

THE IX AGE

FANTASY BATTLES



Frequently Asked Questions

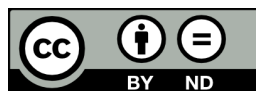
aka

Rules Explained in Figures

2nd Edition, version 9 - [April 27, 2023](#)



The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules and feedback can be found and given at: the-ninth-age.com. Recent changes are in [blue](#) and listed at the end of this document. This work is licensed under the [Creative Commons Attribution-NoDerivatives 4.0 International License](#).



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How to use this document

This document contains figures upon which we answer certain Frequently Asked Questions (FAQs) that pertain to complex rules and tricky situations that may arise in games. As such, this document does not contain any errata or rules changes, but merely clarifications and explanations of rules from the Rulebook, the Arcane Compendium, the Army Books, and the Errata document.

Generally, each entry will usually be composed of the following elements:

1. The Frequently Asked Question (FAQ)
2. The most important rules covering the FAQ (marked by a frame)*
3. One or more figures depicting the situation that the FAQ refers to
4. A figure legend answering the FAQ

*Note that the rules shown here include the corresponding Errata if applicable.

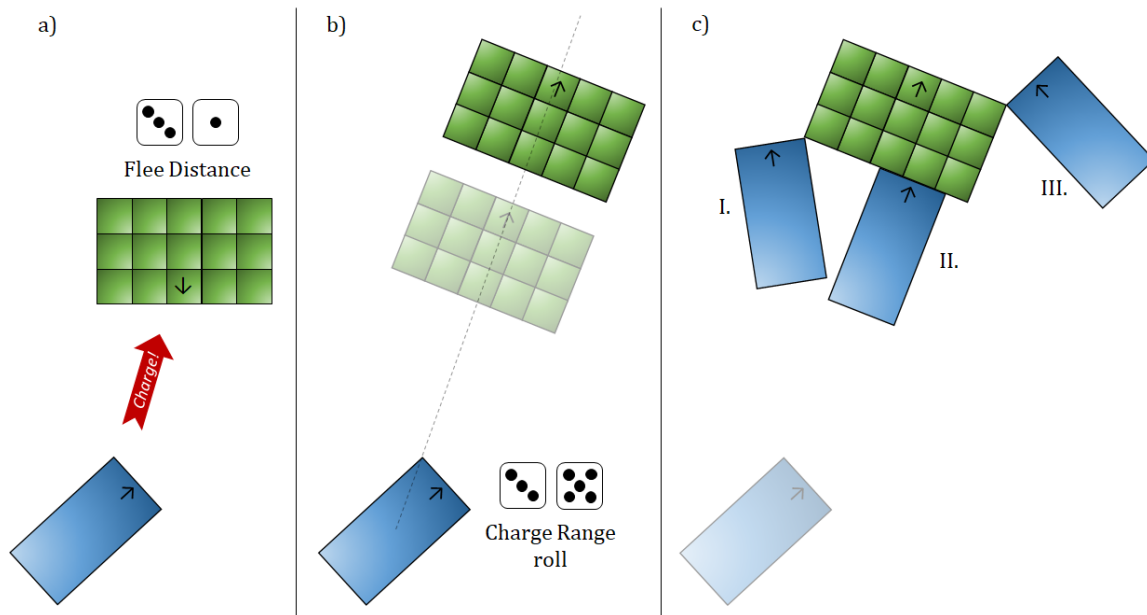
The FAQs are grouped according to the phase which they mostly refer to (Charge Phase, Movement Phase, Magic Phase, Shooting Phase, or Melee Phase). FAQs that cannot be ascribed to a specific phase are grouped in the Miscellaneous section.

For feedback on this document, or for suggestions to include further figures explaining a specific rule or situation, please visit the [T9A forum](#).

I.1 How do you perform a Charge Move against a Fleeing unit?

11.E.h Charging a Fleeing Unit

When Charging a Fleeing unit, follow the rules for Charge Moves, except that the Charging unit can move into contact with any Facing of the Charged unit. Do not align or maximise base contact. Once the Charger makes contact with the Fleeing unit, the Fleeing unit is removed as a casualty. Once the Fleeing unit has been removed, the Charging unit can take a Discipline Test. If the test is passed, the unit may perform a Post-Combat Pivot manoeuvre.



a) The blue unit declares a Charge against the green unit, which declares a Flee Charge Reaction and rolls a Flee Distance of 4”.

b) After the green unit has performed its Flee Move directly away from the blue unit, the blue unit rolls a sufficiently high Charge Range roll in order to reach the green unit.

c) The blue unit now performs a Charge Move against the green unit. Note that it can move into base contact with any Facing of the green unit - it is not restricted to the Rear Facing in which it starts its Charge Move or the Front Facing in which it was Located when declaring the Charge. The figure shows some possibilities how the blue unit could move into base contact with the Charged unit:

- I. The blue unit could wheel to the left and then move forwards until it touches the corner of the green unit’s Rear Facing. Note that you do not perform any align moves.
- II. The blue unit could wheel slightly to the left and then move forwards until its Front Facing is in contact with the green unit’s Rear Facing. Note that you do not have to maximise base contact.
- III. The blue unit could move forwards, perform a 90° Wheel to the left, and then move forwards until it touches the corner of the green unit’s Front Facing.

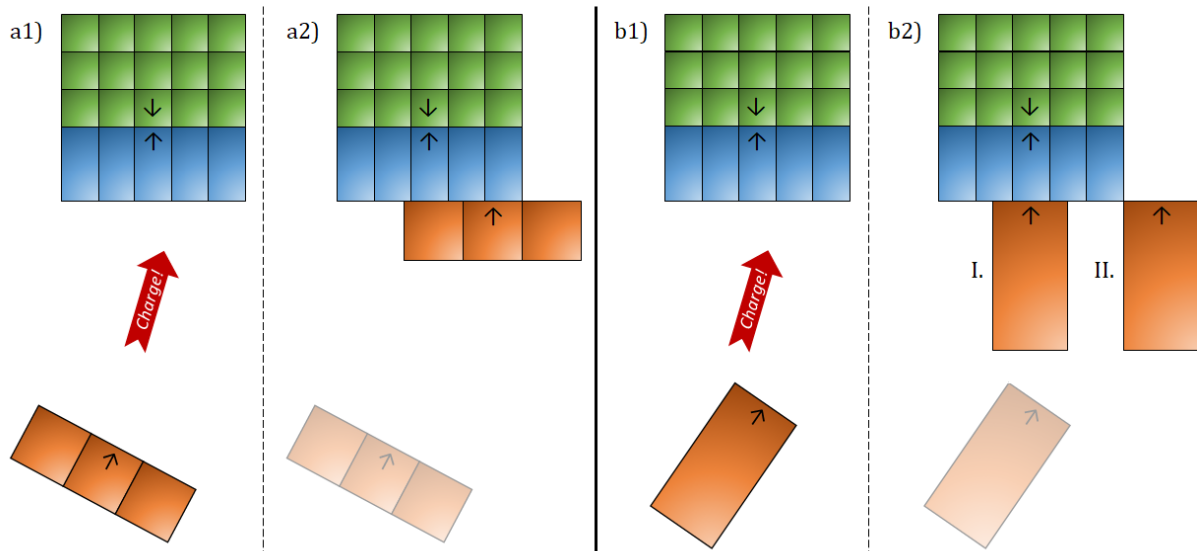
As soon as the blue unit moves into contact with the green unit, the latter is removed as a casualty and the blue unit can take a Discipline Test in order to perform a Post-Combat Pivot.

I.2 How do you maximise base contact when Charging a unit that is already Engaged?

11.E.d Maximising Contact

(...)

- 4th priority: Maximise the number of models (on both sides) in base contact with at least one enemy model (including models fighting across gaps).



a1) The blue unit is Engaged with the green unit. The orange unit Charges the blue unit in the Rear Facing.

a2) Following 11.E.d Maximising Contact, the orange unit has to move in a way that maximises “the number of models (on both sides) in base contact with at least one enemy model”. All the blue models are already in base contact with enemy models in the green unit, so all the orange unit has to do is make sure that all its models are in base contact with enemy models after the Charge Move. It can do so for example by aligning two of its models with the blue unit’s Rear Facing and having one of its models in corner to corner contact with a blue model.

b1) The blue unit is Engaged with the green unit. The orange unit Charges the blue unit in the Rear Facing.

b2) All blue models are already in base contact with enemy models. So regardless where exactly the orange single model unit moves into base contact with the blue unit, all models will be in base contact with enemy models. It could move to a position in the blue unit’s Rear Facing where it is in base contact with several enemy models (I.). But it could also move to a position where it is only in corner to corner contact with a single enemy model (II.).

I.3 How do you maximise base contact when Charging a unit on a round base?

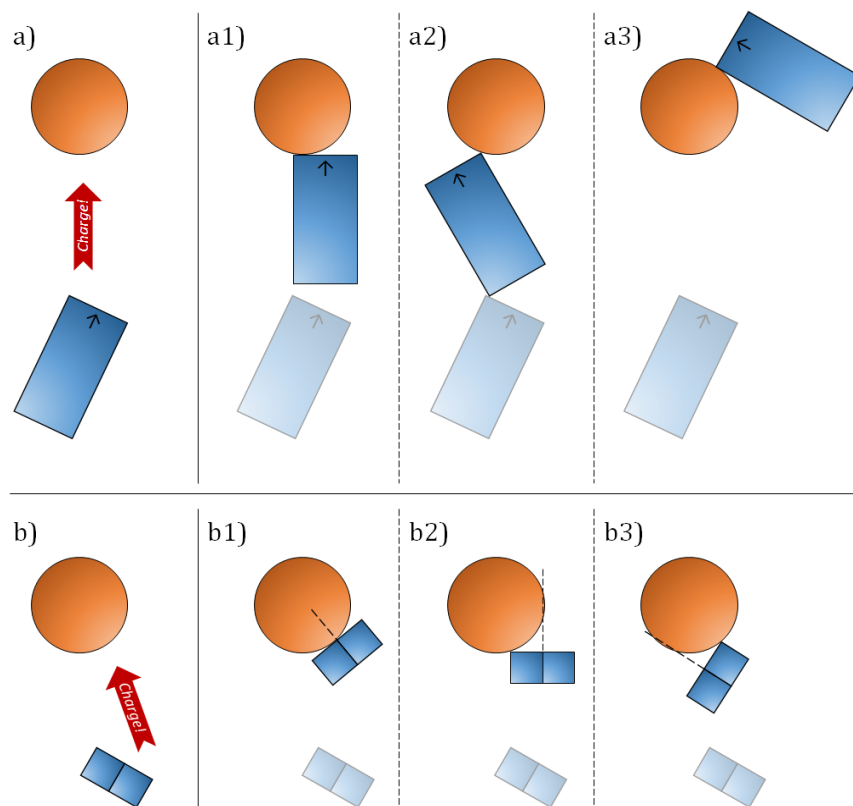
21.A.b.47 War Machine

(...) When a unit Charges a War Machine on a round base, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact (...)). No align move is allowed.

3.C.d Interactions with Round Bases

(...) Models are considered to be in base contact with a model on a round base if all of the following conditions are met:

- Their units are in base contact.
- The Unit Boundary of the model on a round base is directly in front of them.
- There aren't any models in between them.



a) A single model unit Charges a War Machine on a round base. The actual angle between the two Engaged units does not matter. As soon as Charging model moves into contact with the War Machine, the number of models in base contact maximised. It could hit the War Machine straight on (a1), it could Wheel and touch the War Machine only with its right front corner (a2), or it could move almost past the War Machine, Wheel towards the left, and then clip the War Machine with its left front corner (a3) - or it could do anything in between.

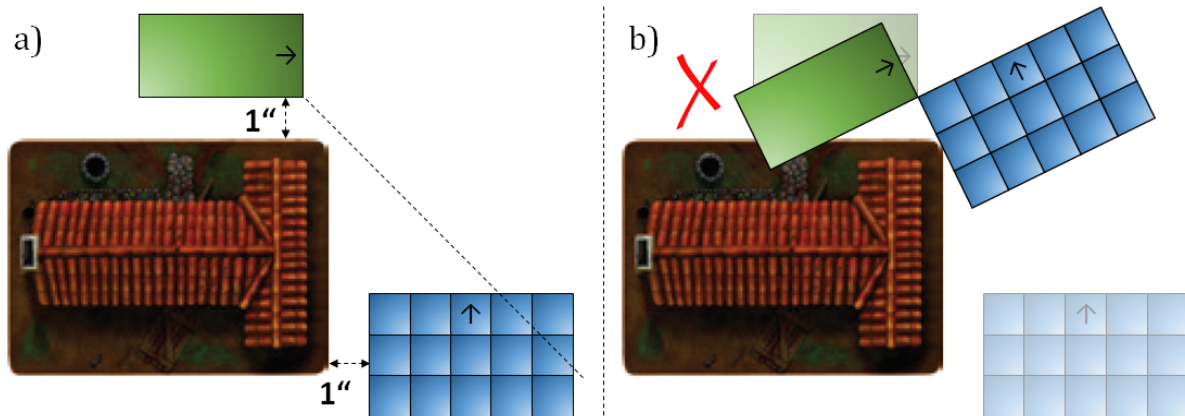
b) A unit consisting of 2 models Charges a War Machine. The Charging unit's Front Facing will have to touch the round base, and the round base must be directly in front of both models so that the number of models in contact will be maximised. As before, the actual angle between the Chargers' Front Facing in relation to the round base doesn't matter.

I.4 How do you handle Charges in which the Charging and the Charged unit cannot be aligned?

11.B Declaring Charges

(...) In order to be able to declare a Charge:

- At least one model in the Charging unit's first rank must be able to draw Line of Sight to the Charged unit.
- The Charged unit must be within the Charging unit's maximum potential Charge Range (which usually is the Charging unit's Advance Rate + 12") (...).
- There must be enough room to move the Charging unit into base contact with the Charged unit and to align the units.



a) The blue unit can draw Line of Sight to the green unit, and the green unit is well within its maximum potential Charge Range. The blue unit is Located in the green unit's Flank Arc, so in order to Charge the green unit, it would need to move into base contact with the green unit's Flank Facing, after which both units are aligned (see 11.E.b Charge Move and 11.E.c Aligning Units).

b) The blue unit could move past the Impassable Terrain and into corner to corner contact with the green unit. At this point, the blue unit cannot align due to the Impassable Terrain, and neither can the green unit: in a position in which both units are properly aligned, the green unit would overlap the Impassable Terrain.

Since there is not enough room to align the units, the blue unit cannot declare a Charge against the green unit. Note that there is no "sliding" of any of the units to enable a proper alignment, nor does this count as a Failed Charge (as the Charge could not have been declared legally in the first place).

I.5 Can a unit perform more than one Charge Reaction?

11.C Charge Reactions

A unit must declare and then resolve its Charge Reaction immediately after a Charge is declared against it (...). There are three different Charge Reactions: "Hold", "Stand and Shoot", and "Flee".

11.C.a Hold

A Hold Charge Reaction means that the unit does nothing.

11.C.b Stand and Shoot

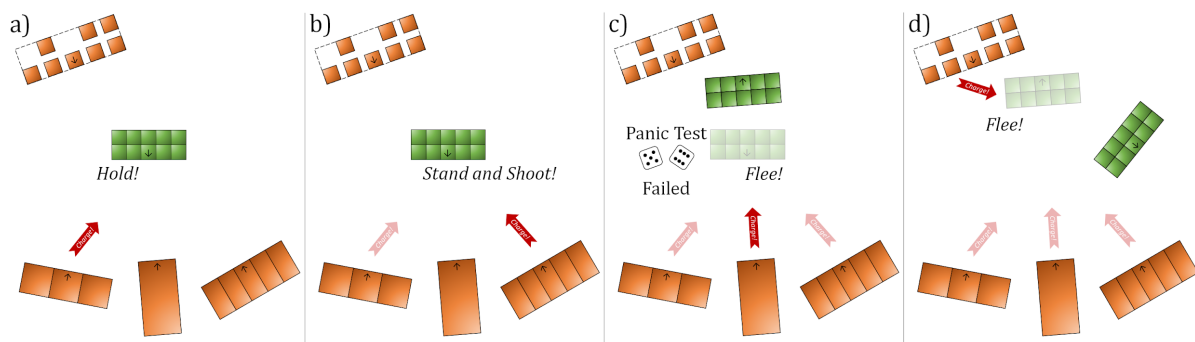
A Stand and Shoot Charge Reaction means that the Charged unit immediately performs a Shooting Attack as if in the Shooting Phase (...). After this, follow the rules for Hold Charge Reactions.

Units can only choose to declare a Stand and Shoot Charge Reaction once per Player Turn (even if they are Charged more than once).

11.C.c Flee

A Flee Charge Reaction means that the Charged unit starts Fleeing (...).

Units already Fleeing when Charged can only choose to declare a Flee Charge Reaction.



a) The green unit got itself in a pretty pickle, being surrounded by 4 enemy units. The bottom left unit declares a Charge against the green unit, and the green unit chooses Hold as Charge Reaction.

b) After that, the bottom right unit declares a Charge against the green unit. Now the unit declares and performs a Stand and Shoot Charge Reaction although it has already declared "Hold" against the first Charge (but unfortunately fails to inflict any damage).

c) Next, the bottom centre unit declares a Charge. This unit causes Terror, so the green unit has to take a Panic Test - which it promptly fails. This means that the unit must declare and perform a Flee Charge Reaction. It rolls poorly for the Flee Distance and ends up right in front of the unit in skirmish formation, which had been skulking in the green unit's back.

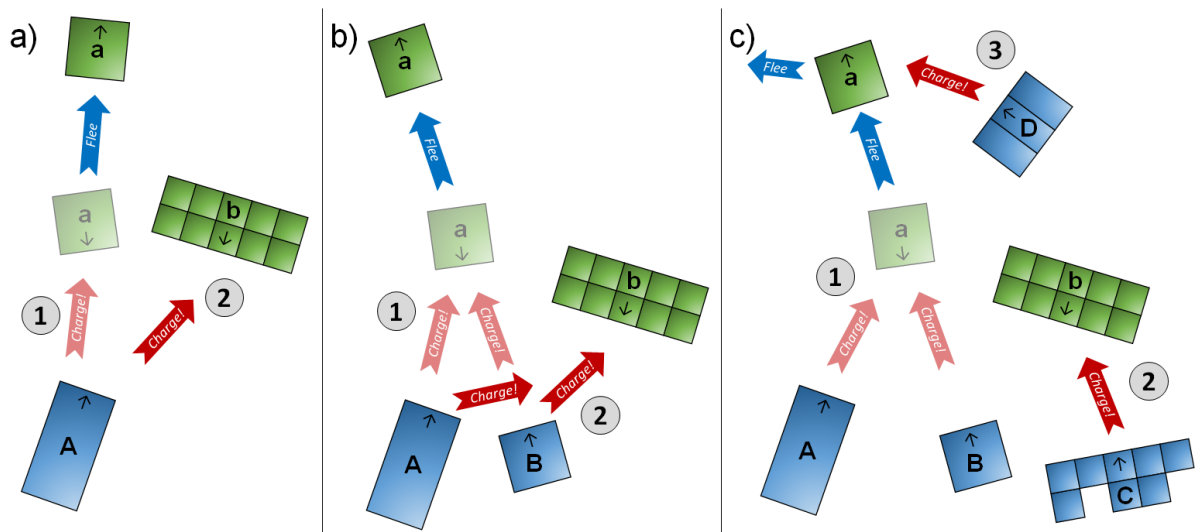
d) Finally, the orange unit at the top declares a Charge as well. As the green unit is already Fleeing at this point, it has to declare and perform another Flee Charge Reaction. We'll spare you the gory details of what happens next - there might be children watching...

I.6 What is the exact order of Redirecting Charges with more than one unit?

11.D Redirecting a Charge

Immediately after a unit performs a Flee Charge Reaction, the Charging unit may attempt to Redirect the Charge by rolling a Discipline Test. If failed, the unit will try to complete the Charge against the unit that Fleed. If passed, the unit may immediately, before declaring a Charge with any other unit, declare a new Charge against another viable target unit, which may choose their Charge Reaction as normal. If more than one unit declared a Charge against the Fleeing unit, each may attempt to Redirect the Charge in any order chosen by the Active Player. If a unit Redirects a Charge and the second target also Flees, the Charging unit may opt to Charge either target, but must declare which before rolling the Charge Range.

Units can only attempt to Redirect a Charge once per Player Turn.



a) ① Unit A declares a Charge against unit a, which declares and performs a Flee Charge Reaction.

② Unit A can now (provided it passes a Discipline Test) Redirect the Charge against unit b.

b) ① Unit A declares a Charge against unit a, which Holds. Then also unit B declares a Charge against unit a. Now unit a declares and performs a Flee Charge Reaction.

② Unit A and/or unit B can now redirect their Charges against unit b, in any order chosen by their owner.

c) ① Unit A declares a Charge against unit a, which Holds. Then also unit B declares a Charge against unit a. Now unit a Flees. Neither Charging unit opts to Redirect the Charge.

② Unit C declares a Charge against unit b, which Holds.

③ Unit D declares a Charge against unit a, which will have to perform another Flee Charge Reaction as it is already Fleeing.

Now units A, B, and/or D could attempt to Redirect their Charges, in any order chosen by their owner.

I.7 Can Chargers complete Charge Moves against units outside their Line of Sight or Front Arc?

11.B Declaring Charges

In order to be able to declare a Charge:

- At least one model in the Charging unit's first rank must be able to draw Line of Sight to the Charged unit.

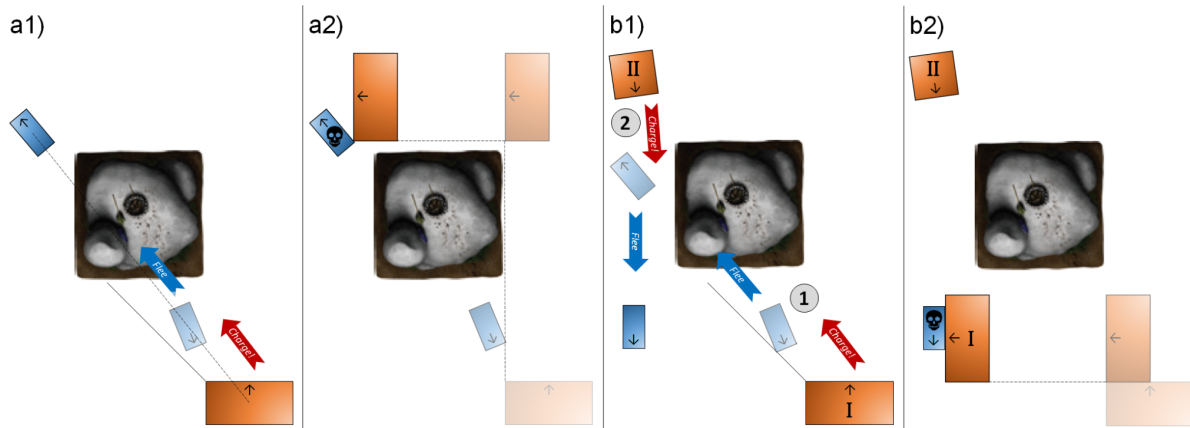
11.E.b Charge Move

A Charge Move is resolved as follows:

- The unit can move forwards an unlimited distance.
- A single Wheel can be performed during the move (a Wheel may not exceed 90° (...)).

