

Movement Phase – Formation Movement (Updated)

Instead of Individual Movement, a player may declare a **Formation Movement** once per turn. All units in the formation must be orthogonally adjacent and move in the same direction. No unit in a Formation Movement may attack during that turn, and all units must end the move facing the direction of movement.

Formation Movement Speed

- **All Infantry (Swordsmen and/or Spearmen only):** May move up to **2 squares**
- **All Cavalry:** May move up to **2 squares** (capped)
- **Mixed Infantry and Cavalry:** May move only **1 square**
- **Any Formation Containing Archers:** May move only **1 square**

Cavalry Restrictions

- Cavalry may not participate in Formation Swap actions
- Cavalry may not be involved as either unit in a Formation Swap
- Cavalry rely on individual movement and flanking rather than formation manipulation