

LION RAMPANT

UNIT REFERENCE SHEET

ELITE CAVALRY			
Models/Unit	6	Points	6
Attack	5+	Attack Value	3+
Move	7+	Defence Value	5+
Shoot	–	Shoot Value	–
Courage	3+	Movement	10"
Armour	4	Special Rules	a), j)
Bloodthirsty, Fearsome, Drilled, Motivated, Mounted Bows			

HEAVY CAVALRY			
Models/Unit	6	Points	4
Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	–	Shoot Value	–
Courage	4+	Movement	10"
Armour	3	Special Rules	a)
Bloodthirsty, Fearsome, Mounted Bows, Mounted Crossbows			

LIGHT CAVALRY			
Models/Unit	6	Points	4
Attack	7+	Attack Value	5+
Move	5+	Defence Value	6
Shoot	6+	Shoot Value	5+ / 12"
Courage	5+	Movement	12"
Armour	3	Special Rules	c), h)
Javelins Only, Veteran			

Armoured	+2 points per unit. Armour 3.
Bloodthirsty	+3 points per unit. Attack dice that roll a 6 cause 2 hits.
Drilled	+1 point per unit. No Wild Charge.
Fearsome	+2 points per unit. Courage tests caused by Attacks (not Shooting) of the unit -1. Fearsome versus Fearsome is cancelled out.
Javelins	+1 point per unit. Shoot 6+ and Shoot Value 5+ / 6".
Javelins Only	-1 point per unit. Shooting range reduced to 6".
Mixed Weapons	+2 points per unit. Shoot 6+ and Shoot Value 5+ / 12". No Wall of Spears. Cannot be combined with Veteran or Javelins.

ELITE INFANTRY			
Models/Unit	6	Points	6
Attack	5+	Attack Value	3+
Move	5+	Defence Value	4+
Shoot	–	Shoot Value	–
Courage	3+	Movement	6"
Armour	4	Special Rules	e)
Bloodthirsty			

HEAVY INFANTRY			
Models/Unit	12	Points	4
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	–	Shoot Value	–
Courage	4+	Movement	6"
Armour	3	Special Rules	i)
Bloodthirsty, Javelins, Veteran			

LIGHT INFANTRY			
Models/Unit	12	Points	3
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	–	Shoot Value	–
Courage	4+	Movement	8"
Armour	2	Special Rules	i)
Javelins, Mixed Weapons, Veteran			

WARRIOR INFANTRY			
Models/Unit	12	Points	4
Attack	5+	Attack Value	3+
Move	6+	Defence Value	6+
Shoot	–	Shoot Value	–
Courage	4+	Movement	8"
Armour	2	Special Rules	b), d), e), j)
Armoured, Bloodthirsty, Fearsome			

LEVIED INFANTRY			
Models/Unit	12	Points	1
Attack	7+	Attack Value	6
Move	6+	Defence Value	6
Shoot	–	Shoot Value	–
Courage	5+	Movement	6"
Armour	1	Special Rules	f)

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ARCHERS

Models/Unit	12	Points	4
Attack	7+	Attack Value	6
Move	6+	Defence Value	5+
Shoot	6+	Shoot Value	5+ / 18"
Courage	4+	Movement	6"
Armour	2	Special Rules	—
Veteran			

CROSSBOWMEN

Models/Unit	12	Points	4
Attack	7+	Attack Value	6
Move	6+	Defence Value	5+
Shoot	7+	Shoot Value	4+ / 18"
Courage	4+	Movement	6"
Armour	2	Special Rules	—
Pavises			

SKIRMISHERS

Models/Unit	6	Points	2
Attack	7+	Attack Value	6
Move	5+	Defence Value	6
Shoot	7+	Shoot Value	5+ / 12"
Courage	5+	Movement	8"
Armour	1	Special Rules	c), d), g), h)

Motivated	+1 point per unit. Move 6+.
Mounted Bows	+2 points per unit. Shoot 6+ and Shoot Value 5+ / 12". No Wild Charge and Counter-Charge.
Mounted Crossbows	+0 points per unit. Attack Value 5+. Shoot 7+ and Shoot Value 5+ / 12". No Counter-Charge.
Pavises	+2 points per unit. Armour +2 against Shooting, +1 against Attacks. Not if unit is in Rough terrain or Cover.
Veteran	+2 points per unit. <i>Light Cavalry</i> : No -1 penalty to Shoot Value when Skirmishing. <i>Heavy / Light Infantry</i> : Attack Value 4+. No Wall of Spears. <i>Archers</i> : Shoot Value 4+.

a) COUNTER-CHARGE

May test for a Counter-Charge at 7+ before the enemy unit makes its Attack move. *If successful*, both units meet halfway their distance and count as Attacking. *If unsuccessful*, the unit stands in place for the enemy's charge. May not be used if the unit is Battered.

b) COUNTER-CHARGE VS INFANTRY

May test for a Counter-Charge at 7+ before the enemy unit makes its Attack move. *If successful*, both units meet halfway their distance and count as Attacking. *If unsuccessful*, the unit stands in place for the enemy's charge. The rule does not apply versus Mounted units. May not be used if the unit is Battered.

c) EVADE

May test to Evade at 7+ before the enemy unit makes its Attack move. *If successful*, it immediately carries out a Skirmish action against the Attacking unit. It may not move closer to the Attacking unit and must avoid other units by 3". Any casualties inflicted by the Skirmish action cause a Courage test or „Lucky Blow“ only at the end of the Attack. The enemy unit then moves its full distance following the Evading unit. If it makes contact, the Evading unit's Armour is reduced to 1. If it makes no contact, it must move as close as possible to the Evading unit (but no closer than 3"). *If unsuccessful*, the unit stands in place for the enemy's charge without Shooting and Moving and its Armour is reduced to 1. A unit may Evade as many times as it wishes in a turn. May not be used if the unit is Battered.

d) FAST

The unit does not halve its movement in Rough terrain.

e) FLEXIBLE

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

f) GO BACK TO YOUR FARMS

No more than 3 units Levied Infantry in a 24-point Warband.

g) HARD TO TARGET

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

h) SKIRMISH

As an ordered activation the unit may make a half Move and Shoot (in either order). Successful on a 7+. Shooting for all models in the unit is with -1 to their dice scores.

i) WALL OF SPEARS

There need to be at least 6 models in a unit to form a Wall of Spears. On a Move order, the unit forms into a two-rank formation based around a central model. Cannot be formed in Rough terrain or in Cover. The unit cannot move in this formation. Wall of Spears increase the unit's Armour by 1 against Attacks (not Shooting). If an Attacks ends with both units still in contact and the Wall of Spears is neither Battered or reduced to fewer than 6 models, the enemy must always Retreat. If the unit becomes Battered, must Retreat or is reduced to fewer than 6 models while in a Wall of Spears, the formation is broken.

j) WILD CHARGE

If an enemy unit is within the unit's Attack range during the „Activate Wild Charges“ phase, it must test to activate an Attack against it. *If unsuccessful*, the unit remains stationary but may test for an ordered Move activation later. May not be used if the unit is Battered.