11.E.h Charging a Fleeing Unit

When Charging a Fleeing unit, follow the rules for Charge Moves, except that the Charging unit can move into contact with any Facing of the Charged unit.



a1) The orange unit has declared a Charge against the blue unit, which has declared and performed a Flee Charge Reaction to behind the Impassable Terrain.

a2) Being within Line of Sight is a condition for being able to declare a Charge, but not for completing a Charge Move. So the orange unit can simply move forwards until it clears the Impassable Terrain, Wheel 90° counter-clockwise, and move forwards until it touches the Fleeing blue unit, which is destroyed at this point. The orange unit may now take a Discipline Test in order to perform a Post-Combat Pivot (see 11.E.h Charging a Fleeing Unit).

b1) ① Just as in a), unit I has declared a Charge against the blue unit, which has Fled to a point where it can no longer be reached by the Charging unit due to the Impassable Terrain. ② Now unit II declares a second Charge against the Fleeing blue unit, which has to perform a second Flee Move, this time directly away from unit II. At the end of its Flee Move, the blue unit is no longer inside the Front Arc of unit I.

b2) Not being inside the Charging unit's Front Arc does not affect a unit being able to complete a Charge or not. As long as the Charged unit can be reached with a regular Charge Move (max. 1 Wheel up to 90°), the Charge can be completed. In this situation, unit I performs a 90° Wheel counter-clockwise and then moves forwards until it contacts the Fleeing unit, which is then destroyed at this position. Afterwards, unit I could take a Discipline Test in order to perform a Post-Combat Pivot.

I.8 How can I position a Character Charging out of a Combined Unit?

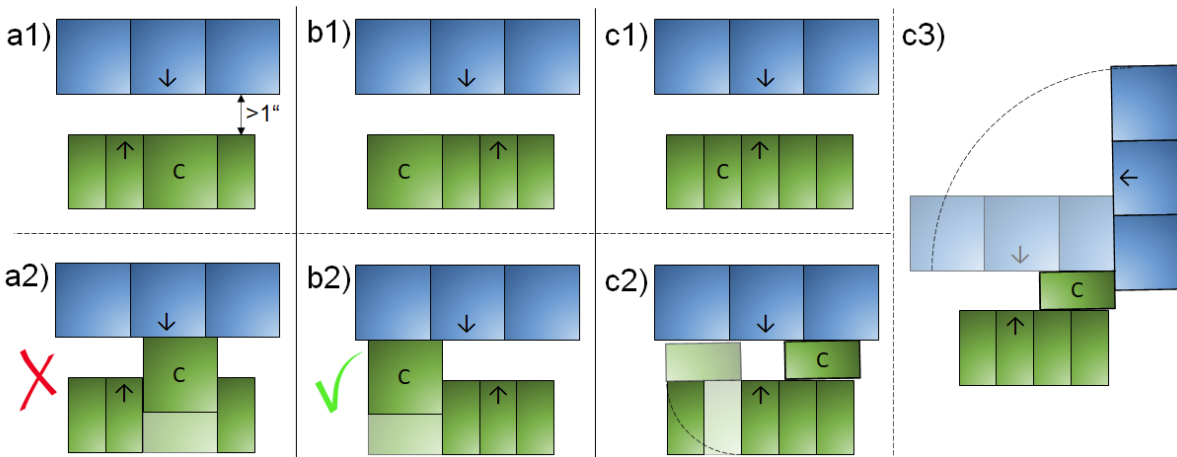
21.B.d.1 Charging out of a Unit

- As soon as the Character declares a Charge, it is considered a separate unit (...).
- If the Charge is successful, move the Character out of the unit by Charging as normal.
- If the Charge is not successful, the Character makes a Failed Charge Move out of the unit. If the Failed Charge Move is too short to place the Character outside 1" of the Combined Unit, the Character is no longer considered a separate unit and remains in the Combined Unit, and all models in the Combined Unit are Shaken until the end of the Player Turn.

21.A.b.16 Front Rank

Matching Bases

If a model with Front Rank moves inside or leaves a unit that has a single rank, or if it is removed from such a unit as a casualty, gaps may be created in the unit. If this leads to an illegal formation (...), follow the rules in "Illegal Formation after Removing Models", page 69.



a1) The green unit containing a Character (C) is slightly more than 1" away from the blue unit.

a2) C cannot declare a Charge as it cannot be placed legally for completing the Charge.

b1) As in a1), the units are slightly more than 1" apart. However, C is at the the green unit's edge.

b2) As soon as C declares a Charge against the blue unit, it, and thus also the rest of the Combined Unit, are considered separate units. When C moves 1" forwards into contact with the blue unit, it does not overlap the Unit Boundary of the rest of the unit, so it can complete the Charge in this situation.

c1) As before, both units are slightly more than 1" apart. Now, C's base size is 25×50 mm.

c2) C could not Charge the blue unit by moving straight forwards because it would overlap the Unit Boundary of the rest of the unit (like in a2)). However, since its Front Facing is smaller than the gap between the two units (25 mm vs. slightly more than 1"), it can Wheel clockwise almost 90° and then move forwards until its front left corner touches the blue unit. In this position, C does not overlap the Unit Boundary of the rest of its former unit.

c3) As soon as C physically leaves the rest of the unit, the gap it leaves is filled by sliding the left model (see FAQ II.7). Since C cannot align in its current position, the blue unit has to align to complete the Charge.

I.9 How are Sweeping Attacks performed?

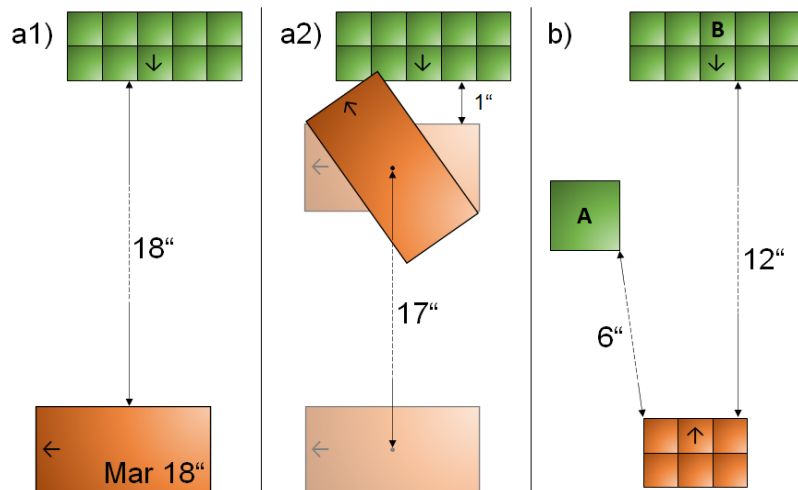
21.H.a.5 Sweeping Attack

When the unit Advance Moves or March Moves, you may nominate a single unengaged enemy unit that the unit with Sweeping Attack moved through or over during this move (meaning their Unit Boundaries were overlapping, even partially). The whole unit makes the Sweeping Attack against the nominated enemy unit, which is resolved when the March or Advance Move is completed.

12.D.c March Move

When performing a March Move (...):

- No model can end its movement with its centre farther away than its March Rate from its starting position. If a model in the unit performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from the model's starting position to the point on the Battlefield where it performed that action and then to its final position.



a1) The orange unit on a 50×100 mm base, which has March Rate 18", Fly, Light Troops, and a Sweeping Attack, is 18" away from the enemy green unit.

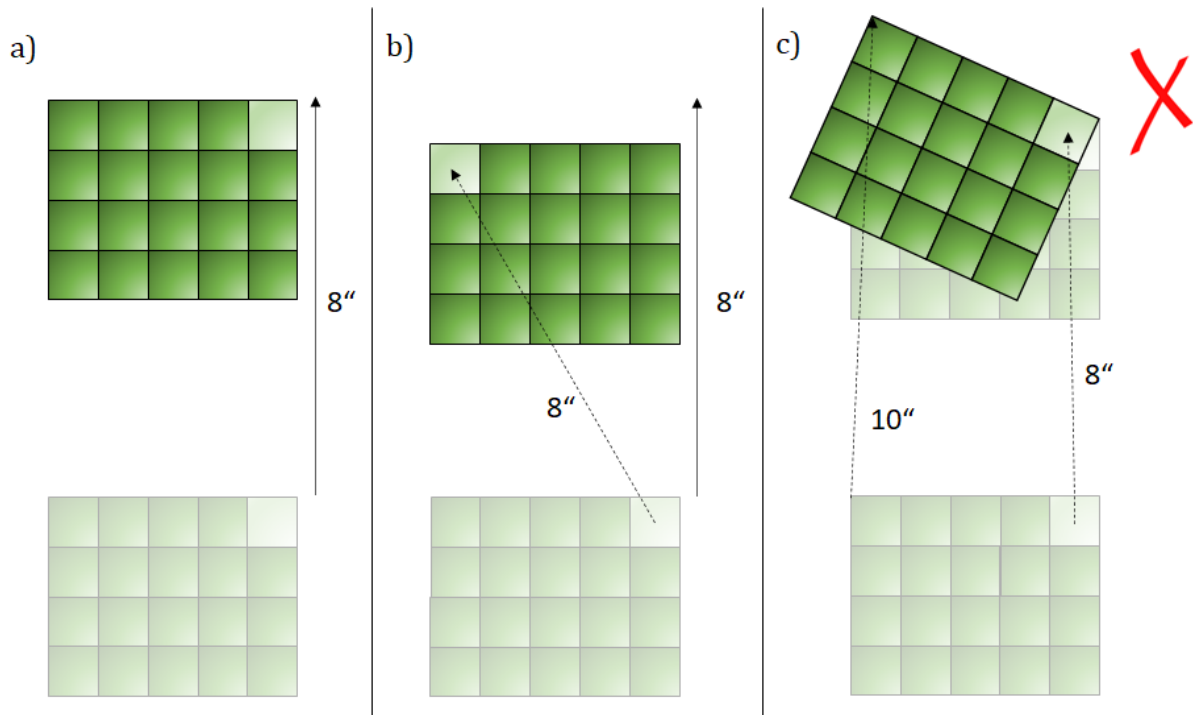
a2) In order to perform a Sweeping Attack against the green unit, the orange unit could move 17" towards the top (remember that Light Troops can move sideways as if moving forwards), Pivot until it overlaps the green unit, and then move another 1" in any direction to land in a legal position, after which the Sweeping Attack will be resolved. Note that due to the diagonal of a 50×100 mm base being slightly more than 4.4", a model with Mar 18" in this situation could perform a Sweeping Attack against an enemy unit that is 19.2" away (by Flying 18" towards the green unit, at which point it will be 1.2" away, followed by a Pivot until the two units overlap, and finally Pivoting back until it is more than 1" away, following the Unit Spacing rule).

b) The orange unit has Adv 6", Mar 12", Fly, Light Troops, and a Sweeping Attack. Unlike a), the enemy unit B is outside the Sweeping Attack's range due to the bases' shorter diagonals. Similarly, if the orange unit fails its March Test, unit A cannot be targeted by the Sweeping Attack, not even with Reforms during the Advance Move, as you measure the moved distance from the model's starting point to the point where it performs the Sweeping Attack and then to the model's final position, which must be more than 1" away from the attacked unit (see 12.D.b Advance Move).

II.1 How does changing the position of a Character (or any other model with Front Rank) inside a Combined Unit during an Advance or March Move affect the distance that the unit can move?

21.A.b.16 Front Rank

When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganised into a new position (still as far forwards as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the centre of the model with Front Rank to determine how far it has moved).



a) The Combined Unit contains a Character (light green). The R&F models and the Character all have March Value 8". If the Character does not change its position within the unit, the Combined Unit can move forwards a distance of 8" during its March Move.

b) Same starting situation as in a), however here the Character changes its position within the unit during the March Move. As no model in the unit can move farther than its March Rate during a March Move (see 12.D.c March Move), the Combined Unit cannot move 8" forwards but has to stop as soon as the Character has moved 8" from its starting position.

c) The Character has March Rate 8" while the R&F models have March Rate 10". After the Character has almost exhausted the distance of its March Move, the R&F models in the Combined Unit technically still have 2" of their March Rate left. However, due to the rules for Wheels, they cannot perform a 2" Wheel after the Advance Move because all models in the unit, including the Character, would be considered to have moved this distance (see 12.E Pivots and Wheels).

II.2 How do you determine which Facing of an enemy unit a unit with Random Movement will Charge?

21.A.b.29 Random Movement (X)

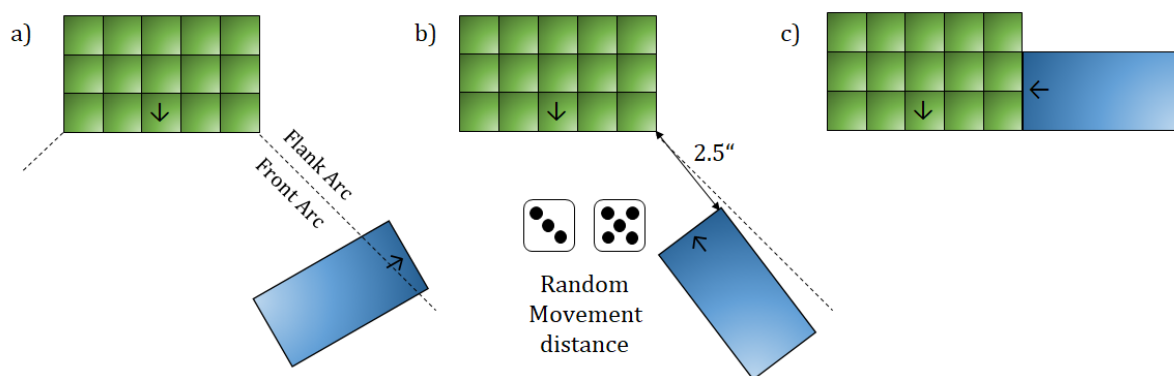
(...) a non-Fleeing unit with Random Movement must perform a Pursuit Move (...).

15.H.c Pursuit Distance and Pursuing Units

Each Pursuing unit now performs a Pursuit Move, which is divided into three consecutive steps. (...)

Before moving any unit, check: (...)

- Which Arc the Pursuing unit is Located in for each enemy unit that may be Charged later in this process. If the Pursuit Move will lead to a Charge, it will be in the Facing determined at this point.



a) The blue model is a unit with Random Movement. Before moving the unit, i.e. before performing its Initial Pivot, you need to determine which Arc of the green unit it is Located in as it might Charge that unit during its Random Movement. As the centre of the blue unit's Front Facing is in the green unit's Flank Arc (see 3.B.h Unit Arcs), the blue unit is considered to be Located in that Arc, which means that it will have to Charge the Flank Facing if it Charges the green unit.

b) The blue unit perform its Initial Pivot towards the green unit and rolls a sufficiently high distance for its Random Movement in order to Charge the green unit. As it was Located in the Charged unit's Flank Arc before the Initial Pivot, it will have to Charge the unit's Flank Facing now (it does not matter that its Front Facing is in the Charged unit's Front Arc after the Initial Pivot).

c) The blue unit performs a Charge Move towards the Charged unit's Flank Facing, maximising the number of models in base contact as usual.

II.3 How can units with Random Movement Pivot in close proximity to enemy units?

21.A.b.29 Random Movement (X)

At the end of step 2 of the Movement Phase Sequence (after Rallying Fleeing Units), a non-Fleeing unit with Random Movement must perform a Pursuit Move, with the following exceptions that only apply in the Movement Phase, unless specifically stated otherwise:

- (...) It must choose which direction it will move in before Pivoting and rolling the Pursuit Distance.

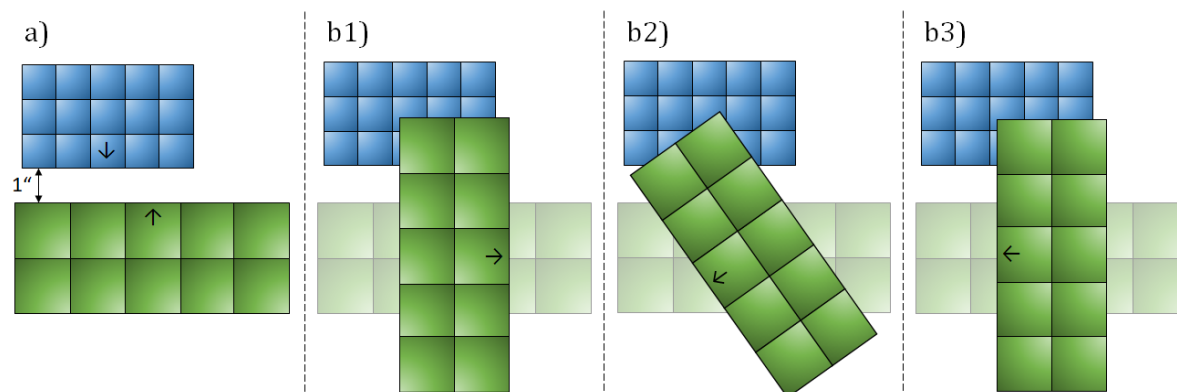
15.H.c Pursuit Distance and Pursuing Units

1. Pivot

(...) Ignore the Unit Spacing rule during this Pivot.

After the Pivot, one of the four situations below will arise. (...)

2. If the Front Facing of the Pursuing unit would overlap the Unit Boundary of an enemy unit that did not Flee from the same combat, it declares a Charge against that unit. (...)
4. If the Front Facing of the Pursuing unit touches neither of the above, proceed to step 2. Note that only the Front Facing needs to be clear: Unit Boundaries, Impassable Terrain, or the Board Edge overlapping other parts of the unit are ignored during steps 1–3.



a) The green unit has Random Movement and is directly in front of the blue enemy unit. At step 2 of the Movement Phase Sequence, it **must** move, using the rules for Pursuit Moves. During the initial Pivot, the unit ignores the Unit Spacing rule. Its Unit Boundary can even overlap another unit's Unit Boundary.

b1) The green unit Pivots 90° to the right. Its Unit Boundary overlaps the blue Unit Boundary, but its Front Facing does not touch the enemy unit, so the green unit can proceed with its Random Movement. If the rolled distance is not far enough to separate the Unit Boundary by more than 1" from the blue unit, the green unit's move is backtracked to the last legal position where it follows the Unit Spacing rule, i.e. to its starting position before the initial Pivot.

b2) As in b1), the green Unit Boundary overlaps the blue unit after its initial Pivot, which is perfectly fine. The unit proceeds with its Random Movement.

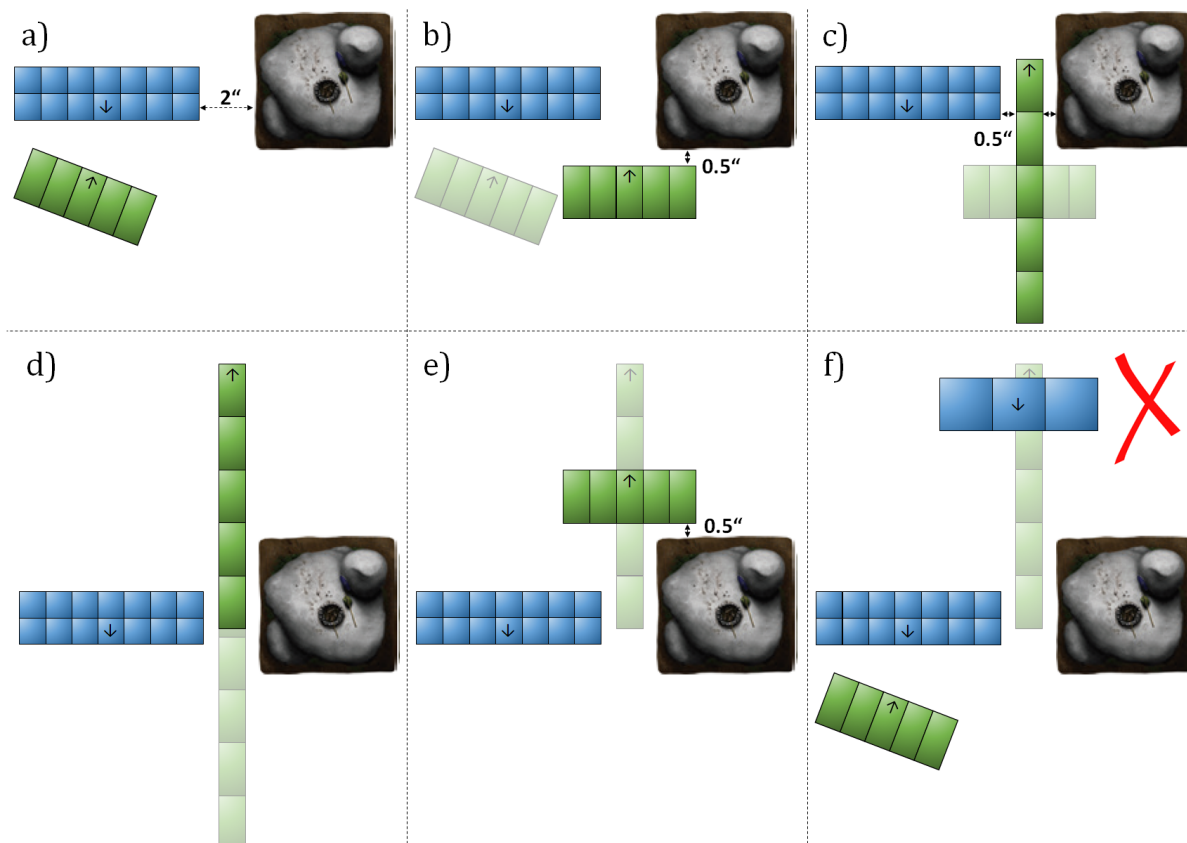
b3) The green unit Pivots 90° to the left. As its Front Facing overlaps the enemy unit, it will Charge that unit as explained in 15.H.c Pursuit Distance and Pursuing Units.

II.4 How do you move units with Light Troops?

21.A.b.21 Light Troops

A unit composed entirely of models with Light Troops applies the following rules for Advance Moves and March Moves:

- The unit may perform any number of Reforms, at any time during the move, and in any order. This does not prevent models with Light Troops from shooting this Player Turn. (...)



a) The green unit on 25×50 mm bases with Light Troops would like to move through the 2" gap between the blue enemy unit and the Impassable Terrain. As units may come up to 0.5" of other units and Impassable Terrain during Advance and March Moves (see 4.C Unit Spacing), there is enough space to fit through, however only if the green unit is in a 1-model-wide formation.

b) The unit first moves to a position from where it can continue its movement through the gap.

c) The unit performs a Reform into a 1-model-wide formation.

d) The unit moves forwards to a position in which it can Reform back to the 5-model-wide formation without breaking the Unit Spacing rule.

