

# Battle Standard Bearer

## [The Battle Standard Bearer](#)

### Choosing [the Battle Standard Bearer](#)

Some Characters can be upgraded to be the Battle Standard Bearer (**BSB**). This option will be noted under their unit entry in their respective Army Book. An army may only include a single Battle [Standard Bearer](#) (One per Army). [The Battle Standard Bearer](#) has the rule [Hold Your Ground](#).

### [Hold Your Ground](#)

A non-[fleeing model](#) with this rule gives “reroll failed Leadership Tests” to all friendly units within 12”. These units receive “reroll failed Leadership Tests” from the [model](#) with Hold Your Ground, and they may use this ability to reroll any failed Leadership Tests.

### [Magical Standard](#)

If a Battle Standard Bearer has the option to buy Magical Items, it is allowed to purchase a Magical Standard. This Magical Standard may either be taken as part of the [model](#)'s [Magical Items](#) point limit, or it can be taken without any cost limitations (i.e. it could exceed the usual 50 points allowance for a Hero choice), but in this case the [model](#) cannot take any other [Magical Items](#).

### Their Flag is Down

When a Battle Standard Bearer is removed as a casualty while Engaged in Combat, the Battle Standard is considered captured by the opponent. When a Battle Standard Bearer Breaks from Combat, the Battle Standard is lost (along with the Hold your Ground rule and any Magical Standard) and the [model](#) bearing it loses all the effects of the Battle Standard, which is considered captured by the opponent