**Independent Characters**

Independent Characters are mainly Generals and Assassins.

A “last man standing” will be an Independent Character whether or not it has morale left.

Independent Characters move as infantry, mobile infantry, or cavalry as equipped.

If an Independent Character is considered a beast at any point, it will act as a beast in addition to its specific Independent Character.

Independent Characters are NEVER part of a squad, however any squad within 1” or less counts as screening the model. This only applies to beasts if all the models involved are beasts.

3 or more Independent Characters with a 1” difference of one another will count as a “grouping”, and this “grouping” should be counted as a squad when other models are targeting any of the models in the squad of Independent Characters. This only applies to beasts if all the models involved are beasts.

Independent Characters may only be screened by like models, or “larger” models:

Infantry -> Mobile Infantry -> Heavy Infantry -> Calvary -> Large Infantry -> Armor