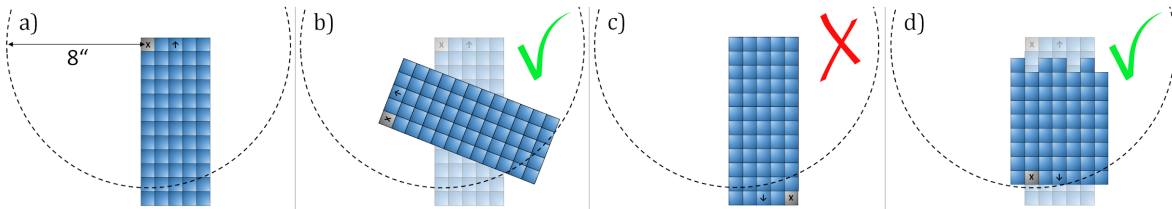
e) The unit reforms back to its 5-model-wide formation. Note that in this position the unit is within 1" of the Impassable Terrain, so it needs to continue its movement in order to end its movement more than 1" away, e.g. by moving forwards, or sideways behind the blue unit.

f) If the green unit cannot move through the gap legally, i.e. in a legal formation and obeying the Unit Spacing rule, it cannot perform the move. In this situation, there is another enemy unit positioned such that the green unit cannot move far enough in its 1-model-wide formation in order to clear the Impassable Terrain.

II.5 What range restrictions are there for units performing a Reform?

12.D.d Reform

After the Reform, no model can end up with its centre farther away than its March Rate from its starting position.



a) A big unit with 60 models on 20×20 mm bases and March Rate 8", containing a model with Front Rank (grey - this could be a Champion or a Character), would like to perform a Reform. The dashed circle represents the area within which the centre of the grey model, marked with X, has to remain after the Reform.

b) The unit does not change its formation but Reform around its Centre to face further towards the left. This Reform is legal as no model in the unit, including the grey model, moved farther than its March Rate.

c) If the unit Reform in order to face the opposite direction, the grey model would have to be placed in the first rank, which means that it would have to be placed farther from its initial position than its March Rate. This Reform is not legal.

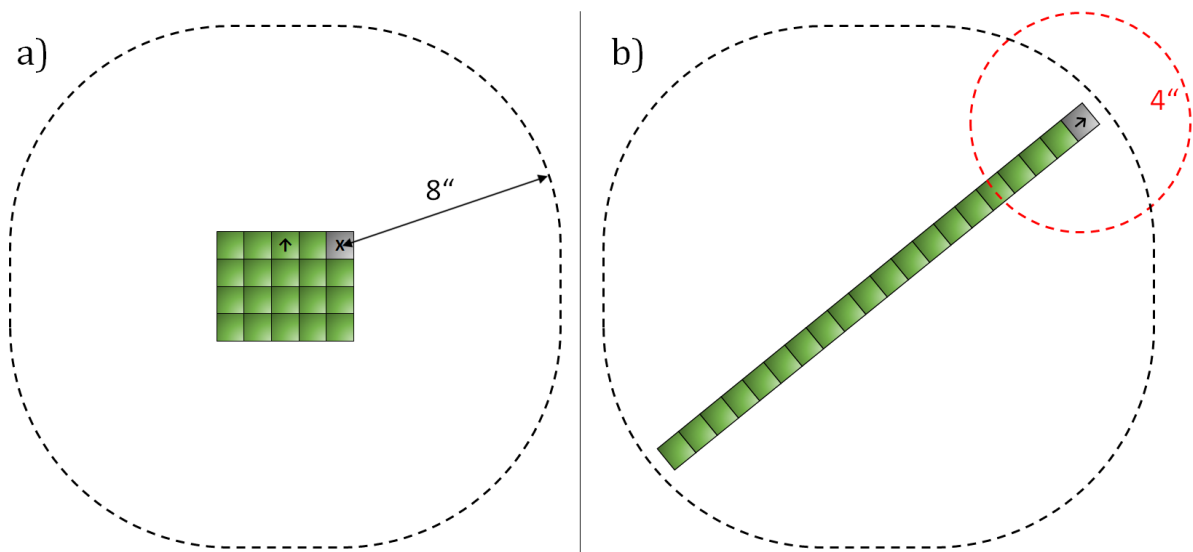
d) In order to enable a Reform to face the opposite direction, the player could change the formation of the unit. In this example, the unit added 2 files, which caused the unit to lose 3 ranks. Now the grey model remains within 8" of its starting position before the Reform, and the Reform becomes legal.

II.6 What range restrictions are there for units after performing a Swift Reform?

21.A.b.38 Swift Reform

During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.



a) The unit consists of models with Advance Rate 4" and March Rate 8" on 25×25 mm bases. The dashed line marks the area within the March Rate of the centres of the models positioned at the edges of the unit. No model can be positioned with its centre outside that area:

- After a Swift Reform (see 12.D.d Reform).
- After an Advance Move following a Swift Reform.

b) The unit performs a Swift Reform into a 1-model-wide formation, facing towards the upper right. All models remain within the marked area, so this Swift Reform is legal. Although the unit would be allowed to move up to 4" according to its Advance Rate (marked by the dashed red circle for the grey model in the first rank), remember that no model can move farther than its March Rate from its starting position before the Swift Reform, so all the unit can do is perform an Advance Move of approximately 1", until the front model's centre touches the 8" line.

II.7 When exactly do you fill gaps when a Character leaves its unit?

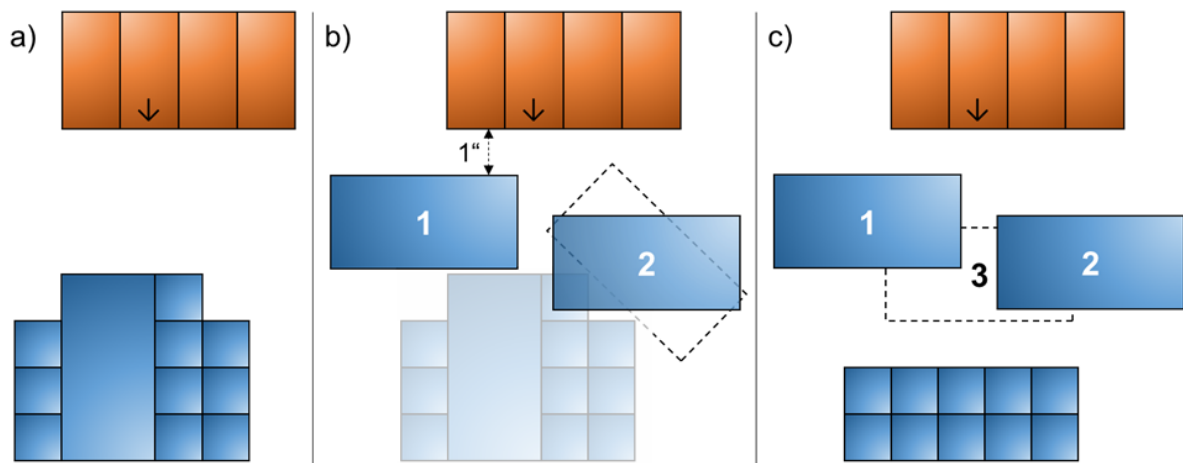
21.B.d.2 Advance/March Moving out of a Combined Unit

A Character counts as part of the unit until it has physically left it.

21.A.b.16 Front Rank

Matching Bases

If a model with Front Rank moves inside or leaves a unit that has more than one rank, or if it is removed from such a unit as a casualty, the model's spot must be filled with models without Front Rank.



a) The War Platform in the blue unit would like to leave its unit towards the back. Even though there is another unit (orange) approx. 3" away from the rear of the blue unit, the War Platform can do so:

b1) The War Platform can for instance move to position 1, which is more than 1" away from the orange unit. As soon as the model has left the blue unit, i.e. as soon as it is not longer physically touching any other model of the unit, the gap that the War Platform left in the blue unit is filled with models from the back ranks. Note that the Unit Spacing rule does not apply to the War Platform and its unit at this point.

b2) In order to leave the unit for position 2, the War Platform needs to move to that position and Pivot until it is no longer touching any other blue model (dashed line). Again, the Unit Spacing rule does not apply to the War Platform and its unit for this purpose. Now the gap in the blue unit is filled with models from the back ranks. The War Platform can Pivot back to position 2.

c) Now the War Platform is more than 1" away from both the orange and the blue unit in both positions. The model can either stay there, or it can continue its movement following the Unit Spacing rule (now also towards the blue unit), e.g. to position 3 (dashed line).

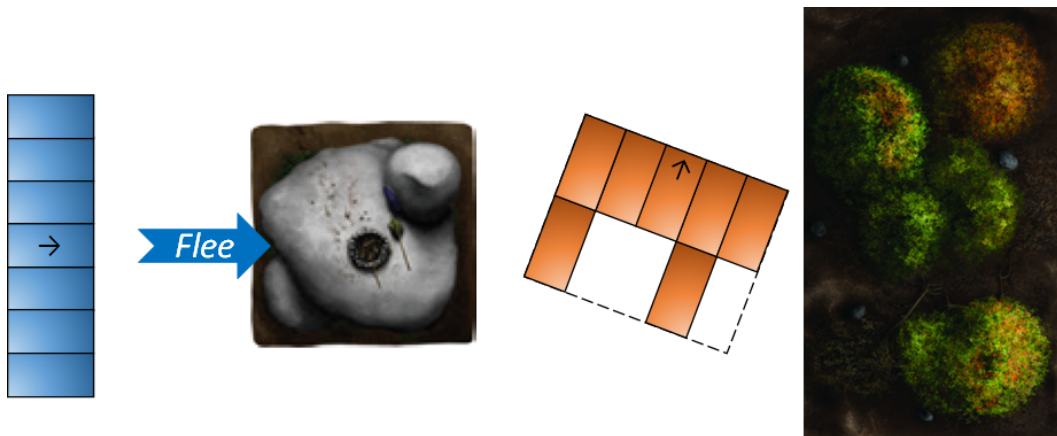
II.8 From which kinds of Dangerous Terrain does Strider protect?

12.C Flee Moves

- If Fleeing models move through the Unit Boundary of an enemy unit or Impassable Terrain, they must take a Dangerous Terrain (3) Test (...).

21.A.b.35 Strider

The model automatically passes Dangerous Terrain Tests caused by Terrain (...). Sometimes Strider is linked to a specific type of Terrain, stated in brackets. In this case, Strider only applies when interacting with this type of Terrain.



The blue Cavalry unit is forced to Flee towards the right, where its Flee Move will take it through Impassable Terrain, followed by the orange enemy unit, and eventually into a Forest Terrain Feature. Depending on the circumstances, the Fleeing models will have to take the following Dangerous Terrain Tests (DTTs):

a) *No additional rules*

Each Fleeing model that comes into contact with the Impassable Terrain has to take a Dangerous Terrain (3) Test. The surviving models Fleeing through the orange unit will then have to take another Dangerous Terrain (3) Test. And finally, since Forest Terrain Features are Dangerous Terrain for Cavalry models, the surviving models will have to take a Dangerous Terrain (1) Test for the Forest.

b) *The blue unit has Strider*

The models will automatically pass all DTTs for the Impassable Terrain and for the Forest, but they still have to take the DTTs for Fleeing through the enemy unit as usual.

c) *The blue unit has Strider and is the target of Break the Spirit*

The spell causes its target to treat all Terrain as Dangerous Terrain, but due to Strider, the unit automatically passes all DTTs caused by Terrain. So, like in b), the models will only have to take DTTs for Fleeing through the enemy unit.

d) *The blue unit has Strider and the Forest contains Trap Counters (see OK, Scrapling Trappers)*

Like in c), the models automatically pass all DTTs due to Terrain and will have to take DTTs for Fleeing through the orange unit. In addition, they have to take the Dangerous Terrain (1) Tests for the Trap Counters in the Forest despite having Strider.

II.9 Does the Unit Spacing rule apply at the end of a Swift Reform?

4.C Unit Spacing

Certain types of movement allow a unit to come within 1" of other units or Impassable Terrain. The most common types of movement are:

- During an Advance Move or a March Move, units may come up to 0.5" of these elements but must be more than 1" away at the end of the move (...).

12.D Moving Units

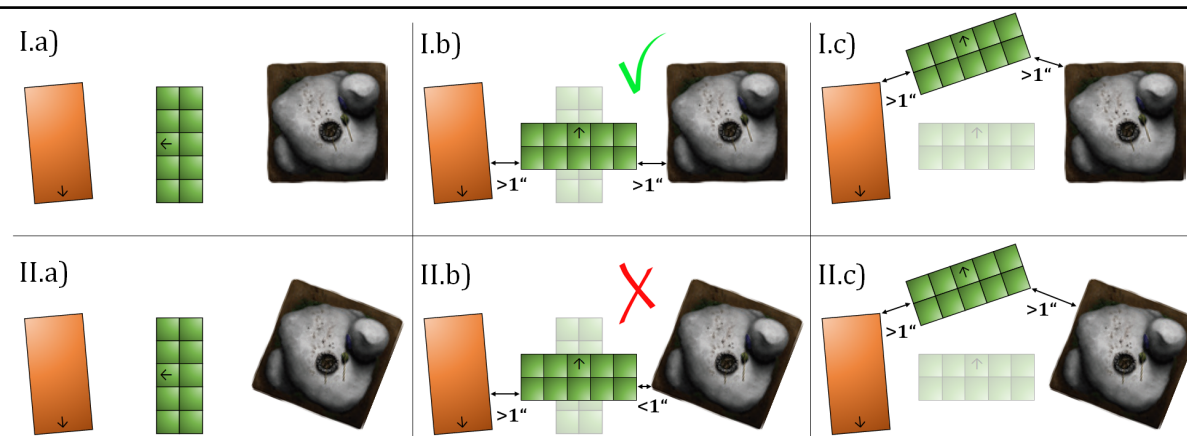
Choose one of your units to move that is not Charging, Engaged in Combat, Fleeing, or contains any Shaken models.

Then perform a March Test if necessary and choose what type of move this unit will perform, and move the unit. The different types of move are Advance Move, March Move, and Reform.

21.A.b.38 Swift Reform

During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions (...):

- The unit can perform an Advance Move after the Reform.



I. a) The green unit is positioned between another unit and Impassable Terrain, and would like to move towards the top. b) After its Swift Reform, the other unit and the Impassable Terrain each are still more than 1" away from the green unit. c) The unit now performs an Advance Move, after which the other two elements are still more than 1" away.

II. a) As before, the green unit is positioned between another unit and Impassable Terrain. Only now, the Impassable Terrain is slightly closer. b) After the green unit's Swift Reform, it is within 1" of the Impassable Terrain. Even if the unit would be again more than 1" away after its Advance Move in c), this Swift Reform is not legal as a unit has to be more than 1" away from other units and Impassable Terrain at the end of its move as per the Unit Spacing rule. For this purpose, Swift Reforms (just like Reforms, Advance Moves, and March Moves) are considered separate moves.

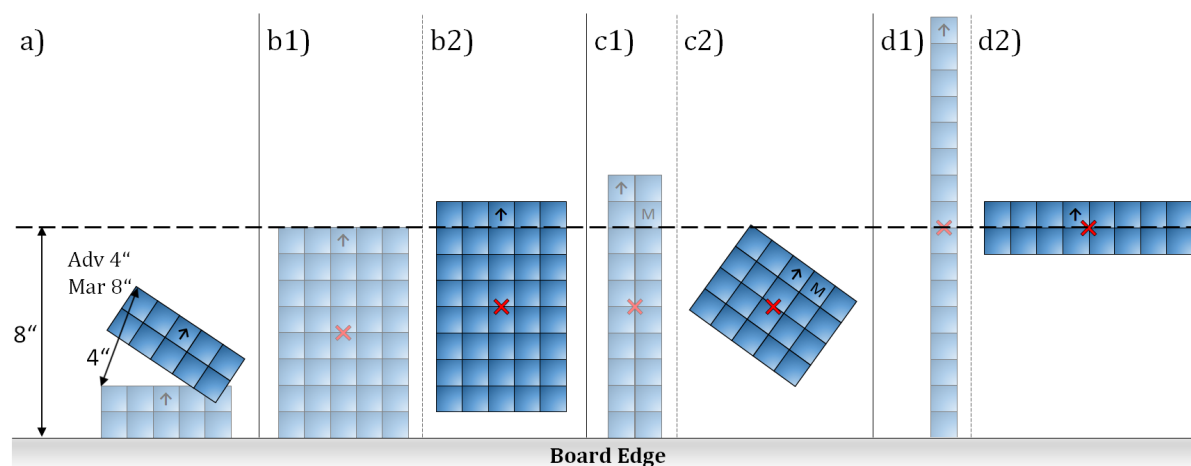
II.10 Which manoeuvres can Ambushing units perform and how far can they move?

21.A.b.1 Ambush

Place the arriving units with their Rear Facing in contact and aligned with the Board Edge.

Ambushers are subject to the following rules and restrictions:

- Ambushing models can neither March Move during the Movement Phase in which they arrive, nor can they voluntarily end that Movement Phase farther away from the Board Edge than they arrived from than their March Rate.



a) The Ambushing unit is deployed with its Rear Facing in contact and aligned with the Board Edge. It can perform an Advance Move and, if equipped with Shooting Weapons, perform a Shooting Attack.

b1) As before, the Ambushing unit is deployed with its Rear Facing in contact with the Board Edge. b2) Since no Ambushing model may end the Movement Phase farther away from the Board Edge than its March Rate (here 8"), the unit cannot Advance Move farther than 1" forwards. At that point, the models in the first rank are not farther away from the Board Edge than their March Rate even though parts of their bases are because distances are always measured from and to the closest points (see 4.A Measuring Distances). If the unit is equipped with Shooting Weapons, it could use them normally in the Shooting Phase.

c1) The Ambushing unit is deployed in a 2 model wide formation. c2) After a Swift Reform around the unit's Centre (marked by the red X), made possible by the Musician (M), no model is farther from the Board Edge than its March Rate. The unit could still move approximately 1" forwards after the Swift Reform, as long as all models remain within their March Rate of the Board Edge. If the unit is equipped with Shooting Weapons, it could use them normally in the Shooting Phase.

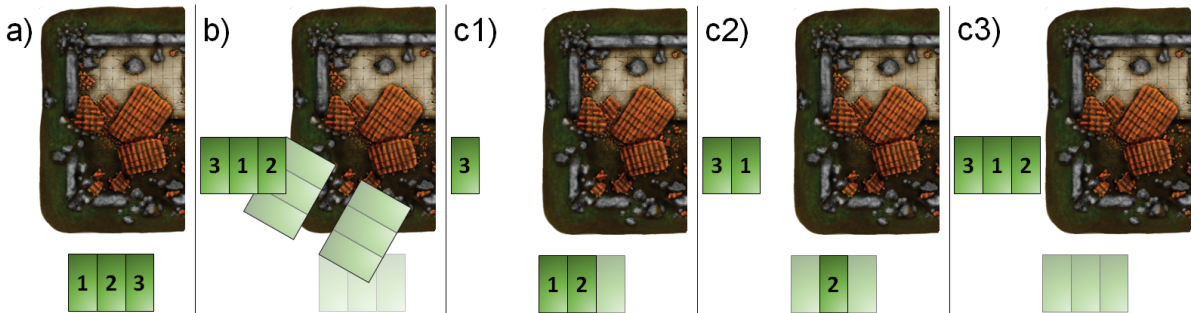
d1) The Ambushing unit is deployed in a 1 model wide formation. d2) The unit has to perform a Reform due to models being deployed farther away from the Board Edge than their March Rate. After the Reform, no models are farther from the Board Edge than their March Rate. Even if the unit is equipped with Shooting Weapons, it could **not** use them in the Shooting Phase as the unit does not have a Musician/Swift Reform.

II.11 How do Combined Units consisting entirely of Characters move?

21.B.d.2 Advance/March Moving out of a Combined Unit

A Character cannot leave a unit and rejoin it in the same phase. If one or more Characters want to leave a Combined Unit during the Movement Phase, apply the following rules:

- Move any Character that can and wishes to leave the unit, then move the remainder of the unit if applicable.



a) The green Combined Unit consists of 3 Characters, none of which have Light Troops.

b) In order to move next to the Ruins, the unit can move normally, e.g. Wheel counter-clockwise, move forwards, and Wheel clockwise to its final position. Note that models with Front Rank can be reorganised into a new position as part of an Advance/March Move.

c) Alternatively, any Character, like Character 3 in c1), could leave the Combined Unit and move past the Ruins to its final position. Then a second Character, like Character 1 in c2), could leave the remaining Combined Unit and join 3, leaving 2 behind. And finally, 2 could join the new Combined Unit consisting of Characters 1 and 3 as shown in c3). Note that neither 1 nor 2 have left and rejoined the same unit during their move.

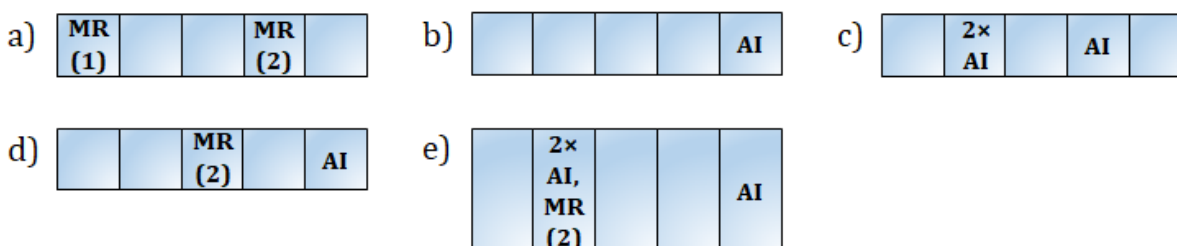
III.1 Do several instances of Magic Resistance stack and how do they interact with Aether Icon?

21.A.b.22 Magic Resistance (X)

Learned Spells and Bound Spells targeting at least one enemy unit, including a model or model part inside a unit, with one or more models with Magic Resistance suffer a $-X$ modifier to their casting roll (where X is given in brackets). If there are different X values that could be used, use the highest value.

Aether Icon

The bearer gains Magic Resistance (1). If the unit contains other instances of Magic Resistance, it increases those Magic Resistance values by 1 instead.



The examples above show units consisting of 5 models with different values of Magic Resistance (MR) and/or Aether Icons (AI).

a) The unit contains one model with MR (1) and one model with MR (2). As multiple instances of MR are not cumulative, only MR (2) is used against spells targeting the unit. Accordingly, if there were two instances of MR (1) in the unit instead, only MR (1) would be used against spells targeting the unit.

b) The unit contains one model with a single Aether Icon, giving the bearer MR (1).

c) The unit contains one model with a single Aether Icon and one model with two Aether Icons. One of the Aether Icons gives its bearer MR (1), and the other two Aether Icons increase its Magic Resistance to MR (3).

d) The unit contains one model with MR (2) and one model with a single Aether Icon. The Aether Icon increases the other model's Magic Resistance to MR (3).

e) The unit contains one model with a single Aether Icon and one model with two Aether Icons and MR (2). The three Aether Icons increase the model's MR (2) to MR (5).

