers, Levied Infantry or a Leader's unit.)
 Costs 1 Point per unit.
 Maximum of 1 special character per unit.
 Units with a special character gain +1 to all Courage tests (in the same way as, and in addition to, being within 12" of a Leader).
 Test for the death of special characters in the same way as Leader „Lucky Blows“.

TERRAIN (p. 125-130)

Rough Terrain: Area terrain that slows down movement within it and is harder for most units to attack in.
Obstacles: Linear terrain that temporarily holds up units as they attempt to cross it.
Obscuring Terrain: Terrain that prevents units seeing what lies beyond.
Cover: Reduces casualties for units benefitting from this terrain category.
Impassable: Models cannot move over this terrain, and casualties are caused if a unit blunders into it.

Movement	Rough terrain halves all movement inside it unless the unit is Fast.
	Movement in Rough terrain is applied to individual models rather than whole units (unit cohesion must be maintained).
	Obstacles are moved up to, halted at, and then moved over with no delay during the unit's next movement.
	Impassable terrain cannot be crossed.
Shooting	Cover increases Armour by 1.
	Obscuring terrain blocks line of sight, but units can see through woods up to 3".
	If some units behind Obscuring terrain are within line of sight, the target unit counts as being in cover but can be Shot at.
	A target unit counts as in cover if the majority of models in the unit benefit from the terrain against the majority of the Shooting unit.
	Models usually benefit from obstacles if within 3" of it.
	If in doubt, the unit counts as in cover!
Attacking	Rough terrain changes most unit's Attack and Defence Values to 5+ and their Armour becomes 2.
	Units with the Flexible special rule are not affected by Rough terrain.
	If one unit counts as in Rough terrain, both units involved in the combat do.
	Cover increases the Defending unit's Armour by 1.
	Hills count as cover when Defending if uphill of the Attacking unit.
	Obscuring terrain blocks line of sight for Attack, but units can see through woods up to 3".
	A Defending unit counts as in cover or Rough terrain if the majority of models benefit from the terrain against the majority of the Attacking unit.
Obstacles count as cover to a unit being attacked only if the majority of models in the Defending unit are in cover.	
	If in doubt, the unit counts as in cover!