

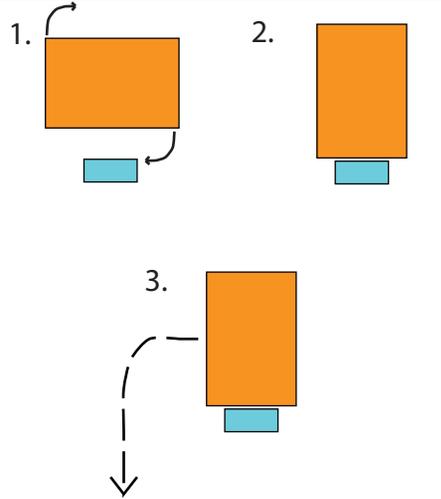


Move far away units first so you don't forget them.

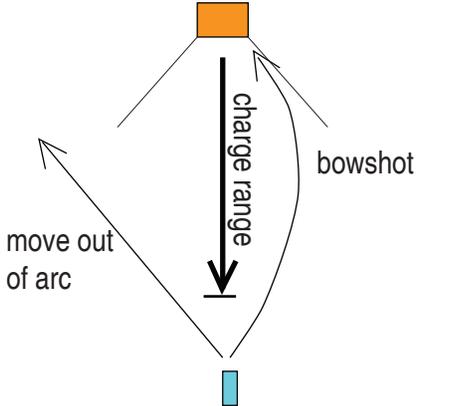


Review all objectives at start of turns, particularly turns 4-7.

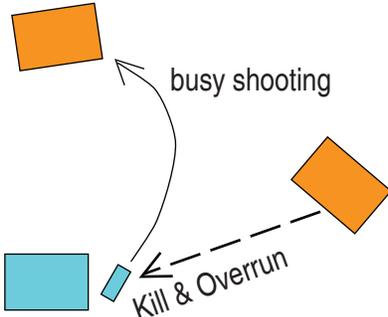
You may need to move units towards them that would otherwise stay put. Or plan units to block enemy away from them. Or plan a Wind Blast.



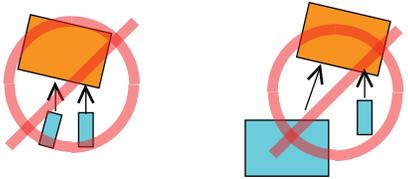
Trying to block a unit with an Individual? First ask if it has Nimble.



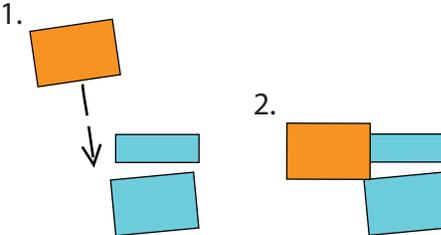
Keep Individuals out of charge ranges/arcs. E.g. Biggits have 24" bow; longest charge range is 20". It's a cold day in Hell when a Biggit can't find a spot to shoot from without taking a charge.



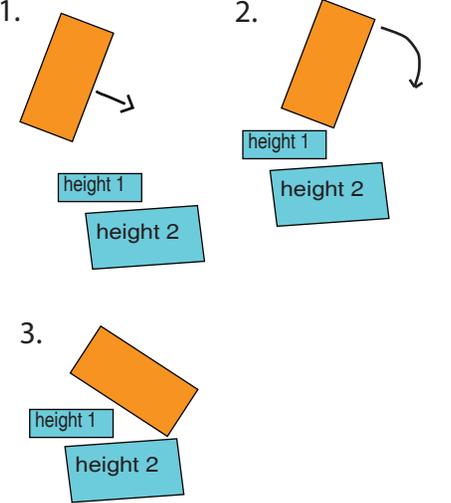
Careful using an Individual to both Inspire a unit and shoot. If it's in a charge zone, the charger will kill it and overrun into the unit.



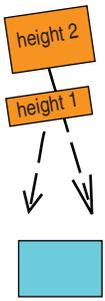
Rarely should you charge the same face with 2 Individuals or with unit(s) and an Individual. The enemy will kill the Individual, then overrun to the other unit.

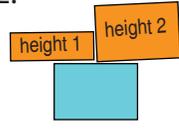


Arrange screeners precisely; don't expose a little bit of a unit's face to a squirrely charge.