III.2 How are Bound Spells affected by Casting Modifiers?

13.J.b.1 Bound Spell Casting Attempt

(...) unless specifically stated otherwise, Casting Modifiers are not applied to the casting roll of a Bound Spell.

13.J.b.2 Bound Spell Dispelling Attempt

Dispelling a Bound Spell works exactly like dispelling a Learned Spell. If 2 Magic Dice were removed, the casting roll is equal to the Bound Spell's primary Power Level. If 3 Magic Dice were removed, the casting roll is equal to the Bound Spell's secondary Power Level.

21.A.b.22 Magic Resistance (X)

Learned Spells and Bound Spells targeting at least one enemy unit, including a model or model part inside a unit, with one or more models with Magic Resistance suffer a $-X$ modifier to their casting roll (where X is given in brackets).



Bound Spells usually are not affected by Casting Modifiers. Magic Resistance specifically states that it also works against Bound Spells, so it does reduce the casting roll of Bound Spells. Consequently, in the example above, if the orange unit contains a model with Magic Resistance, the casting roll of the Altar's Bound Spell will be reduced accordingly, e.g.:

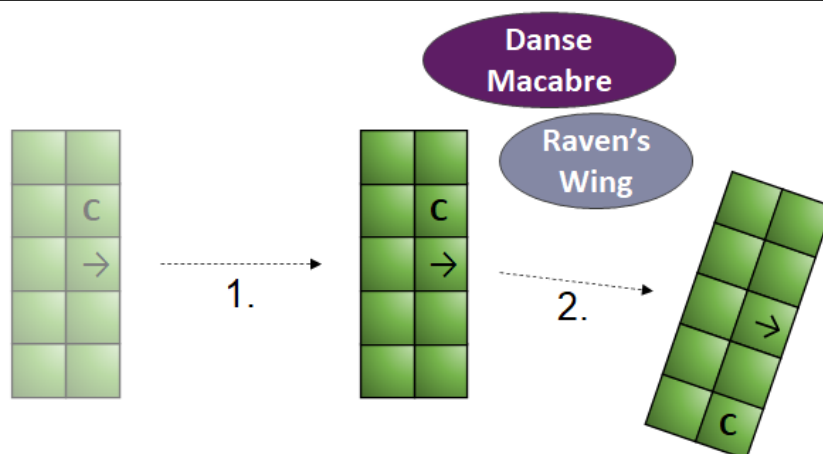
- If there is a model with Magic Resistance (2) in the orange unit, the *Unerring Strike's* casting roll would be 2.
- If there are models with 3 Aether Icons and Obsidian Rock in the orange unit, giving the unit Magic Resistance 5 (see FAQ III.1), the Bound Spell's casting roll would be -1. Note that the spell would still be automatically cast and that the opponent would still need to use Magic Dice to dispel the spell (they would only need to remove 1 Magic Dice from their Magic Dice pool in order to automatically dispel the spell, as the dispelling roll will always be higher than -1).

Other Casting Modifiers like *Twisted Effigy* (Witchcraft) or the +1 Casting Modifier of Wizard Masters that do not contain the specification that they also work against Bound Spells are ignored when casting Bound Spells.

III.3 What actions can a unit perform during and after a Magical Move?

13.K.a Magical Move

Some spells or abilities enable a unit to perform a Magical Move. The move is performed as if in step 3 of the Movement Phase Sequence (Moving Units), which means that it follows the same rules and restrictions as if this was a new Moving Units sub-phase (e.g. Fleeing units, Shaken units, units with Random Movement, or units Engaged in Combat cannot move). Actions that a unit could normally do in the Moving Units sub-phase can be made (such as Wheeling, Reforming, joining units, leaving units, and so on).



The green unit has moved prior to the Magic Phase (1.) and then becomes the target of a spell allowing it to perform a Magical Move (2.). Remember that this is **not** possible if the first move was a Failed Charge Move because Shaken units cannot perform Magical Moves (the same applies to units that just Rallied or units with Random Movement).

During the Magical Move, the unit can perform any manoeuvres that it could also perform during a regular Advance or March Move, i.e. a joined Character (C) could change its position in the unit, it could leave the Combined Unit and the rest of the unit could move separately, the unit could perform a Swift Reform before moving, etc.

If the green unit is equipped with Shooting Weapons without March and Shoot and becomes the target of Raven's Wing:

- If 1. was an Advance Move:
The unit can shoot normally after having performed a Magical Move.
- If 1. was a March Move:
The unit cannot shoot even though it gains March and Shoot (from gaining Light Troops) because the unit was not affected by March and Shoot when performing the initial March Move (see 21.G.b.16 March and Shoot).
- If the unit did not move during 1.:
It can shoot normally after having performed a Magical Move, but it will still suffer the -1 to-hit modifier for Moving and Shooting, despite not having moved in the Movement Phase.

IV.1 When exactly do units benefit from Cover when Defending a Wall?

20.B.g Walls

Types

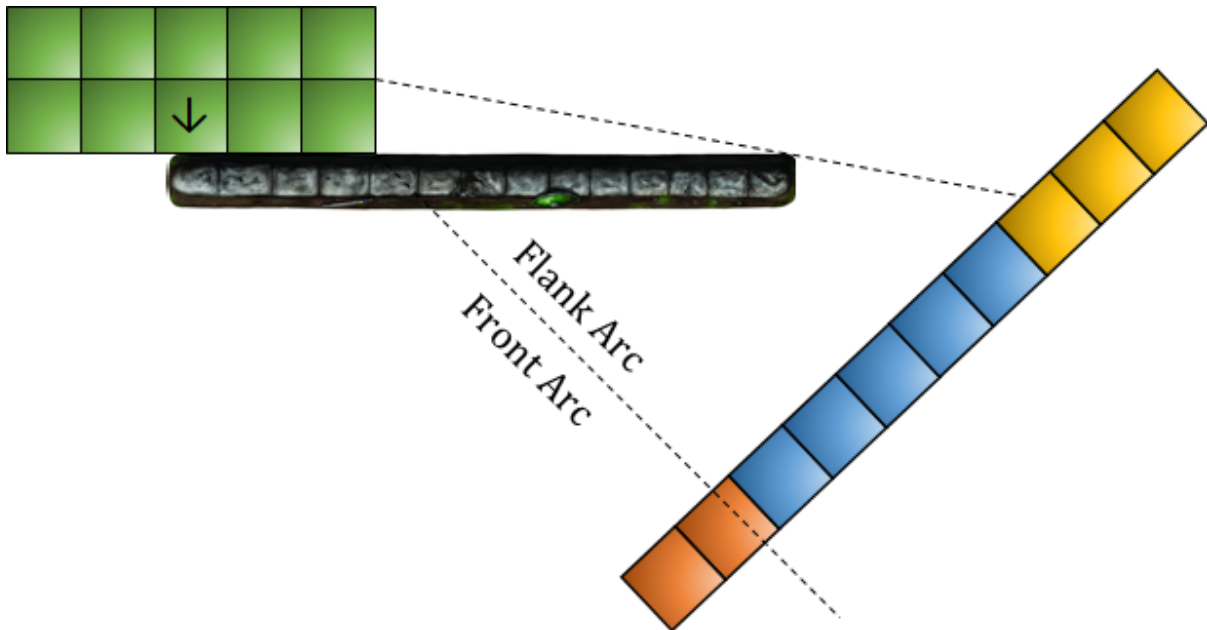
Walls are Covering Terrain for models behind them while Defending the Wall (...).

Cover

Walls contribute to Hard Cover, except for Unit Boundaries with Towering Presence.

Defending a Wall

In order to Defend a Wall, more than half of a unit's Front Facing must be in contact with it.



The green unit is Defending a Wall as more than half of its Front Facing is in contact with the Wall. The enemy unit, consisting of 10 shooting models, shoots at the unit Defending the Wall. Cover is determined individually for each shooting model, so we have to determine for which shooting model the target unit benefits from Cover from the Wall (see 14.C.d Cover):

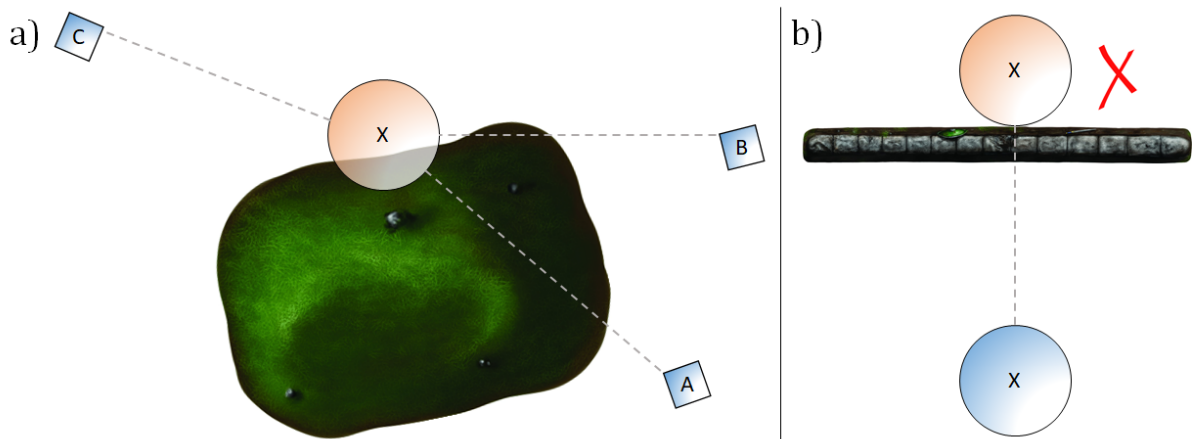
- Orange: These two shooting models are Located in the target unit's Front Arc, so for them, the target unit's Front Facing becomes the Target Facing. Half or more of the Target Facing is obscured by the Wall, i.e. is behind the Wall, so the target unit benefits from Hard Cover.
- Blue: These models are Located in the target unit's Flank Arc, so the Flank Facing becomes the Target Facing for these models. For all of them, half or more of the Target Facing is obscured by the Wall, so the target unit benefits from Hard Cover.
- Yellow: These models are Located in the target unit's Flank Arc, so the Flank Facing becomes the Target Facing for these models. You can choose a point on each of these models' Front Facing, from which less than half of the Target Facing is obscured by the Wall, so these models can shoot at the target unit without Cover.

IV.2 How do you determine Cover when shooting at models on round bases?

14.C.d Cover

Determine if the target benefits from Cover as follows:

- 1 Determine which Arc of the target the shooting model is Located in. The corresponding Facing is referred to as Target Facing.
- 2 Choose any point on the shooting model's Front Facing.
- 3 For targets on round bases:
 - From the chosen point, check whether the nearest point on the Target Facing, referred to as Target Point, is behind obstructions.
 - If this point is obscured, the target benefits from Cover.



a) The orange model on a round base is partially on a Hill, while the centre of its base (marked with X) is off the Hill. The blue models all shoot at the orange unit from different positions:

- The Target Points for models A and C are not behind any obstructions, so the orange unit does not benefit from any Cover.
- For model B, the Target Point is obscured by the Hill. Since the orange unit is partially on the Hill while not being Elevated, the Hill contributes to Soft Cover (see 20.B.d Hills).

b) The orange model on a round base is directly behind a Wall Terrain Feature. When the blue model draws Line of Sight to the orange model, the Target Point would be obscured by the Wall. However, models on round bases can never benefit from Cover from Wall Terrain Features: In order to do so, more than half of the unit's Front Facing (remember that models on round bases only have a single Facing, which is considered to be their Front Facing; see 3.A.c Model Facings) would have to be in contact with the Wall (see 20.B.g Walls).

IV.3 How does Tall affect drawing Line of Sight and determining Cover?

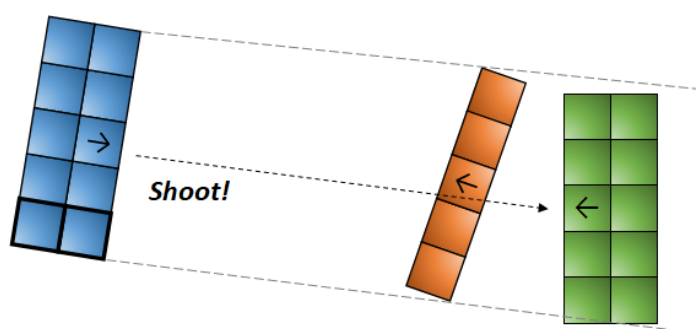
14.C.d.1 Target Benefiting from Soft Cover (-1 to hit)

A model shooting at a target that benefits from Soft Cover suffers a -1 to-hit modifier. Soft Cover applies if more than half of the Target Facing or the Target Point is obscured by (...):

- Models that **do not** block Line of Sight (...) (remember that Skirmisher and Tall affect what blocks Line of Sight)

21.A.b.40 Tall

Line of Sight drawn to or from a model or Unit Boundary with Tall is not blocked by models of the same Height (as the model or Unit Boundary with Tall), unless the intervening model also has Tall. Remember that this also affects Cover (if a model blocks Line of Sight, it contributes to Hard Cover, otherwise only to Soft Cover).



All 3 units have Standard Height. The blue unit would like to shoot at the green unit, with the orange unit positioned between the two units.

Scenario 1

The orange unit blocks Line of Sight of all blue models to the green unit except for those with a bold frame, so only these 2 models can shoot.

Scenario 2

The blue unit now has Tall. The orange unit no longer blocks Line of Sight of any blue models, so all blue models can shoot. However, the green unit benefits from Soft Cover as more than half of the Target Facing, i.e. the green unit's Front Facing, is obscured by models that do not block Line of Sight.

The same rules apply if the green unit has Tall while the orange unit doesn't.

Scenario 3

The blue and/or the green unit have Tall, but so does the orange unit. The orange unit blocks Line of Sight from the blue unit to the green unit except for the models with a bold frame, so only these 2 blue models can shoot.

A simple way to memorise how Tall works may be to imagine models with Tall to be half a Height category bigger than they actually are. In scenario 2 above, this would mean that the blue unit's Height counts as bigger than that of the orange unit, so that all models can shoot at the green unit in Soft Cover. Note that this is only a simplification which will **not** work for certain rules like Volley Fire as Tall does not actually affect a model's Height. For instance, if all 3 units in the figure above have Standard Height, the blue unit has Volley Fire, and the orange unit has Tall, all blue models will still be able to shoot at the green unit as at least one blue model can draw Line of Sight and the orange models have the same Height as the blue models.

IV.4 How does a War Platform joined to a unit affect Line of Sight, Cover, and hit distribution?

14.A.a Shooting With a Unit

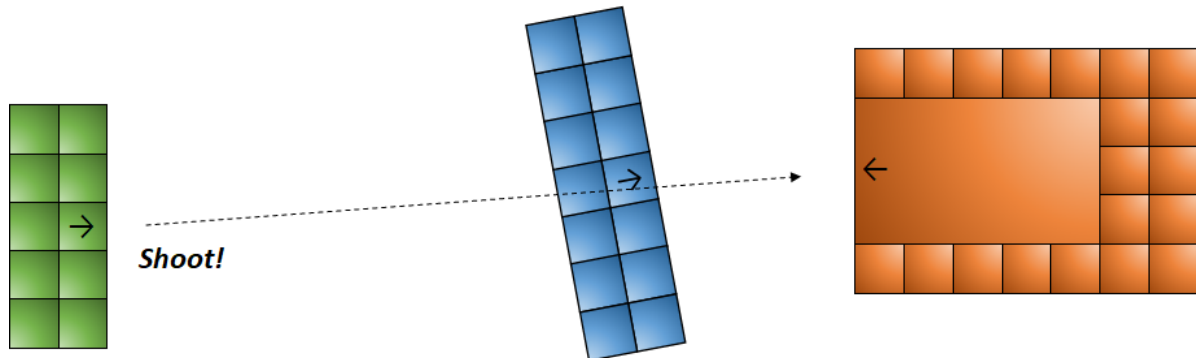
Models that do not have Line of Sight to at least one model in the target unit cannot shoot.

14.C.d Cover

If half or more of the Target Facing is obscured, the target benefits from Cover.

3.B.e Unit Boundary

(...) the Height of the Unit Boundary corresponds to its unit's Height (...).



The green and blue units are Standard Infantry. The orange unit is Standard Infantry that contains a Large War Platform. When shooting at the orange Combined Unit with the green unit, the following rules apply:

Line of Sight

In order to shoot, a model needs to have Line of Sight to at least one model in the target unit (14.A.a Shooting With a Unit). As the War Platform in the orange unit is Large, all green models can draw Line of Sight to that model over the blue unit.

Cover

In order to benefit from Cover, half or more of the Target Facing (in this case the orange unit's Front Facing) needs to be behind obstructions. The Height of the orange Unit Boundary, which its Target Facing is part of, is Standard (3.B.e Unit Boundary), so the blue Standard Height unit acts as an obstruction for the orange Target Facing. Therefore, the orange unit benefits from Hard Cover.

Distribution of hits

The distribution of hits is not affected by Line of Sight. Even though the green models can only draw Line of Sight to the orange War Platform, hits against the orange unit are distributed as usual (21.B.e Distributing Hits onto Combined Units).

IV.5 How do Matching Bases affect the number of hits from Area Attacks (e.g. Catapult shots)?

21.G.b.2 Area Attack (X×Y)

When the attack hits, determine the position of the attacker's base:

- In case of a Ranged Attack, determine which Arc of the target the attacker's base is Located in.
 - In case of a Melee Attack, determine which Facing of the target the attacker is Engaged in.
- Front or Rear: Choose up to Y different ranks of the target.

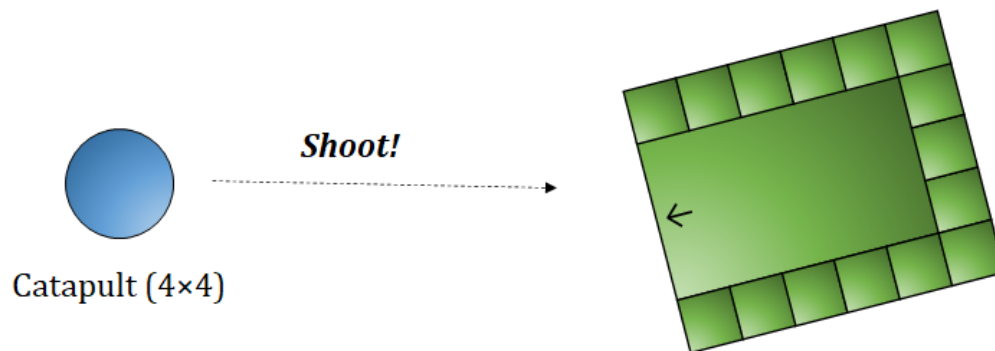
Flank: Choose up to Y different files of the target.

For each rank/file selected this way, the unit suffers X hits, to a maximum equal to the number of models in this rank/file. A single Area Attack can never cause more hits than there are models in the unit.

21.A.b.16 Front Rank

Matching Bases

- If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack), the large base counts as the number of models it displaces, or would displace if there aren't enough models.

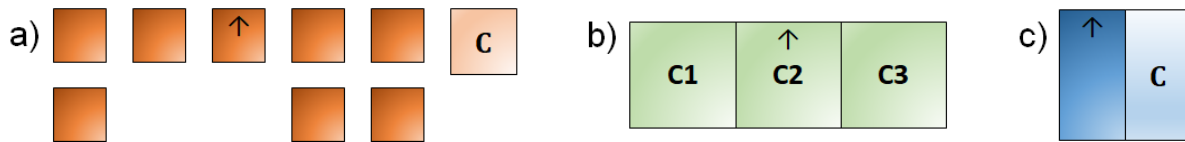


Due to the Catapult's Area Attack (4×4), the green unit, consisting of 15 R&F models and a War Platform, will suffer up to 16 hits if the Catapult shot hits: The Catapult's owner chooses up to 4 ranks of the green unit. Since the War Platform is on a Matching Base, it counts as 3 models per rank for the purpose of Area Attacks. So each rank of the green unit, including those containing the War Platform, counts as consisting of 5 models for determining the number of hits, resulting in a total of up to 4×4=16 hits.

IV.6 How do multiple instances of Hard Target (X) in the same unit interact?

21.D.b.6 Hard Target (X)

Shooting Attacks targeting a unit that has more than half of its models with Hard Target (X) suffer a $-X$ to-hit modifier. This rule is cumulative.



Usually, having more than one instance of a Model Rule doesn't offer any benefits as per the rules for Duplicated Model Rules (see 21 Model Rules). There are certain exceptions though, one of which is Hard Target (X). In order for multiple instances of Hard Target (X) to apply, **more than half of a unit's models** need to have these instances of Hard Target (X).

The figures above show Combined Units with models with different combinations of Hard Target (X). Models with a darker shade are R&F models, and models with a lighter shade and marked with "C", "C1", etc. are Characters.

a1) *R&F: Hard Target (1), C: no Hard Target (X)*

More than half of the unit's models (8 out of 9) have Hard Target (1), so Shooting Attacks against the unit suffer -1 to hit.

a2) *R&F: Hard Target (1), C: Hard Target (1)*

All of the unit's models have Hard Target (1), so Shooting Attacks against the unit suffer -1 to hit.

a3) *R&F: Hard Target (1), C: two instances of Hard Target (1)*

All of the unit's models have one instance of Hard Target (1). Less than half of the unit's models (1 out of 9) have a second instance of Hard Target (1), so Shooting Attacks against the unit suffer -1 to hit.

b1) *C1: Hard Target (1), C2: Hard Target (1), C3: Hard Target (1)*

All of the unit's models have Hard Target (1), so Shooting Attacks against the unit suffer -1 to hit.

b2) *C1: Hard Target (1), C2: Hard Target (1), C3: Hard Target (2)*

More than half of the unit's models (2 out of 3) have Hard Target (1), but less than half of the unit's models (1 out of 3) have Hard Target (2), so Shooting Attacks against the unit suffer -1 to hit.

b3) *C1: Hard Target (1), C2: no Hard Target (X), C3: no Hard Target (X)*

Less than half of the unit's models (1 out of 3) have Hard Target (1), so Shooting Attacks against the unit are not affected.

c) *R&F: no Hard Target (X), C: Hard Target (2)*

Less than half of the unit's models (1 out of 2) have Hard Target (2), so Shooting Attacks against the unit are not affected.

