Lionheart: Schemes
By Andrew Domino (www.dominowriting.com)
Inspired by "A Song Of Ice And Fire: Tabletop Miniatures Game"

While the Gold and Silver Kings take to the battlefield, their Queens and court advisors manipulate events behind the scenes...

Before the first turn of the game, each player rolls 2 dice to determine a Scheme, as described below. Each time you eliminate 1 of the opponent's units, you roll again to determine a new Scheme. A Scheme can only be used once per time that you have that Scheme — so if you don't use your Scheme, you could lose it! You can have the same Scheme multiple times in the same game, but only 1 Scheme at a time.

Alternately, you can choose a Scheme instead of rolling the dice to determine which Scheme you have. If you are using this rule, you cannot have the same Scheme twice in a row.

Dice Results		Scheme
Axe	Axe	*Reroll*: You can reroll any number of dice when making an attack. You must use the new results on those dice, even if they are less helpful.
Axe	Arrow	*Strike Back*: After removing figures from a unit that has been attacked, you can immediately make an attack against the unit that attacked yours, using the number of dice appropriate for the unit.
Axe	Panic	*Double Action*: You can take 2 actions with any 1 unit immediately after taking your turn (even with the unit that just took the 2 actions). One of these extra actions can be an attack.
Arrow	Arrow	*Stamina*: After the opponent rolls to determine the number of figures you lose from a unit, but before you remove the figures, roll a number of dice equal to the number of figures on the unit. For each Axe (even if the unit is Archers or Peasants), do not remove 1 figure. For example, if the opponent rolls 3 hits on your unit of 4 Infantry, roll 4 dice. If you roll 2 Axes, an Arrow and a Panic, you would only remove 1 figure (your 2 Axes "cancel out" 2 of the opponent's hits). If you are using the "Massive Infantry" option, you still only roll 4 dice.
Arrow	Panic	*Treason*: Choose 1 opposing unit. Move it to any open space on the opponent's side of the board, and turn it so it is facing toward your side of the board. If there are no open spaces on the opponent's side of the board, that unit is eliminated from the game.
Panic	Panic	*Ambush*: As 1 of your actions on a turn, you can move to any open space on the board. Place the unit on the board in that space, facing the same direction it was facing on the space where it started the turn.