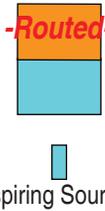


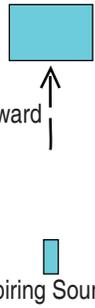
Charges can pivot even at the end of move, allowing them to make contact around screeners, then pick up and drop to fit the target's front.

1. 

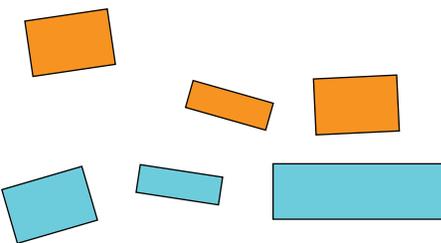
2. 

Watch for tall 2nd line units to avoid being double-charged. If you must move within charge range of the front unit, stay outside the charge range of the 2nd line unit.

1. 

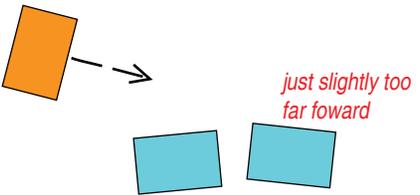
2. 

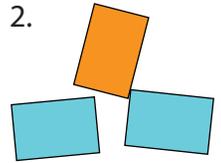
After routing a unit, don't risk dicing forward past your Inspiring unless good reasons.



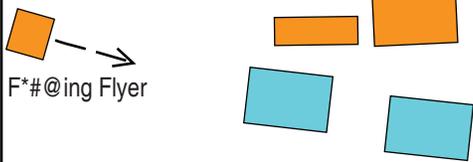
Remember to move your little Inspiring models. They're small and easy to forget. And you usually have to move multiple units before them.

Before ending movement, look at all Individuals.  where am I??

1. 

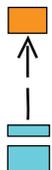
2. 

A common squirrely flank charge, due to an arc'd front line with one unit barely exposing a flank.



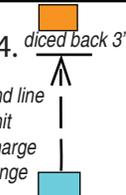
Beware East/West-facing units mid-game when the board is crowded. Later, units are thinned out and pointed different directions, so it's not as common a pitfall.

East-West movement looks like it will fall short when it doesn't--always measure.

1. 

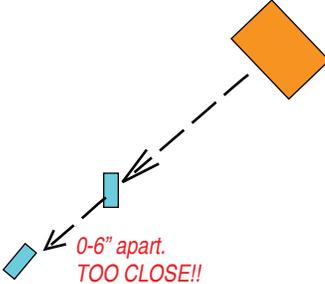
2. 

3. 

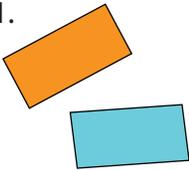
4. 

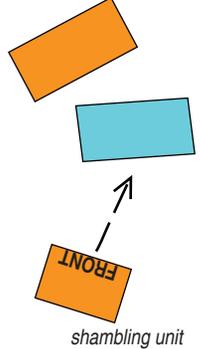
Don't move chaff's frontage further than your 2nd line's Charge range minus 3", minus another 1/2" to avoid measuring debates. Otherwise, when chaff dies, the enemy charger could dice back 3", just outside your Charge range.

Example: 2nd line is Sp 6. Chaff unit moves no further than 8.5" from 2nd line's front. After dieing, its killer is no further than 8.5" + 3" - 11.5" from your 2nd line unit. Charge!!

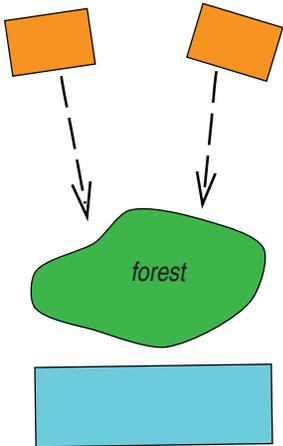


Avoid working Individuals within 6" of each other, or else be sure they are all out of charge ranges. If one gets charged, enemy could dice 6" to hit another Individual (or unit).

1. 

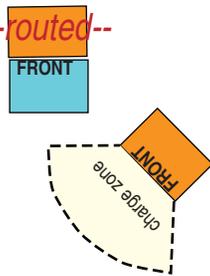
2. 

Shambling units can pivot up to 180 then be Surged into your unit's rear. Like in all those shows where the slow far-away zombie somehow appears in your face out of nowhere. (Just fear the Dead, wherever they are.)