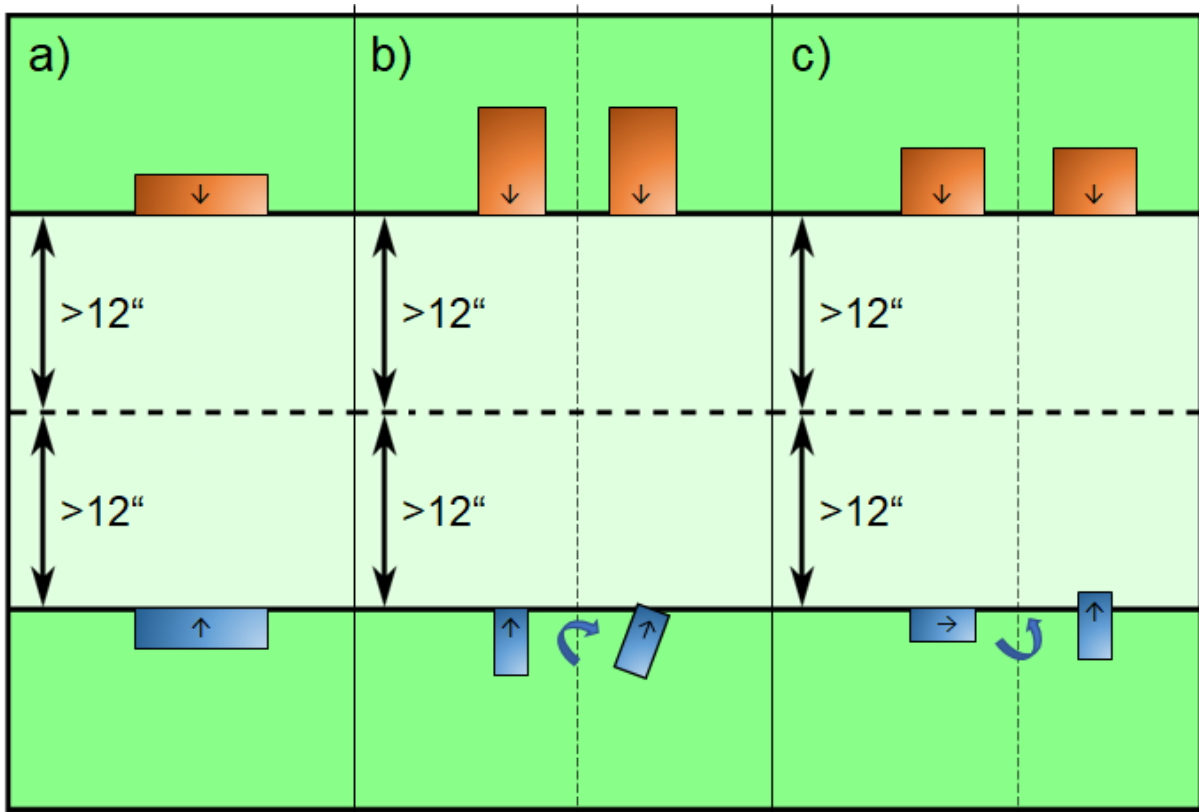
IV.7 Can units at the edge of their Deployment Zone attack each other with range 24" weapons?

1: Frontline Clash

Deployment Zones are areas more than 12" away from the Centre Line.

14.A.a Shooting With a Unit

Measure the range to the target unit for each individual shooting model. This is measured from the actual position of each shooting model to the closest point of the target's Unit Boundary (even if this particular point is not within Line of Sight). Models that are farther away from their target than the range of their weapon cannot shoot (...).



In all three examples, the orange and blue units are deployed at the very edge of their respective Deployment Zone and exactly opposite each other.

a) Playing Frontline Clash, each unit has to be deployed **farther** than 12" from the Centre Line, which means that both units are **more** than 24" apart. If the blue unit is equipped e.g. with Bows (range 24"), and if neither unit has moved, the blue unit cannot shoot at the orange unit.

b) Playing Frontline Clash, the two units are **more** than 24" apart. The blue unit is a Thunder Cannon from OK, whose Cannon has a maximum range of 48". Without moving, the Thunder Cannon would be shooting at Long Range, i.e. at a target more than 24" away, when attacking the orange unit. However, by Pivoting, its front corner will move closer to the enemy unit, enabling it to shoot at Short Range.

c) Playing Frontline Clash, the blue Sky Sloop is aligned with the edge of the Deployment Zone sideways, more than 24" away from the enemy unit. Pivoting counter-clockwise by 90°, it will reduce the distance to the enemy unit by 1", enabling it to shoot at the enemy unit with its Sky Reaper (range 24").

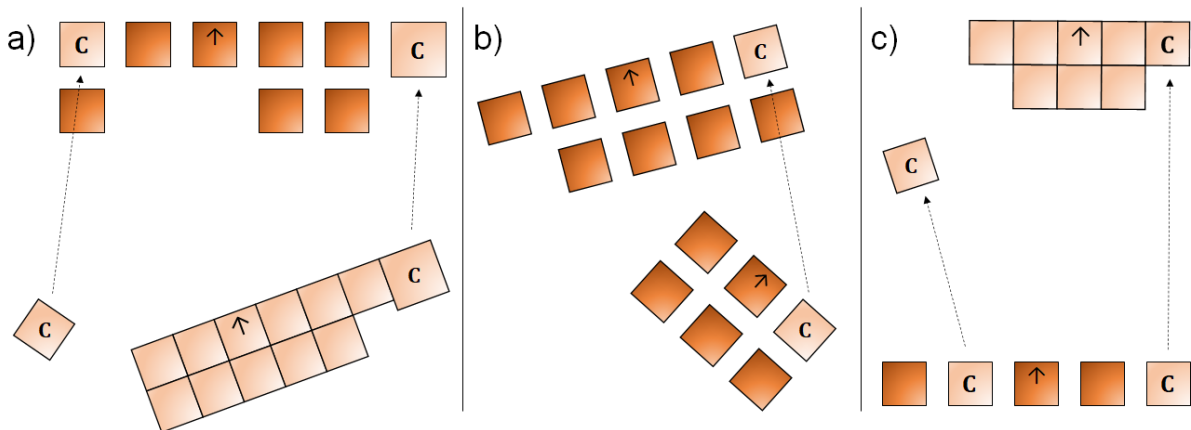
IV.8 Can Characters shoot after Marching out of or into units with March and Shoot?

21.A.b.21 Light Troops

- Units composed entirely of models with Light Troops gain March and Shoot.
- Infantry Characters gain Light Troops while joined to Infantry units of the same Height with Light Troops, and lose this instance of Light Troops when leaving that unit.

21.G.b.16 March and Shoot – Shooting

March Moving in the same Player Turn while affected by this Attack Attribute does not prevent the attack from being performed, unless the attack is also subject to Move or Fire.



In all three examples, Characters (C) perform March Moves and join and/or leave units. Models colour-coded with a darker shade have March and Shoot, while models colour-coded with a lighter shade (including the Characters) don't.

a) The left single model unit Character and the right Character, which is part of a Combined Unit, join a Skirmishing unit with Light Troops.

b) The Character Marches out of a Skirmishing unit and joins another Skirmishing unit with Light Troops.

c) The left Character leaves the Skirmishing unit with Light Troops and the right Character leaves the unit and joins another unit without Light Troops.

Neither Character in any of the examples can shoot after the March Move because neither model was affected by March and Shoot during the **entire** March Move:

In a), the Characters gain March and Shoot only at the end of the move.

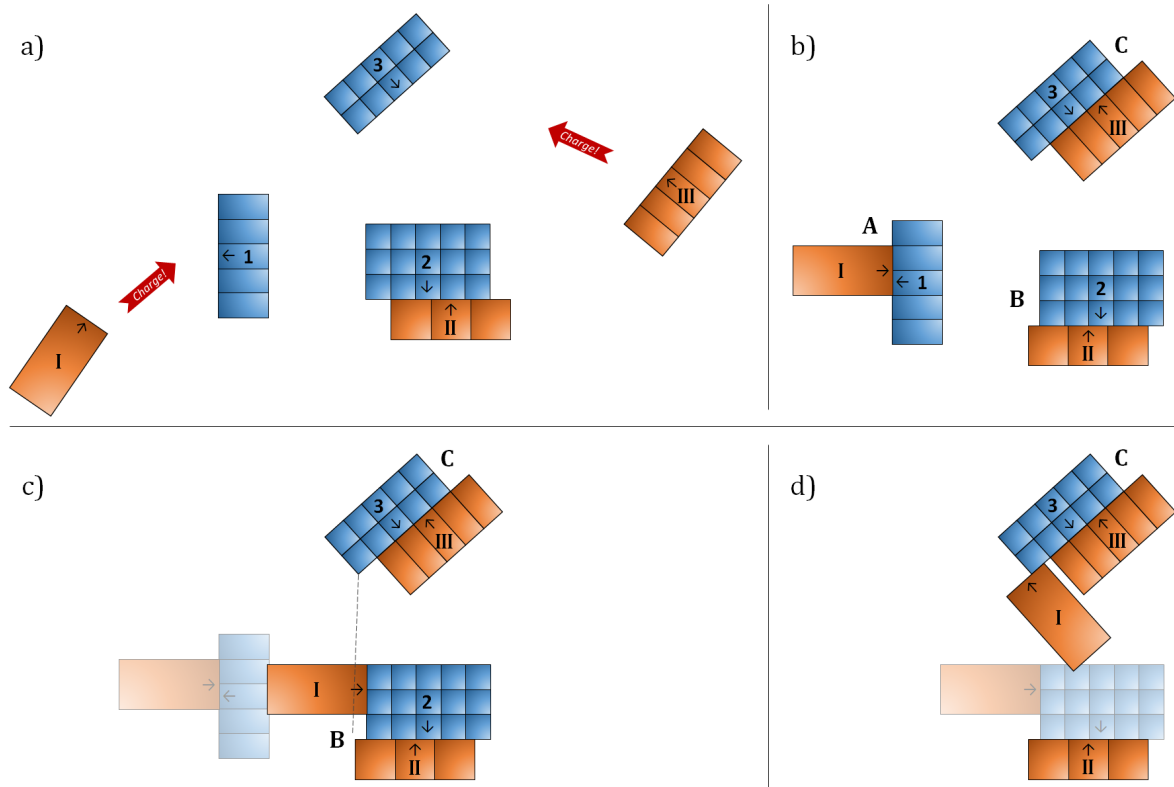
In b), the Character has March and Shoot at the start and at the end but not during the March Move.

In c), the Characters have March and Shoot at the start of their March Moves, but they lose the Attack Attribute as soon as they leave their unit.

V.1 Can you fight several Rounds of Combat in a single Melee Phase with Pursuing/OVERRUNNING units?

15.H.c Pursuit Distance and Pursuing Units

(...) If the Pursuing unit joins a combat that wasn't created during this Melee Phase and that hasn't been fought yet, the unit will have a chance to fight and Pursue again this phase.



a) In the Charge Phase, the owner of the orange units (marked with Roman numerals) declares a Charge with I against 1 and with III against 3. Units II and 2 are already Engaged from a previous Player Turn.

b) Both units I and III complete their Charges so that there will be 3 close combats fought in the Melee Phase (A, B, and C). The Active Player chooses combat A to be the first to be fought.

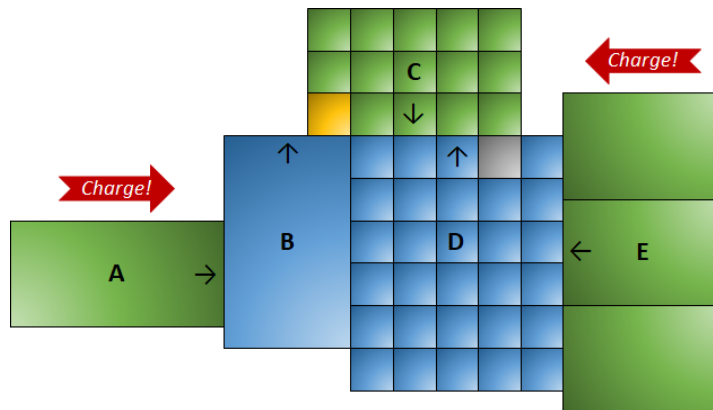
c) Unit I destroys 1 and Overruns far enough to Charge unit 2 and thus joins combat B. This combat has not been fought during this Melee Phase yet, which means that unit I gets to fight again.

d) Units I and II win the Round of Combat and 2 Breaks. The owner of the orange units decides that 2's Flee Move will be directed away from II (see 15.H Pursuits and Overruns). Unit II Restrains Pursuit, but I Pursues far enough to Charge unit 3 (note that unit I was Located in 3's Front Arc before performing the Pursuit Move, so it will have to Charge 3's Front Facing), joining combat C. As this combat has not been fought during this Melee Phase yet either, unit I gets to fight yet again.

V.2 How do you determine the Initiative Order in a combat with multiple units?

15.D.a Initiative Order

(...) Each Round of Combat is fought in a strict striking order, referred to as Initiative Order. The Initiative Order in a combat is determined immediately before any attacks are made. Take into account all modifiers that affect the Agility of attacks that may be performed in this Round of Combat. Once the Initiative Order has been determined for a Round of Combat, it cannot be changed by effects that alter the Agility of attacks during that Round of Combat. The order starts at Initiative Step 10 with all attacks with Agility 10, and is resolved downwards to Initiative Step 0 with all attacks with Agility 0 or less.



D, containing a Character (grey), and the single model unit B are Engaged with C, which also contains a Character (yellow), when they get Charged by A and E. In the Melee Phase, you need to determine the Initiative Order, taking into account all Agility modifiers and Model Rules:

	Unit	Model Parts and Special Attacks	Agility	Agility Modifiers and Weapons	Initiative Step
A	Prelate on Altar of Battle	Prelate	4	Charging Momentum (+1) Chill of the Grave (-2)	3
		Horses	3		2
		Impact Hits			10
B	Court of the Damned	Paramours	6		6
		Spectral Pallbearers	2		2
C	Imperial Guard		3	Chill of the Grave (-2)	1
	Marshal		5	Chill of the Grave (-2)	3
D	Skeletons		2		2
	Barrow King		4	Great Weapon	0
E	Knights of the Sun Griffon	Knight	4	Charging Momentum (+1) Chill of the Grave (-2)	3
		Young Griffon	4		3
		Stomp Attacks			0

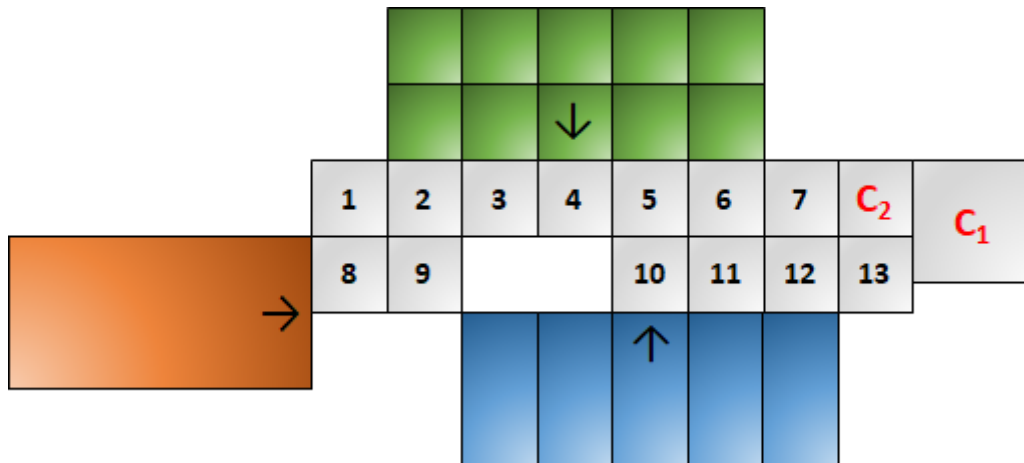
All Charging models gain +1 Agility (see 15.D.b Charging Momentum), all enemy units within 6" of the Court of the Damned (B) suffer -2 Agility (Chill of the Grave, see VC Army Book). Impact Hits (A) are always performed at Initiative Step 10, while Stomp Attacks (E) and attacks with a Great Weapon (D) are performed at Initiative Step 0, regardless of the attacker's Agility.

So you will start with the Impact Hits, followed by the Paramours' Close Combat Attacks, followed by the Marshal's, the Prelate's, and the Knights' Close Combat Attacks, etc. Note that even if the Impact Hits and the Marshal's attacks would destroy the Court, the -2 Agility Modifier would still continue applying, as the Initiative Order cannot be changed during a Round of Combat.

V.3 Which position in a unit can a Character move to when performing Make Way?

21.B.f Make Way

At step 3 of the Round of Combat Sequence, any Character placed in the first rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front Facing. To perform a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching Bases can never perform a Make Way move.



The grey unit containing a Character on Mismatching Base (C_1) and a Character on Matching Base (C_2) is the target of a Combined Charge from the green unit in its Front Facing, the orange unit in its Flank Facing, and the blue unit in its Rear Facing.

As C_1 has a Mismatching Base, it cannot perform Make Way. For C_2 however, all conditions for being able to perform Make Way are met: the model is placed in the first rank, but not in base contact with any enemy models, and there is an enemy unit Engaged with its unit's Front Facing.

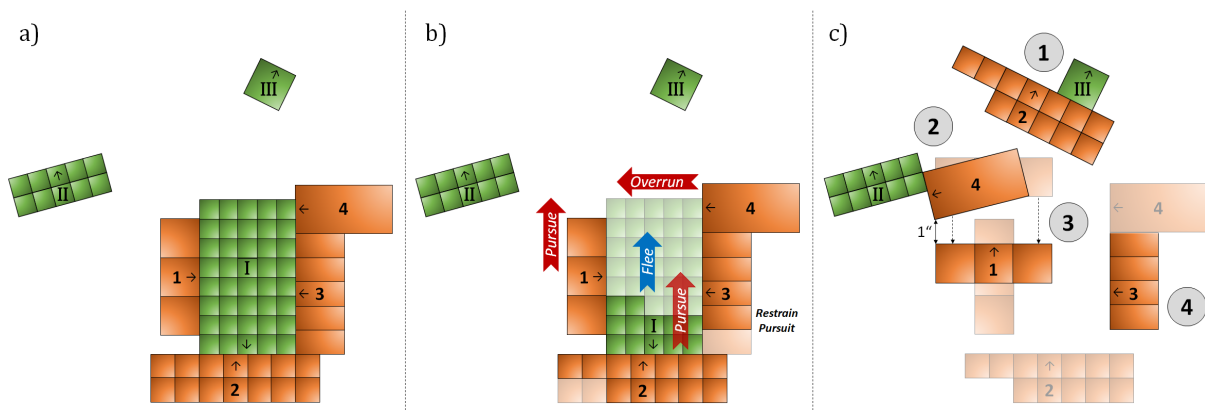
The numbers 1 to 13 mark the positions of R&F models in the Combined Unit:

- **1:** C_2 can switch positions with this model, as it will be in contact with an enemy model that is attacking the Combined Unit in its Front Facing. Note that C_2 can also attack the orange unit from this position as it is not required to attack the unit in its Front Facing.
- **2, 5, 6, 7:** C_2 can switch positions with any of these models. It will then be able to attack the green unit.
- **3 and 4:** C_2 can switch positions with any of these models. Due to the missing models in the second rank behind these positions, C_2 will also be in base contact with the blue unit (see 3.C.a.1 Base Contact between Models across Gaps), so it will be able to attack both the green as well as the blue unit.
- **8 to 13:** C_2 cannot switch positions with any of these models as it would not be in contact with any enemy models attacking the Front Facing of the its unit.

V.4 Can you Pursue/Overrun through friendly units?

15.H.c Pursuit Distance and Pursuing Units

(...) All friendly units that were part of the same combat are treated as Open Terrain for steps 1 and 2 of the Pursuit Move.



a) Unit I is Charged from multiple directions by the orange enemy units 1, 2, 3, and 4.

b) As can be expected, unit I gets brutalised, inflicting few casualties to the enemy units in return. After the removal of casualties, unit 4 Drops out of Combat (see 15.D.f Losing Base Contact). I is no longer Steadfast and Breaks from Combat. The owner of the orange units decides that unit I's Flee Move will be directed away from unit 2 (see 15.H Pursuits and Overruns). Unit 3 elects not to Pursue and passes its Restrain Pursuit Test. 1 and 2 will Pursue. 4 will Overrun.

c) Unit 2 rolls higher for its Pursuit Distance than unit I for its Flee Distance, so I is immediately destroyed. After rolling the Pursuit and Overrun Distances, but before moving any unit, the owner of the orange units determines that 2's Pursuit and 4's Overrun will lead to a Charge, so these units will be moved before unit 1 performs its Pursuit Move (see 15.H.c Pursuit Distance and Pursuing Units).

1. Unit 2's Pursuit Distance is high enough to Charge unit III. During this Pursuit Move, 2 can freely move through the friendly units 1, 3, and 4 because they were all part of the same combat (even unit 4, despite having Dropped out of Combat).

2. Unit 4's Overrun Distance is high enough to Charge unit II.

3. Unit 1 Pursues but does not contact any enemy units. During this Pursuit Move, 1 can freely move through friendly units that were part of the same combat. At the end of the move, the unit must follow the Unit Spacing rule however. Unit 1 did not roll high enough to get clear of 4, so its move is backtracked to its last legal position, i.e. 1" away from 4.

4. Having Restrained Pursuit, unit 3 decides to stay put. It could also perform a Post-Combat Pivot or a Post-Combat Reform at this point, after all Pursuing and Overrunning units have finished their moves.

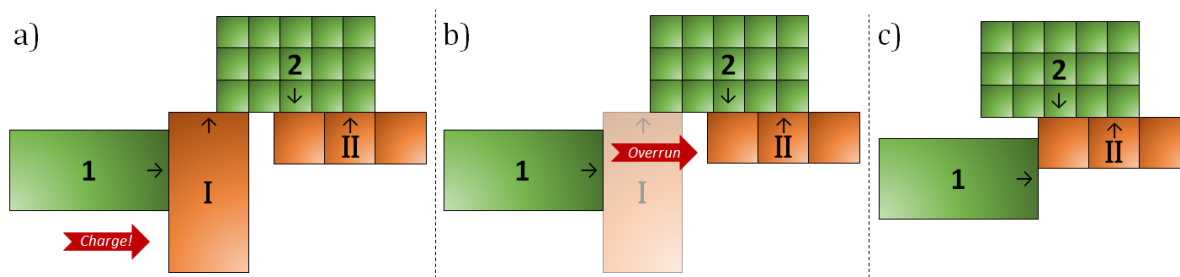
V.5 When exactly does a unit Overrun into another unit that is Engaged in the same Combat?

15.C No Longer Engaged

Sometimes a unit that was previously Engaged in Combat had all of its opponents removed since the end of the previous Melee Phase. Such units follow the rules described in “No More Foes”, page 61. If the unit has not moved since the enemy units were removed (e.g. with a Magical Move), it may perform a Post-Combat Pivot or a Post-Combat Reform, or an Overrun if it just Charged.

15.G.c No More Foes

Sometimes a unit destroys all enemy units in base contact and finds itself no longer Engaged in Combat (so it cannot provide Combat Score bonuses such as Standards or Flank). These units always count as winning the combat, and can either make an Overrun (if they were Charging), a Post-Combat Pivot, or a Post-Combat Reform.



a) Unit 2 is Engaged with units I and II. In the Charge Phase, unit 1 Charges unit I.

b) If I is removed as a casualty **before** the multiple combat is fought (e.g. due to damage in the Magic Phase, from a spell like *Sunna's Blessing*), 1 will be able to Overrun at step 2 of the Melee Phase Sequence.