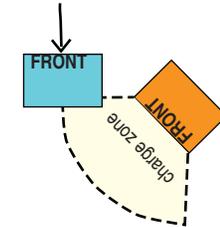


Sure, your horde won't get shot at, but it can't see anything. Enemy approaches! Maybe that's okay, or maybe you wanted to control that zone. Now you don't.

1. ~~routed~~

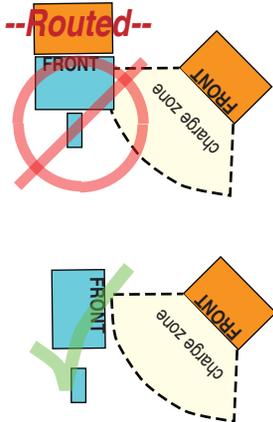


2. diced backwards

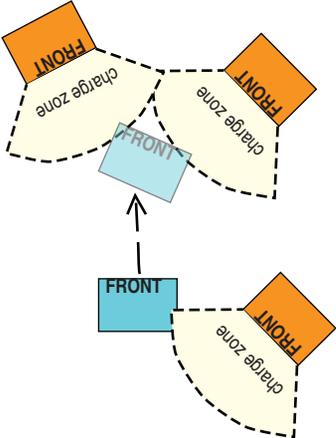


After routing a unit, use an angle to study options of dicing up, back, or pivoting. Check for 1" up, 2" up, etc. Check for 1" back, 2" back, etc. Don't dice your way into a flank/rear charge.

~~--Routed--~~

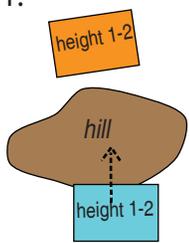


Leave enough room between a charging unit and its trailing  
Inspiring hero to reform to face a threat.

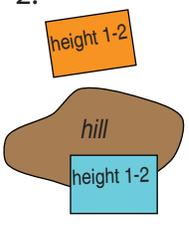


Always check your enemy's charge zones and front/flank/rear charges relative to your units' positions and (as you plan to move each unit) where they will move to.

1.

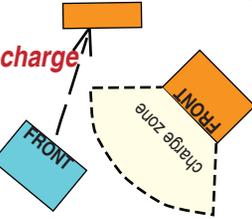


2.

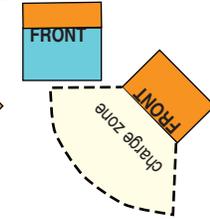


Height 2 hills block LOS, shielding you from shooting & charges, until you move more than 50% of base onto them. Then you are exposed.

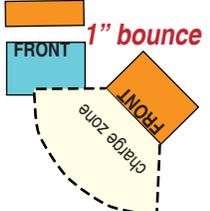
1. charge



2. ~~didn't route~~



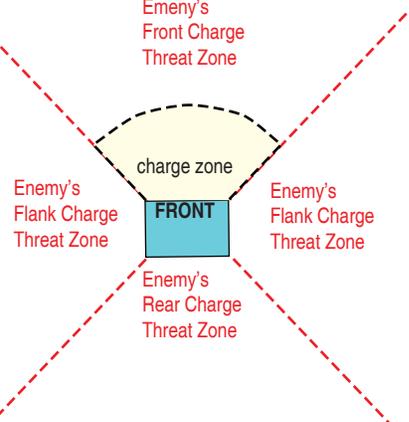
3. 1" bounce



You fail to route a unit, so push back 1", sadly into a flank charge. Always plan for that 1". An alternative in the above example: don't charge, face both units and take a duel front charge.

Nerve Test	Un-inspired Target		Inspired Target	
	Chances		Chances	
12	3%	Hail Mary	0.08%	Never in a million...
11+	8%	Rare	0.7%	Hail Mary
10+	17%	Unlikely	3%	Hail Mary
9+	28%		8%	Rare
8+	42%	Worse than Average	17%	Unlikely
7+	58%	Better than Average	34%	
6+	72%		52%	Average+
5+	83%	Likely	69%	Likely
4+	92%	Good	84%	Damn Likely
3+	97%	Very Likely	95%	Very Damn Likely
2+		automatic fail		automatic fail

Never assume average dice rolls. Be pessimistic when not taking calculated risks.



We stand tall over all the units, strategize, and miss threats. Pretend you're down there in the unit and "look around." What can you see around terrain? What can charge/shoot you? Do this both where you are and where you consider moving to.