If I is removed as a casualty **during** a Round of Combat of the multiple combat, e.g. due to Impact Hits caused by unit 1, which leaves 1 unengaged, 1 will be able to Overrun only at step 13 of the Round of Combat Sequence.

c) If the Overrun Distance is high enough to contact unit II, unit 1 will Charge unit II with its Overrun Move.

V.6 How do you perform Post-Combat manoeuvres in multiple combats?

15.H.e Post-Combat Pivot and Post-Combat Reform

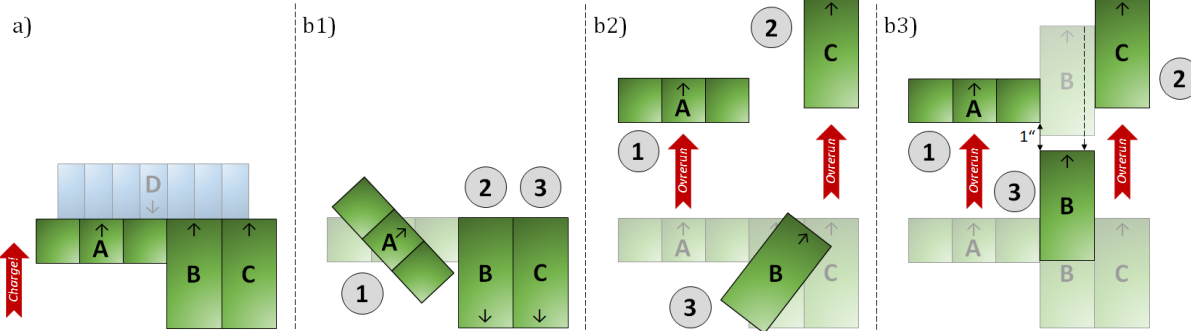
After Pursuing and Fleeing units have been moved, the other units that were Engaged in the same Combat but are now unengaged may now perform one of the manoeuvres below (in an order determined by the rules for “Simultaneous Effects”, page 5).

15.H.e.1 Post-Combat Pivot

The unit Pivots around its Centre and/or may reorganise models with the Front Rank rule (they must still be in legal positions).

15.H.e.2 Post-Combat Reform

The unit performs a Reform manoeuvre. If it does, the unit loses Scoring until the start of the following Player Turn and may not declare any Charges in the following Player Turn.



a) Units A, B, and C Charged and wiped out the enemy unit D. Each unit can now perform an Overrun Move, a Post-Combat Pivot, or a Post-Combat Reform, or simply stay where it is.

b1) All 3 units perform a Post-Combat Pivot. The owner can freely decide in which order to perform these moves. Unit A performs its Post-Combat Pivot first ①. Note that the unit does not have to be more than 1” away from B after the Pivot as units that have moved within 1” of one another (or Impassable Terrain) due to a Charge Move or Failed Charge Move are allowed to remain there as long as they stay within 1” (see 4.C Unit Spacing). Unit B performs its Post-Combat Pivot next ②. Due to the proximity of C, it can only perform a 180° Pivot because the two units would overlap otherwise. As stated above, the unit is allowed to stay within 1” of A and C. Note that none of the units can be nudged to separate them from one another. Finally, Unit C performs its Post-Combat Pivot ③. Like B, it can only Pivot 180°.

b2) A and C will Overrun, while B performs a Post-Combat Pivot. As Pursuit and Overrun Moves are performed before Post-Combat Pivots and Post-Combat Reforms (see 15.D Round of Combat Sequence), A and C have to Overrun first (1 and 2) before B performs its Post-Combat Pivot ③.

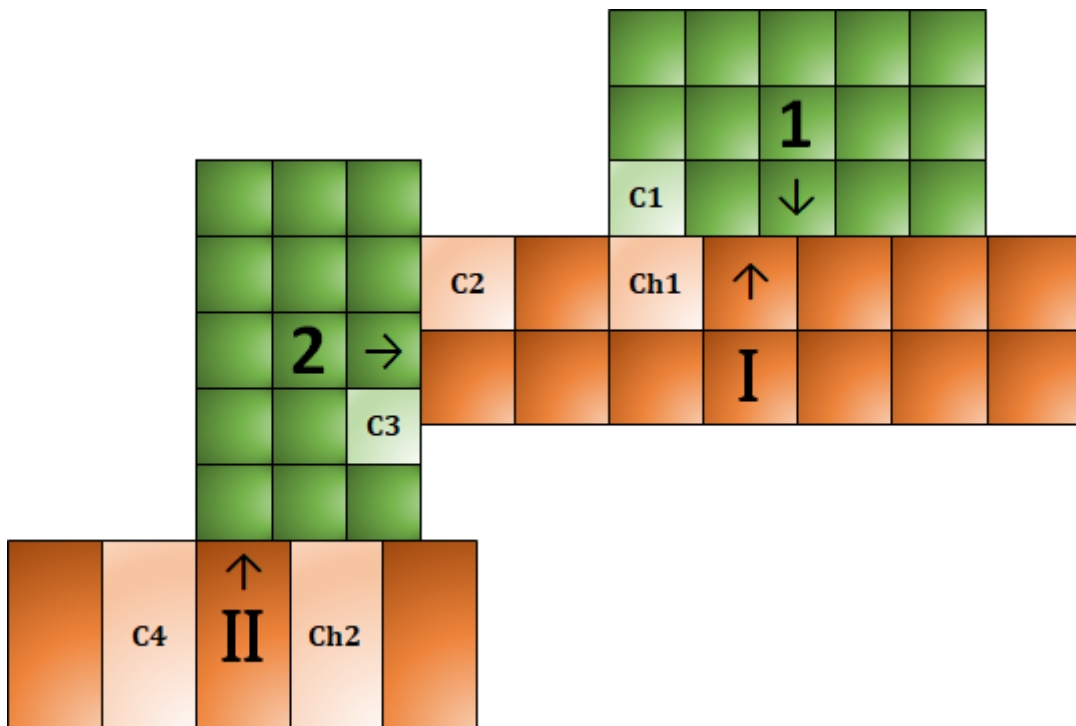
b3) All 3 units Overrun. The owner can freely decide in which order to perform these moves. Note that the order in which the Overrun Distances were rolled does not matter. First A Overruns, followed by C (1 and 2). After B’s Overrun, the unit does not follow the Unit Spacing rule, so its Overrun Move is backtracked to its last legal position, i.e. 1” away from A ③.

V.7 What models can issue a Duel in a multiple combat after a Duel has been refused?

15.E.a Issuing a Duel

Characters and Champions Engaged in Combat may issue a Duel at step 4 of the Round of Combat Sequence (see “Round of Combat Sequence”, page 57). The Active Player may nominate one of their Characters or Champions and issue a Duel, provided that there is at least one enemy Champion or Character able to accept it (this enemy model’s unit must be in base contact with the unit of the model that issued the Duel, and there must not be any ongoing Duel in this combat; see below).

If the Duel was refused, or if no Duel was issued, the Reactive Player may nominate one of their Characters or Champions that did not refuse the Active Player’s Duel and issue a Duel.



In the multiple combat above, the 2 green units 1 and 2 are Engaged with the 2 orange enemy units I and II. The Combined Units contain Champions marked with “Ch” and/or Characters marked with “C”.

The green Active Player decides to issue a Duel with C1. Ch1 and C2 could accept the Duel (Ch2 and C4 cannot as their unit is not in base contact with unit 1). The owner of the orange units decides not to accept the Duel. The Duel is considered refused, and both Ch1 and C2 are considered to have refused the Duel. The green player chooses C2 as the model that suffers the penalties for refusing a Duel (the Champion Ch1 cannot be chosen).

Because the Duel was not accepted, the orange Reactive Player may now issue a Duel with one of their Champions or Characters that have not refused a Duel, i.e. with a model other than Ch1 and C2. Ch2 issues a Duel. The only model that can accept the Duel is C3 because C1’s unit is not in base contact with unit II.

V.8 Which models can perform Supporting Attacks behind models on a Matching Base?

15.D.c.1 Supporting Attacks

Models in the second rank and not in base contact with any enemy models can perform Close Combat Attacks across models in the first rank directly in front of them. These Close Combat Attacks are called Supporting Attacks.

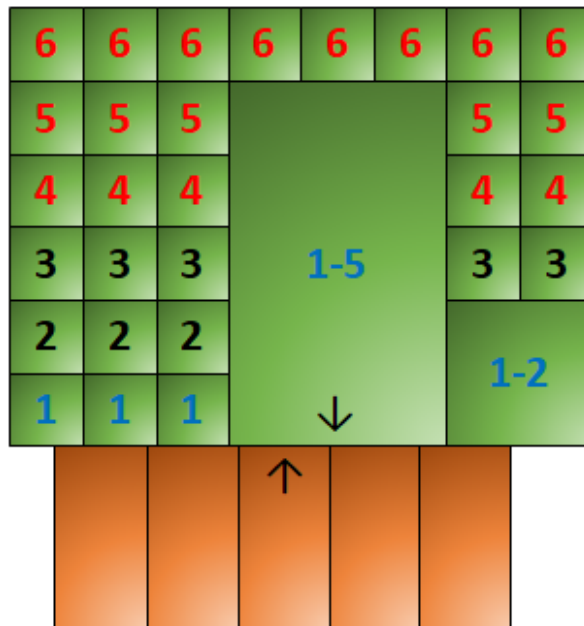
3.B.c Close Formation & Line Formation

Units in ranks of 8 or more models are instead considered to be in Line Formation. Units in Line Formation gain the Fight in Extra Rank Attack Attribute (...).

21.A.b.16 Front Rank

Matching Bases

- If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack), the large base counts as the number of models it displaces, or would displace if there aren't enough models.



The green unit contains a Character and a War Platform, both on Matching Bases. It is Engaged in its Front Facing with the orange unit. As the green unit is in Line Formation, it gains Fight in Extra Rank, which means that also models in the third rank perform Supporting Attacks. Each model is labelled with the number of the rank(s) that it is positioned in:

- Blue: These models are in base contact with enemy models, so they perform Close Combat Attacks as usual.
- Black: These models are positioned in the second or third rank, which enables them to perform Supporting Attacks.
- Red: These models are not in a rank from which Supporting Attacks can be performed. Note that this also applies to e.g. the 3 models directly behind the War Platform, although there is only a single model between them and the enemy models.

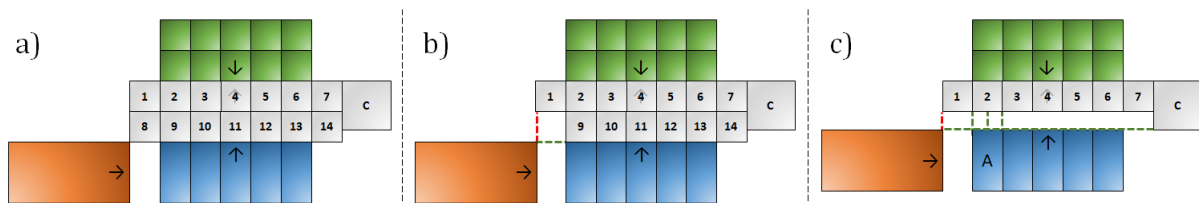
V.9 How do you determine if two models are in base contact across gaps?

3.C.a.1 Base Contact between Models across Gaps

Incomplete ranks or Characters with Mismatching Base may cause gaps between opposing models whose units are in base contact. Two opposing models are considered to be in base contact with each other across such gaps if you can draw a straight line

- from one model to the other, including corner to corner
- that is perpendicular to both units' Engaged Facings

A model is considered to not be in base contact across a gap if its entire Facing that is opposite the enemy model is in contact with a friendly model.



a) The grey Combined Unit containing a Character on Mismatching Base (C) is Engaged with 3 enemy units: green in its Front Facing, blue in its Rear Facing, and orange in one of its Flank Facings.

b) Model '8' has been removed as a casualty, leaving a gap between the orange model and any grey model. You can draw a line from the orange model to '9', corner to corner, that is perpendicular to both units' Engaged Facings, i.e. the orange unit's Front Facing and the grey unit's Flank Facing (green dashed line). So these two models are in base contact. The line between orange and '1' is not perpendicular to orange's Engaged Front Facing (red dashed line), so these two models are not in base contact, and thus cannot allocate Close Combat Attacks towards each other.

c) Now also models '9' to '14' have been removed as casualties and the orange and blue units have been moved to maintain base contact with the grey Unit Boundary (see 15.D.f Losing Base Contact). As before, orange is not in base contact with '1'. However, you can draw a line from orange to 'C' that meets all requirements (horizontal green dashed line), so these two models are in base contact. The blue models are also in base contact with grey models across gaps: using the example of 'A', you can draw lines that meet the requirements from 'A' to '1', '2', and '3' (vertical green dashed lines), so 'A' is in base contact with all 3 models across the gap (and vice versa).

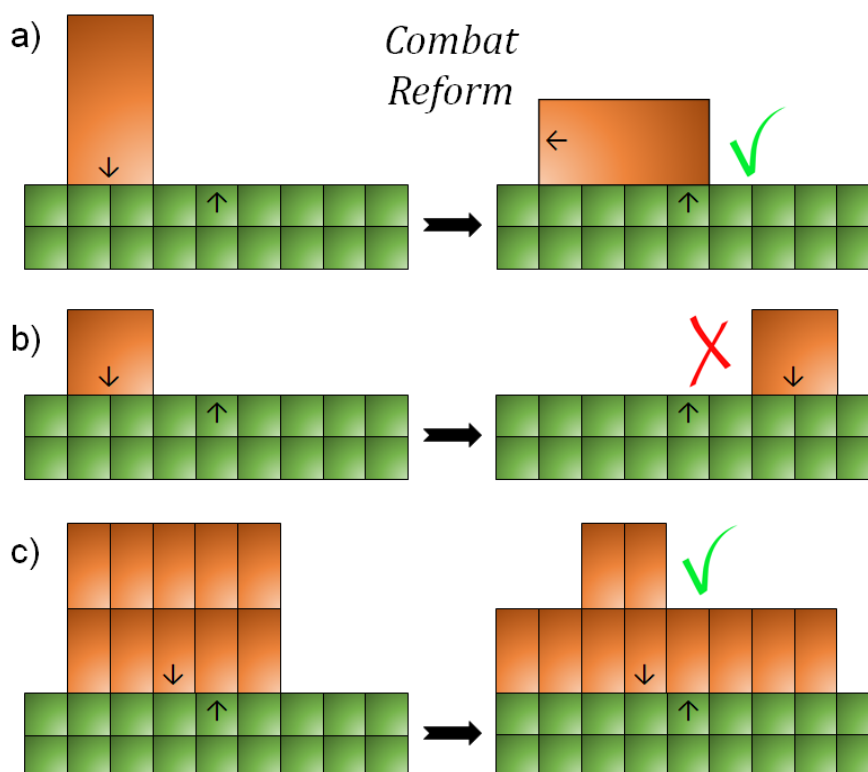
V.10 How do you perform a Combat Reform?

15.I Combat Reforms

When performing a Combat Reform, remove a unit from the Battlefield and place it back, following these restrictions:

- The unit must be placed in base contact with all the enemy units it was in base contact with before the Combat Reform, and in the same Facing of the enemy unit(s).
- After each Combat Reform, at least as many models of the Combat Reforming unit must be in base contact with enemy models as there were before.

Furthermore, after a player has completed all their Combat Reforms, all enemy models that were in base contact with opposing models before the Combat Reform must still be in base contact after the Combat Reform, but they may be Engaged with different models or units.



a) After the orange unit's Combat Reform, it is still Engaged with the green unit's Front Facing and all green models that were in base contact before the Combat Reform still are afterwards, so this is a legal Combat Reform (even if the orange unit is no longer Engaged with its Front Facing).

b) After the orange unit's Combat Reform, it is still Engaged with the green unit's Front Facing, but the green models that were in base contact before the Combat Reform no longer are afterwards, so this is not a legal Combat Reform.

c) After the orange unit's Combat Reform, it is still Engaged with the green unit's Front Facing, at least as many orange models are in base contact with the green unit as before, and all green models that were in base contact before the Combat Reform still are afterwards, so this is a legal Combat Reform.

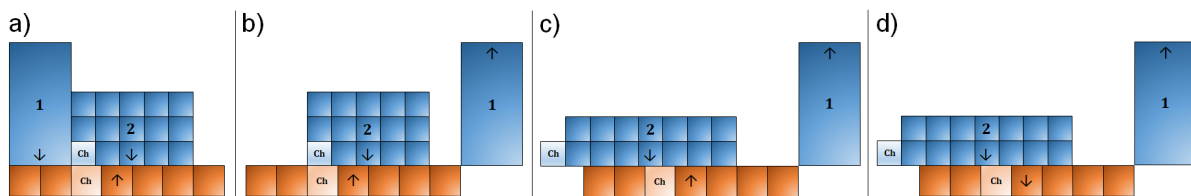
V.11 What manoeuvres can you perform during Combat Reforms?

15.I Combat Reforms

When performing a Combat Reform, remove a unit from the Battlefield and place it back, following these restrictions:

- The unit must be placed in base contact with all the enemy units it was in base contact with before the Combat Reform, and in the same Facing of the enemy unit(s).
- Characters that were in base contact with an enemy must still be after the Combat Reform.
 - A Character may end up in base contact with different enemy models than it was before the Combat Reform.
- After each Combat Reform, at least as many models of the Combat Reforming unit must be in base contact with enemy models as there were before.

Furthermore, after a player has completed all their Combat Reforms, all enemy models that were in base contact with opposing models before the Combat Reform must still be in base contact after the Combat Reform, but they may be Engaged with different models or units.



a) The orange unit is Engaged with two enemy units, with all orange models in base contact with enemy models. The Characters in the orange unit and unit 2 are fighting a Duel. The blue player performs Combat Reforms with their units first, starting with unit 1, followed by their opponent.

b) Unit 1 is moved to the right, touching the orange unit corner to corner and facing away from the orange unit. Now its Rear Facing is in base contact. All conditions for a legal Combat Reform are met: unit 1 is still in contact with all enemy units (i.e. the orange unit), the orange unit is still Engaged in the same Facing as it was before, and at least as many friendly models as before the Combat Reform (in this case one model) are in base contact with one or more orange models.

c) Unit 2 must perform a Combat Reform because now the leftmost orange model is no longer in base contact with any blue models. The width of unit 2 is increased to 8 models, the unit shifts to the left, and the Character moves to the corner position. All conditions for legal Combat Reforms are met: unit 2 is still Engaged with the orange unit's Front Facing, and at least as many models of unit 2 are in contact with orange models (before: 5, after: 8). Furthermore, all Characters that were in base contact with enemy models before the Combat Reform are still in base contact afterwards, as models count as being in base contact with each other while fighting a Duel (i.e. despite fighting a Duel with the orange Character, the blue Character can move out of physical base contact with that model and even the entire unit). Now, after both blue units have completed their Combat Reforms, all orange models that were in base contact with blue models before the Combat Reforms are again in base contact with blue models.

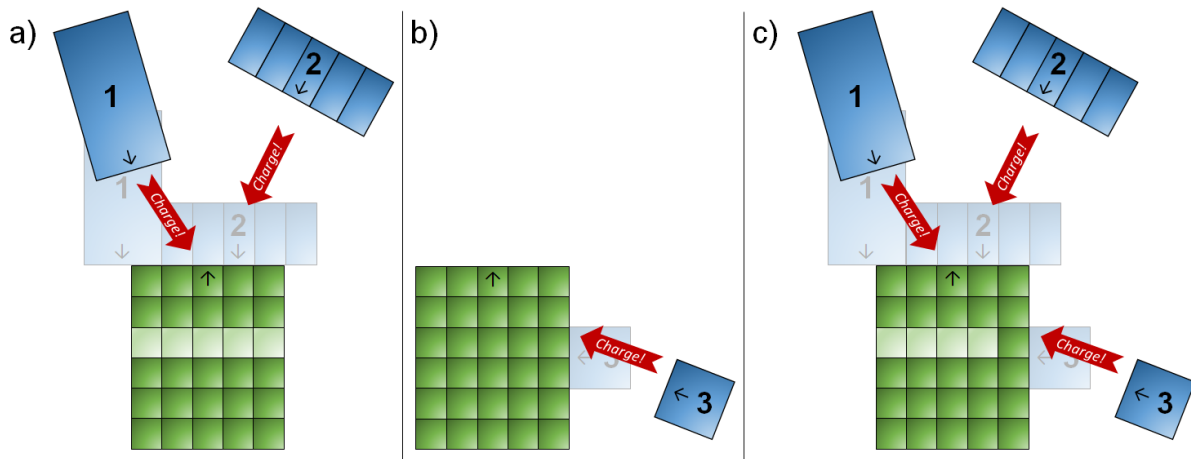
d) The orange unit performs a Combat Reform, facing the opposite direction. Now its Rear Facing is Engaged with the two enemy units. Note that it's perfectly fine to have units Engaged with Facings other than their Front Facings, like the orange unit and unit 1 in this situation.

V.12 Which bonuses conferred by Spears apply when a unit is Charged in multiple Facings?

21.F.a Close Combat Weapons

Spear

Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. In addition, unless the attacking model's unit is Charging or is Engaged in any Flank or Rear Facing, attacks made with a Spear gain +2 Agility and an additional +1 Armour Penetration in the First Round of Combat. Only Infantry can use Spears.



The green Infantry models above are equipped with Spears.

a) The blue enemy units 1 and 2 are Located in the green unit's Front Arc, so if they Charge, they will Charge the green unit in its Front Facing. If either unit or both units Charge, the green models will gain Fight in Extra Rank (FiER), so that also the light green models will be able to attack, and +1 AP from the Spears' core rules. As the green unit is not Charging and will be Engaged only in its Front Facing, the Spear attacks will also gain +2 Agi and an additional +1 AP in the First Round of Combat.

b) In this situation, the green unit is Charged by an enemy unit in its Flank Facing. The green unit's Spear attacks will gain +1 AP as usual. FiER does not apply here as Supporting Attacks cannot be made towards the flank. And because the unit will be Engaged in its Flank Facing, its models will not gain the Agi and the additional AP bonus from using a Spear.

c) Here the green unit is Charged by two units in the Front Facing and one unit in the Flank Facing. The green unit's Spear attacks will gain +1 AP as usual. FiER will apply as well, so also the light green models can perform Supporting Attacks (note that the darker model in the third rank cannot as it is in base contact with unit 3; see 15.D.c.1 Supporting Attacks). As the green unit is Engaged in its Flank Facing, the Agi bonus and the additional AP bonus do not apply, neither to the attacks against units 1 and 2, nor against unit 3.

V.13 How are Fear Tests affected by -1 Dis from Fear in case of Combined Units?

5.C.a Discipline Tests

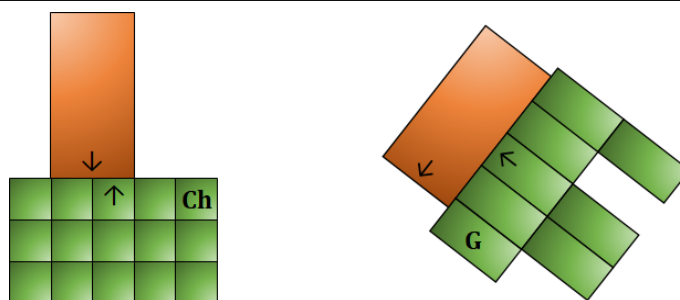
When a unit as a whole takes a Discipline Test, the owner chooses a single model in the unit to take the test for the whole unit. If there are different Discipline values in the unit, the owner chooses which model to use.

21.A.b.7 Commanding Presence

The Discipline of all models in units, including Fleeing units, within 12" of a friendly non-Fleeing model with Commanding Presence may be **set** to the Discipline value of that model. This ability follows the normal rules for "Values Set to a Fixed Number", page 15, meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified, yet any Discipline modifier, including Fear, regardless of its source, is only applied once for determining a model's Discipline value.

21.A.b.11 Fear

Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test (...).



Each green unit is Engaged with an enemy unit with Fear. The left one contains a Character (Ch) with Dis 8, the right one contains the General (G) with Dis 9, and all R&F models have Dis 7.

a) The General's Discipline is reduced to 8 due to Fear, the Character's Dis is reduced to 7, and the Discipline of the R&F models is reduced to 6. When the left green unit has to take a Fear Test, its owner can choose the following models and Discipline values for that test:

1. A R&F model, using its own Discipline (Dis 6: 7 minus 1)
2. A R&F model, using the General's Discipline (Dis 8: 9 minus 1 from one of the orange units in base contact)
3. Ch, using its own Discipline (Dis 7: 8 minus 1)
4. Ch, using the General's Discipline (Dis 8: 9 minus 1)

b) Same situation as in a), only now Ch has Fearless. 1. and 2. are the same as in a).

3. Ch, using its own Discipline (Dis 8)
4. Ch, using the General's Discipline (Dis 8: 9 minus 1)

c) Same situation as in a), only now both Ch and G have Fearless.

1. A R&F model, using its own Discipline (Dis 6: 7 minus 1)
2. A R&F model, using the General's Discipline (Dis 8: 9 minus 1 for the orange unit in base contact with the R&F model)
3. Ch, using its own Discipline (Dis 8)
4. Ch, using the General's Discipline (Dis 9)

V.14 How do effects that are triggered by inflicted Health Point losses interact with Overkill?

15.E.d Overkill

During a Duel, any excess Health Point losses caused count towards the Combat Score, up to a maximum of +3.

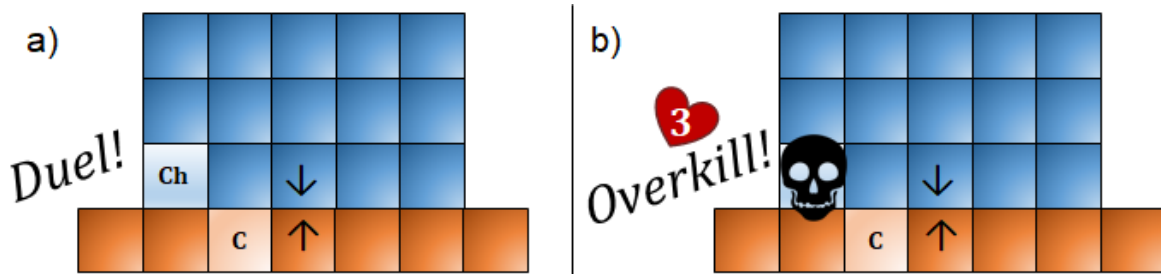
15.F.a Combat Score

Overkill: +1 for each Health Point (maximum +3)

In a Duel, excess Health Points lost by the enemy model after it was removed as a casualty are counted towards the Combat Score. A maximum of +3 can be added to your Combat Score due to Overkill. Note that excess Health Point losses are only counted when fighting a Duel. In all other situations, excess Health Point losses count for nothing.

16.A.d Excess Health Point Losses

Whenever more Health Point losses are inflicted than there are Health Points in a Health Pool, these excess Health Point losses are ignored.



Certain effects are triggered by Health Point losses that a model or unit inflicts against enemy units, e.g. Devour and Broodmother from the DL Army Book. Any excess Health Point losses are ignored for this purpose, regardless if they are inflicted in a Duel or not, as excess Health Point losses are only considered when calculating Combat Score:

- a) The orange Character (C) with Broodmother is fighting a Duel against the blue Champion (Ch) with 1 Health Point in its profile.
- b) The Character inflicts a total of 4 Health Point losses, which will count as +4 towards the orange side's Combat Score. However, only 1 Health Point loss will be considered for Broodmother.

V.15 How do you nudge units when several friendly units lose base contact at the same time?

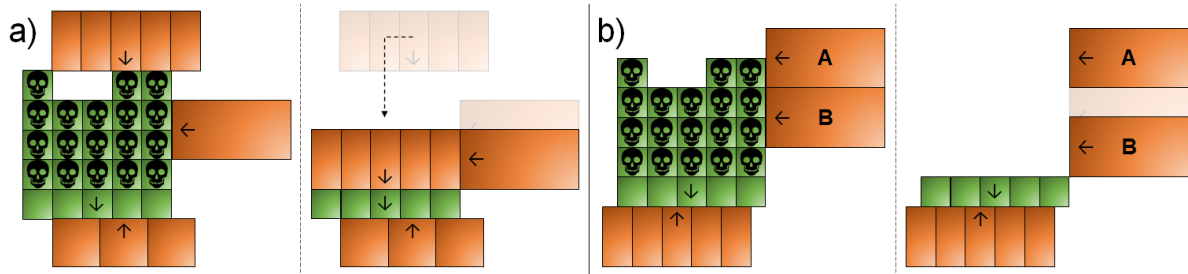
15.D.f Losing Base Contact

1. The unit that is going to lose base contact while not suffering casualties is moved the minimum amount needed to keep it in base contact (...).

A nudged unit can only be moved in a straight line forwards, backwards, to either side, or a combination of two of these directions (first one, then the other).

(...) If several friendly units lose base contact at the same time, move them in the order that allows the maximum number of units to stay in combat. If this number is equal, the Active Player decides the order. Note that either unit still can only be moved the minimum amount needed to keep it in contact, even if this prevents another unit from being nudged back into combat.

If nudging either unit does not manage to bring the units back into contact with each other, the unit Drops out of Combat.



a) The green unit is Charged by enemy units in the Front, Flank, and Rear. It suffers 18 casualties during the same Initiative Step, which causes the units in the Flank and the Rear to lose base contact with the green unit. The unit in the Flank is nudged the shortest distance towards the bottom in order to reestablish base contact with the green unit (corner to corner). The unit in the Rear is first nudged towards the left and then towards the bottom to reestablish base contact.

b) The green unit is Charged by an enemy unit in the Front and by two enemy units (A and B) in the Flank. It suffers 18 casualties during the same Initiative Step, which causes A and B to lose base contact with the green unit. Unit B is nudged the shortest distance towards the bottom in order to reestablish base contact with the green unit. Unit A cannot reestablish base contact so it Drops out of Combat.

V.16 In which order do you move Pursuing units that Charge other Pursuing units?

2.A.c Simultaneous Effects

Whenever two or more effects occur at the same time, resolve effects controlled by the Active Player first.

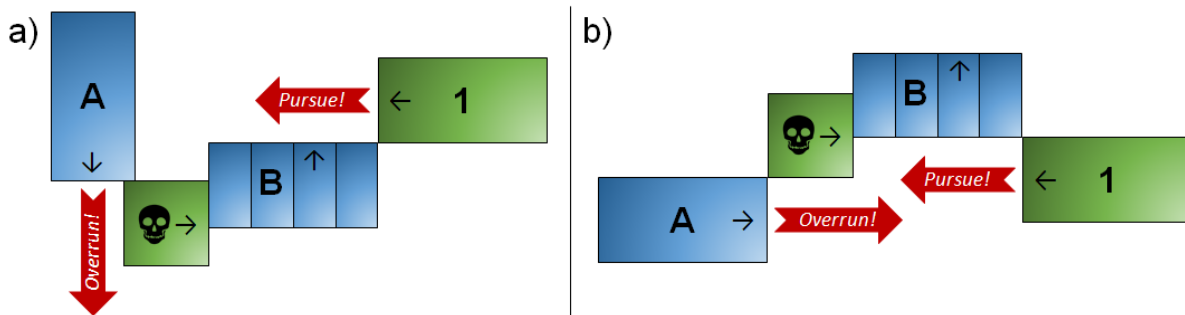
15.H.c Pursuit Distance and Pursuing Units

Each Pursuing unit now performs a Pursuit Move, which is divided into three consecutive steps (...).

Before moving any unit, check:

- Which Pursuing unit would Charge an enemy unit (see 2.2 Enemy Unit below). Ignore other Pursuing units (...).

The Charging units will be moved first, in the order that best satisfies the priority order of “Maximising Contact”, page 35 (see figure 36). Afterwards the remaining Pursuing units will be moved, in an order chosen by the owner.



In both situations above, A has Charged and destroyed an enemy unit that was fighting in a multiple combat in which the two green units were Engaged with B’s Flanks. The blue side loses combat, B Breaks and has to Flee away from 1, and 1 Pursues B. As A is no longer Engaged, it automatically counts as winning the combat (see 15.G.c No More Foes) and Overruns.

a) If 1 rolls high enough for its Pursuit Distance to Charge A, 1 will be moved first and A will not be able to perform its Overrun Move (nor will it be able to perform a Post-Combat manoeuvre at this point).

If 1’s Pursuit Distance is not high enough to reach A, the Active Player’s unit Pursues/Overruns first.

b) If both A and 1 roll high enough to reach the respective enemy unit, the Active Player’s unit will be moved first, and the other unit will not be able to perform its Pursuit/Overrun Move.

If only one of the units rolls high enough to reach the enemy unit, this unit will be moved first.

If neither unit rolls high enough to reach the enemy unit, but if the combined rolls are high enough so that the unit moved second will be able to Charge the unit that moved first, the Active Player’s unit is moved first. The same applies if neither unit rolls high enough to Charge their enemy and if the combined rolls are insufficient for either unit Charging the other.

V.17 How do you place a unit that Charges due to the initial Pivot of a Pursuit Move?

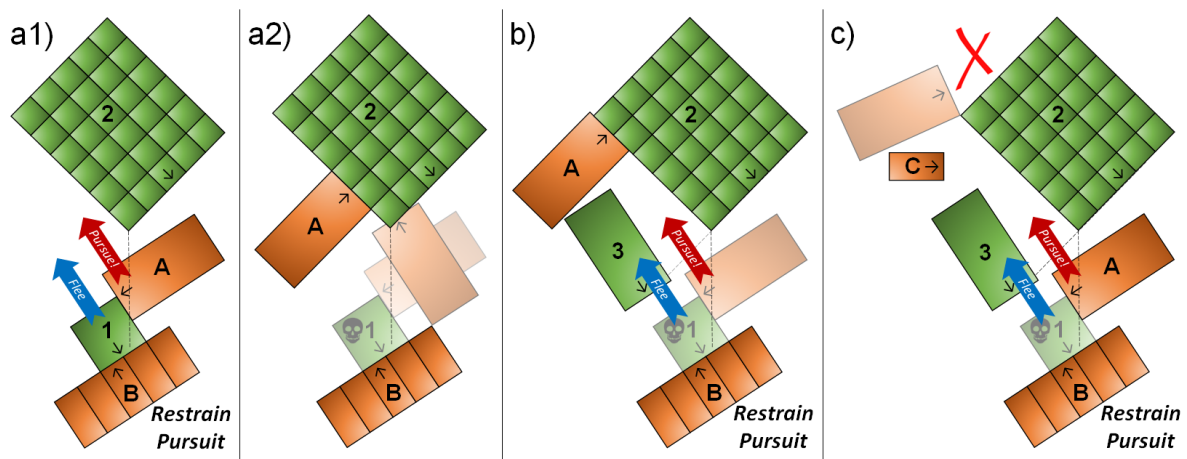
15.H.c Pursuit Distance and Pursuing Units

1. Pivot

The Pursuing unit Pivots so that it is facing the same direction as the Pursued unit (...). Ignore the Unit Spacing rule during this Pivot.

After the Pivot, one of the four situations below will arise (...).

2. If the Front Facing of the Pursuing unit would overlap the Unit Boundary of an enemy unit that did not Flee from the same combat, it declares a Charge against that unit. If there is more than one possible target, the Pivoting unit chooses which to Charge. The Charged unit may not perform any Charge Reactions (not even if already Fleeing). Remove the Pursuing unit from the Battlefield and then place it back on the Battlefield with its Front Facing in base contact and aligned with its target, in the Facing determined before the Pivot, maximising the number of Engaged models as normal but keeping the Centre of the unit as close as possible to its starting position while doing so. Ignore the Unit Spacing rule when placing the unit. The unit is considered to have performed a Charge Move. If there is not enough room to place the Pursuing unit (...), treat the enemy unit as obstruction instead.



a1) Units A and B have Charged unit 1. The Charged unit Breaks, and the orange units' owner decides that 1 will Flee away from B. Unit B manages to Restrain Pursuit, while A will Pursue 1.

a2) Unit A rolls higher than unit 1, so the latter is immediately destroyed. At the end of the initial Pivot of its Pursuit Move, A's Front Facing would overlap unit 2, so A has to declare a Charge against 2. Since A was Located in 2's Flank Arc before the Pivot, the Charge is performed in 2's Flank Facing. A is removed from the Battlefield and placed back with its Front Facing in base contact and aligned with 2's Flank Facing, maximising the number of Engaged models and keeping its Centre as close as possible to its starting position.

b) Like in a), unit A Pursues and destroys unit 1 and Charges unit 2, but now there is an additional unit (3) behind unit 1. Contrary to a), due to unit 3, A has to be placed in contact with the rear ranks of unit 2.

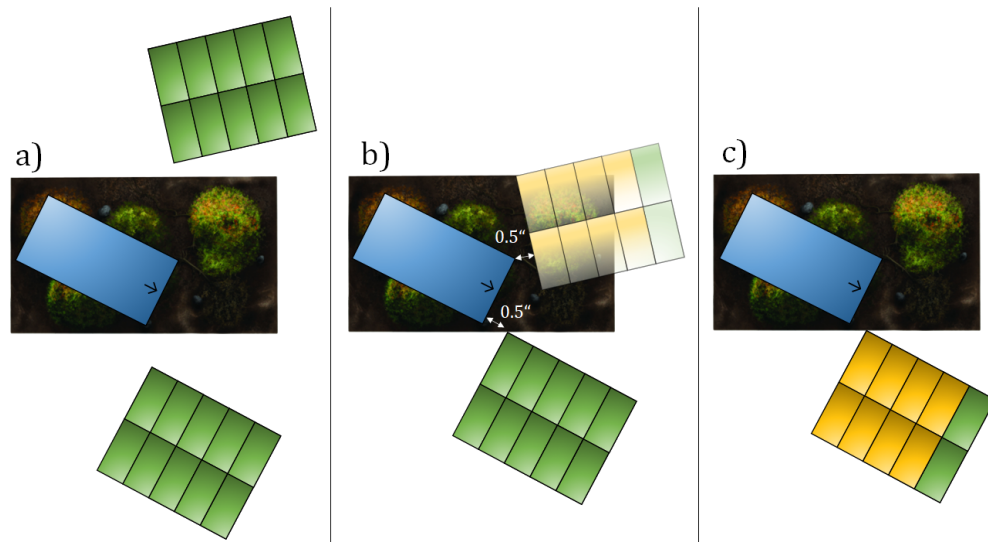
c) Like in b), unit A Pursues and destroys unit 1. Due to units 3 and now also C, there is not enough room for A to be placed in base contact and aligned with unit 2's Flank Facing. So in this situation, unit A cannot declare a Charge against unit 2 during its Pursuit Move, so it treats unit 2 as an obstruction.

VI.1 How does taking Dangerous Terrain Tests work?

20.A.a Dangerous Terrain (X)

Immediately before one or more models in a unit take a Dangerous Terrain Test (...), apply the following procedure:

1. Interrupt the move.
2. Determine which models will have to take Dangerous Terrain Tests by extrapolating the unit's move to the position where the corresponding models are in contact with the source of the Dangerous Terrain Tests. For this purpose, the owner announces how they intend to move the unit to this position.
3. Take the Dangerous Terrain Tests. All Dangerous Terrain Tests caused by a single source are always taken at the same time.
4. Move the unit as announced or as close to that as possible while following any other rules affecting the move (e.g. Maximising Contact during Charge Moves), i.e. it must face the announced direction and the centre of its Front Facing must be as close to the position where it would be if the unit had not suffered any casualties.
5. Continue the unit's move. In case of a March Move, the owner may choose not to continue moving the unit. No model in the unit that did not take a Dangerous Terrain Test for the Terrain Feature may move into contact with that Terrain Feature during the rest of the unit's move.



a) The green unit would like to perform a March Move through the Forest Terrain Feature past the blue enemy unit, to the position above the Forest.

b) When the first model touches the Forest, the owner determines which models will have to take a Dangerous Terrain Test (DTT). The player declares that the unit will move as close as possible past the enemy unit, Wheel, and then move forwards to the position where the 8 yellow models will have come into contact with the Forest Terrain Feature during their March Move, which means that these models will have to take a DTT.

c) Right before entering the Forest, the owner takes DTTs for all models marked in yellow in the unit's current position. In case the unit suffers enough casualties to trigger a Panic Test, this position will be used for determining if the unit benefits from Commanding Presence and Rally Around the Flag. If the unit fails the Panic Test, it will perform its Flee Move from that position (directly away from the closest enemy unit). Otherwise, the unit has to move to the position declared in b). Afterwards, the player can choose to continue the unit's March Move.

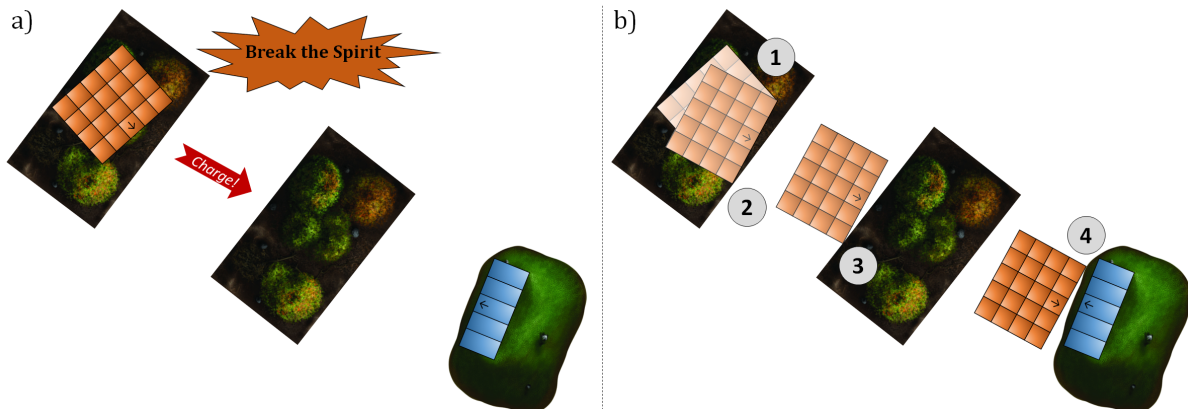
VI.2 Can a unit be forced to take multiple Dangerous Terrain Tests during a single move?

20.A.a Dangerous Terrain (X)

(...) A model never takes more than one Dangerous Terrain Test for the same Terrain Feature during a single move, but it might have to take several Dangerous Terrain Tests caused by different Terrain Features or abilities.

Break the Spirit (Shamanism)

The target suffers a -1 to-hit modifier and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).



a) The orange unit is affected by *Break the Spirit* and audaciously Charges the blue unit positioned at the edge of the Hill, despite being inside a Forest and another Forest Terrain Feature lying between the two units.

b) 1. The unit treats the Forest in which it starts its Charge Move as Dangerous Terrain (2), so every model has to take a Dangerous Terrain Test (DTT) at the start of the Charge Move.

2. The unit cannot Wheel past the second Forest during the Charge Move, so it Wheels towards the Charged unit until the first model touches the Open Terrain, which is also Dangerous Terrain (2) for the unit. Every model that survived the first DTT has to take a DTT for the Open Terrain.

3. The unit moves straight forward until the first model touches the second Forest Terrain Feature, at which point all models in the unit that survived the first 2 DTTs will have to take a DTT for that Forest. Note that it does not matter that the models have already taken a DTT for another Forest, as the second Forest counts as a “different Terrain Feature”.

4. The surviving models will then continue their Charge Move towards the blue unit. Note that the models have already taken a DTT for the Open Terrain at step 2 of this sequence, so they will not have to take another DTT when leaving the Forest and re-entering that Open Terrain. However, because the unit also treats Hills as Dangerous Terrain (2) due to *Break the Spirit*, the models touching the Hill during the Charge Move, i.e. the first rank of the orange unit, will have to take yet another DTT when the first model touches the Hill.

Now imagine the unit got really lucky and suffered hardly any casualties from the DTTs for the Forests and the Open Terrain, but the casualties from the DTTs from the Hill bring the casualties up to 25%, forcing the unit to take a Panic Test. If the unit fails the test at this point, it will have to Flee away from the closest enemy unit, i.e. the blue unit. This Flee Move is a new move, so the unit will have to take a new set of DTTs.

VI.3 How do you remove Character casualties from the side of Engaged single-rank units?

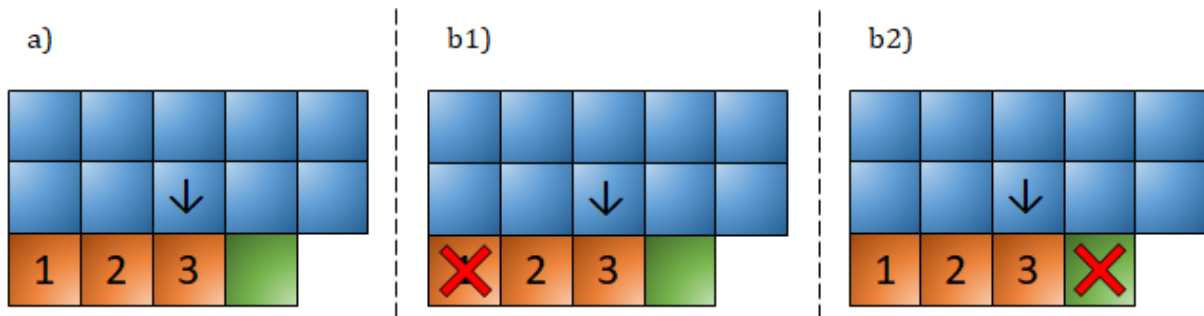
16.B.b Removing R&F Models from Units Engaged in Combat

The removal of casualties from Engaged units follows the general rules for Removing R&F models above. In addition, if the unit is in a single rank, remove casualties from either side of the unit so that the following conditions are satisfied as best as possible for each batch of simultaneous casualties, after any illegal formations are fixed (see “Illegal Formation after Removing Models”, page 69), in decreasing priority order:

- 1st priority: As few units as possible Drop out of Combat (...).
- 2nd priority: As few units as possible lose base contact without Dropping out of Combat.
- 3rd priority: The number of models in base contact is maximised after nudging all units.
- 4th priority: Casualties are removed as equally as possible from both sides of the unit.

16.B.c Removing Champions and Characters

When Champions and Characters are removed as casualties they are removed from their positions within the unit. Depending on the unit’s formation, other models may then be moved to fill empty spots, following the same guidelines as for casualty removal above and the rules for Matching Bases (...).



a) The Combined Unit containing 3 R&F models (orange, 1-3) and a Character (green) is Engaged with an enemy unit (blue).

b1) The Combined Unit suffers 1 R&F casualty. The model on position 1 has to be removed in order to ensure that the number of models in base contact is maximised. This way, all 5 models in the enemy unit’s first rank are still in base contact with the Combined Unit.

b2) The Character loses its last Health Point and is removed as a casualty. Note that in this case, removing the Character does not create a gap, as its position was on the edge of the only rank of the unit, so its spot is not filled with a R&F model.

VI.4 When exactly do you select spells for a model with Protean Magic?

21.A.b.27 Protean Magic

The Wizard does not choose an available Path of Magic to select spells from. Instead, during Spell Selection, the Wizard must select its spells from the Learned Spell 1 of each Path it has access to, as well as the Hereditary Spell of its army. This rule overrides the Spell Selection rules for Wizard Apprentices, Adepts, and Masters.

Just like Wizards that select their spells from a single Path of Magic, Wizards with Protean Magic select their Spells during step 7 of the Pre-Game Sequence, i.e. during Spell Selection (and not during Army List creation). Therefore, you do not need to note which spells the model selects on your Army List.

For example, the Army List entry of a Commander from the Highborn Elves Army Book that is upgraded to a Master of Canreig Tower, which gives the model Protean Magic, amongst others, may look as follows:

360 - Commander, BSB, Master of Canreig Tower, Great Weapon, Dragonforged Armour

VI.5 Which types of attacks are affected by Attack Attributes?

21.G Attack Attributes

Attack Attributes can be given to a model part, to a weapon, to a spell, or to a Special Attack. Remember that an Attack Attribute that is given to a unit is automatically given to every model in that unit (see “Units”, page 7), and if it is given to a model, it is automatically given to all model parts of that model (see “Multipart Models”, page 7).

Attack Attributes given to a weapon, spell, or Special Attack are always applied to the attacks made with that weapon, spell, or Special Attack. (...)

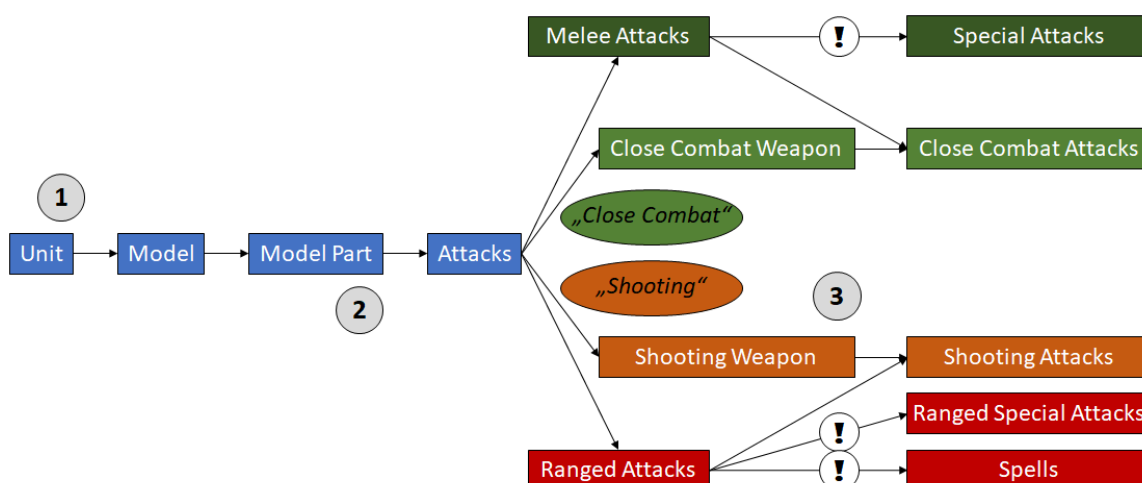
Attack Attributes are divided into the following sub-categories that define which attacks they affect when given to a model part. Note that these sub-categories are irrelevant for Attack Attributes given to a weapon, spell, or an attack, including Special Attacks (so an Attack Attribute with the Close Combat keyword can be given e.g. to a Shooting Weapon).

Close Combat

A model part with an Attack Attribute with this keyword applies the rules of the Attack Attribute to all its Close Combat Attacks.

Shooting

A model part with an Attack Attribute with this keyword applies the rules of the Attack Attribute to all its Shooting Attacks that are not Special Attacks.



The figure shows elements in the game that can be given Attack Attributes, and the hierarchy according to which they are transferred to other elements further down the hierarchy.

The examples marked with 1-3 above illustrate how Attack Attributes are handed down:

1. *“The unit gains Flaming Attacks”*: All models in the unit and all model parts of those models automatically gain the Attack Attribute. Due to Flaming Attacks having both the keywords Close Combat and Shooting, both the unit’s Close Combat Attacks and Shooting Attacks are affected.
2. *“The model part gains Lethal Strike”*: Due to Lethal Strike only having the keyword Close Combat, only its Close Combat Attacks are affected.
3. *“Attacks made with the weapon become Divine Attacks”*: Despite Divine Attacks only having the Close Combat keyword, the Attack Attribute can be given to a Shooting Weapon. In this case, only the model part’s Shooting Attacks with that weapon are affected, but none of its other attacks are (including Close Combat Attacks).

Note that spells and Special Attacks do not automatically gain an Attack Attribute if their superordinate element is affected (marked by an exclamation mark above) - this has to be specifically stated, like “the model’s Melee Attacks, **including Special Attacks**, become Flaming Attacks”.

VI.6 Which types of attacks are affected by non-Attack Attribute effects?

3.A.b Multipart Models

(...) Whenever a rule, ability, spell, and so on affects a model, all parts of the model are affected, unless the rule specifically states it only affects a specific model part.

3.B Units

(...) Whenever a rule, ability, spell, and so on affects a unit, all models in the unit are affected.

22.B.b Who is Affected

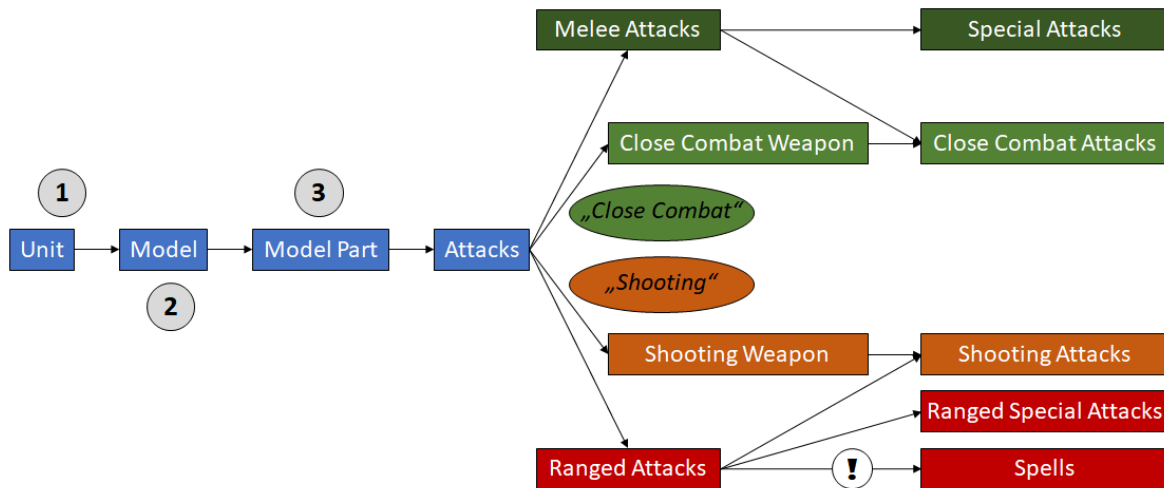
Special Items may affect different targets:

- The wielder, wearer, or bearer: these terms mean the same thing for rules purposes and refer to the model part the Special Item was bought for (and don't affect its mount). (...)

13.G.a Spell Properties

6 - Effect

The effect of a spell defines what happens to the target of the spell when the spell is successfully cast. Spell effects are never affected by any effects affecting the Caster, including Special Items, Model Rules, other spell effects, or similar abilities, unless specifically stated otherwise.



The figure shows elements in the game that can be affected by effects other than Attack Attributes, e.g. from spells or from Special Items, and the hierarchy according to which they are transferred to other elements further down the hierarchy.

The examples marked with 1-3 above illustrate how these effects are handed down:

1. *“The unit must reroll failed to-wound rolls”*: All model parts of all models in the unit must reroll failed to-wound rolls for their Special Attacks, Close Combat Attacks, Shooting Attacks, and Ranged Special Attacks. Note that their spells are not affected unless specifically stated otherwise.

2. *“The model must reroll failed to-wound rolls with its Melee Attacks”*: All model parts of the model are affected. They must reroll failed to-wound rolls with their Special Attacks and their Close Combat Attacks. Their Ranged Attacks are not affected.

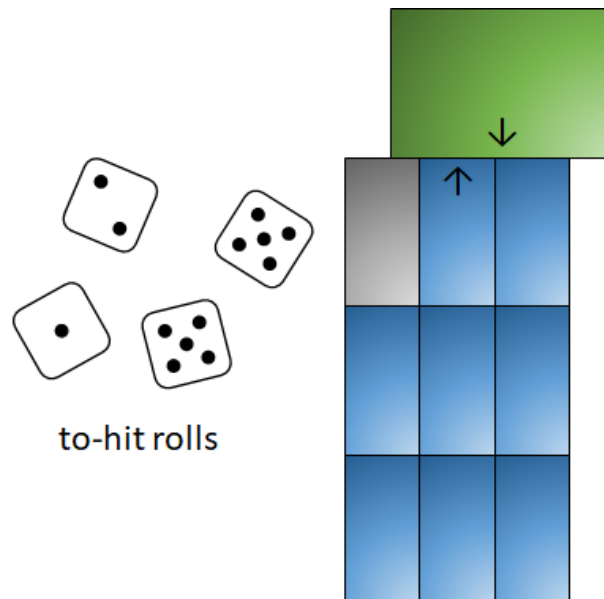
3. *“When fighting a Duel, the bearer must reroll failed to-hit and to-wound rolls”*: Only the model part is affected. It must reroll failed to-hit rolls for its Close Combat Attacks, and it must reroll failed to-wound rolls for its Special Attacks and Close Combat Attacks. Shooting Attacks and Ranged Special Attacks usually cannot be performed while Engaged in Combat fighting a Duel.

VI.7 What happens if both failed and successful rolls have to be rerolled?

2.B.a Rolling Dice

Rerolling Dice

Lastly, some effects in the game call for rerolling certain dice, such as “failed to-wound rolls” or “Aegis Save rolls of ‘1’”. When you encounter such situations, reroll the relevant dice. **Dice can only be rerolled once.** The second result is final, no matter the cause, source, or result, and the initial result is ignored for all rules purposes, unless specifically stated otherwise. Note that rerolling a dice is not considered a modifier.



In this example, a Treefather Ancient with Entangling Vines (green) is fighting a Duel with an Equitan Lord (grey) joined to the blue unit that is the target of *The Stars Align*:

Entangling Vines

In a Duel, opponents **must** reroll successful to-hit rolls against the bearer.

The Stars Align

The target (...) must reroll failed to-hit rolls with Close Combat (...) Attacks.

The Equitan Lord’s Close Combat Attacks hit on 3+ (Off 6 vs. Def 4). When rolling to hit, 2 of the Equitan Lord’s Close Combat Attacks fail (‘1’ and ‘2’), while the other 2 succeed (‘5’s). Due to *The Stars Align*, the 2 failed to-hit rolls must be rerolled, while the 2 successful to-hit rolls must be rerolled due to Entangling Vines as well. In this case, the Equitan Lord has to reroll all 4 to-hit rolls. As dice can only ever be rerolled once, the second result will not be rerolled.

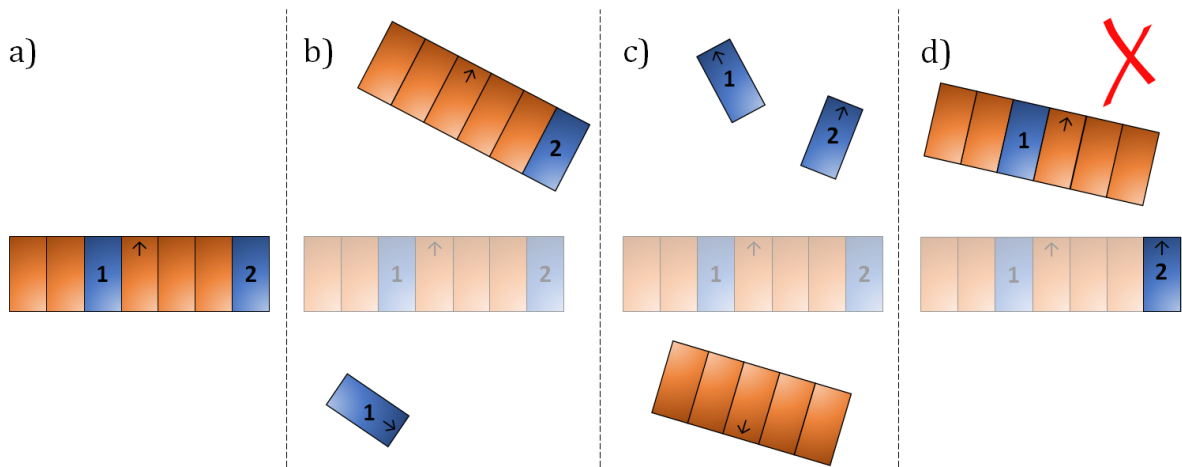
Note that, in order to speed up the game, it is perfectly fine for both players to agree in situations like these (before the initial roll) to not reroll any of the dice and simply have the first result count, as the first roll is irrelevant if all dice are rerolled anyway.

VI.8 What manoeuvres can Combined Units perform during a Vanguard move?

21.A.b.46 Vanguard

After Deployment (including Scouting units), models with Vanguard may perform a 12" move. This move is performed as a combination of Advance Move and/or Reforms, as in the Movement Phase, including any actions and restrictions that normally apply to the unit (e.g. Wheeling, joining units, leaving units, and so on).

(...) A Combined Unit counts as a single unit for this purpose even if parts of the unit perform separate Vanguard moves (like two Characters Vanguarding out of a Combined Unit). Any game effects that would affect the Combined Unit (such as Banner Enchantments) remain in effect for all parts of the Combined Unit until all parts of the Combined Unit have finished their Vanguard move (even if a Character leaves the unit).



a) All models in the Combined Unit containing 2 Characters (1 and 2) have Vanguard. The owner can choose to not move the unit at all, or they can choose to move the entire unit during step 6 of the Deployment Phase Sequence (Move Vanguarding units).

b) As before, all models in the unit have Vanguard. 1 leaves the unit with a Vanguard move, and the rest of the Combined Unit moves forwards. Note that this is also possible if the unit gains Vanguard through Character 1 (e.g. if it has the rule "The bearer's unit gains Vanguard").

c) As before, all models in the unit have Vanguard. 1 and 2 leave the unit with a Vanguard move one after another. If the orange unit has Light Troops or Swift Reform, it can reform to face e.g. the opposite direction and then perform a Vanguard move. If it doesn't, it could perform a Reform after which it could not move any further.

d) All models except for 2 have Vanguard. 1 could leave the unit with a Vanguard move, but it is not possible to move all R&F models and Character 1 to leave Character 2 behind, as Characters can leave units but not vice versa.

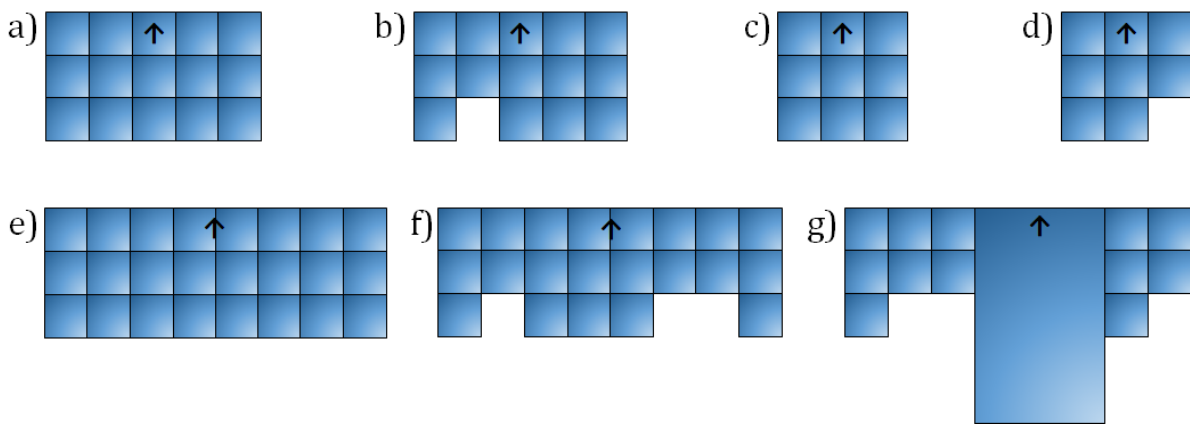
VI.9 Can incomplete ranks be Full Ranks?

3.B Units

(...) All ranks must always have the same width, except the rear rank which can be shorter than the other ranks. Note that it's perfectly fine for the rear rank to have gaps in it, as long as the models are aligned with those of the other ranks. A rank in which one or more models are missing is called an incomplete rank.

3.B.b Full Ranks

The Height of a unit determines how many models are needed in a rank in order to form a Full Rank (see "Model Classification", page 75). Units of Standard Height need 5 models, Large units need 3 models, and Gigantic units need 1 model.



- a) This Standard Height unit has 3 ranks, all of which are Full Ranks, and non of which are incomplete.
- b) This Standard Height unit has 3 ranks with one model missing in the third rank, so there are 2 Full Ranks and 1 incomplete rank.
- c) This Standard Height unit has 3 ranks, none of which are Full Ranks, and none of which are incomplete. If the unit had Large Height, it would have 3 Full Ranks.
- d) This Standard Height unit has 3 ranks. None of them are Full Ranks, but 1 is incomplete.
- e) This Standard Height unit in Line Formation has 3 ranks, all of which are Full Ranks.
- f) This Standard Height unit in Line Formation has 3 ranks, but there are 3 models missing from the third rank. Despite the third rank being an incomplete rank, it is still considered a Full Rank as there are 5 models in it.
- g) This Standard Height unit in Line Formation contains a War Platform and has 5 ranks, of which 3 are incomplete. As the War Platform counts as 3 models in each rank it occupies (see 21.A.b.16 Front Rank), the unit has 3 Full Ranks.

VI.10 How does Defending a Wall work in the Melee Phase as opposed to the Shooting Phase?

20.B.g Walls

Types

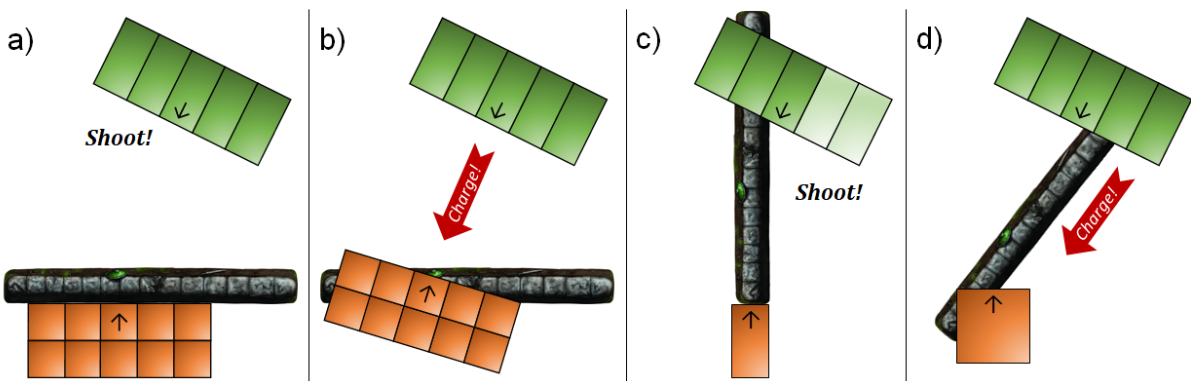
Walls are Covering Terrain for models behind them while Defending the Wall (see below) and Dangerous Terrain (2) for Constructs.

Defending a Wall

In order to Defend a Wall, more than half of a unit's Front Facing must be in contact with it.

Fortified Position

Units Defending a Wall gain Distracting against Close Combat Attacks from Charging enemies in their Front Facing.



a) More than half of the orange unit's Front Facing is in contact with the Wall, and because the unit is behind the Wall, it benefits from Hard Cover against Shooting Attacks from the green unit, as detailed in the FAQ III.1. Note that if the green unit Charged, the orange unit would gain Distracting in this situation as well. The only position in which a unit can gain both Hard Cover and Distracting is behind a Wall, with its Front Facing perfectly aligned with the edge of the Wall.

b) More than half of the orange unit's Front Facing is in contact with the Wall. If the green unit Charges, the orange unit will gain Distracting against the green unit's Close Combat Attacks, even though its Front Facing is not aligned with the edge of the Wall. Note that the orange unit would not benefit from Hard Cover against Shooting Attacks from the green unit as it is not considered **behind** the Wall.

c) Note that Defending a Wall is not restricted to the long edges of a Wall. As long as more than half of a unit's Front Facing is in contact with and behind any edge of a Wall, including the short edges, the unit will gain Hard Cover. In this example, the orange unit gains Hard Cover against Shooting Attacks from the lighter-coloured green models. The other three green models are (for rules purposes) "inside" the Wall Terrain Feature, which is why they ignore it for drawing Line of Sight (see 20.A.c Covering Terrain).

d) Like in b), the Charged unit, in this case the orange single model unit, is in contact with the Wall with more than half of its Front Facing, so if the green unit Charges, the orange unit will gain Distracting. The orange unit would however not benefit from Hard Cover against the green unit's Shooting Attacks as its Front Facing is not aligned the the edge of the Wall.

VI.11 How do models outside the first rank draw Line of Sight?

4.B Line of Sight

A model can draw Line of Sight to its target (...) if you can extend a straight line from its Front Facing directly to its target, without the line:

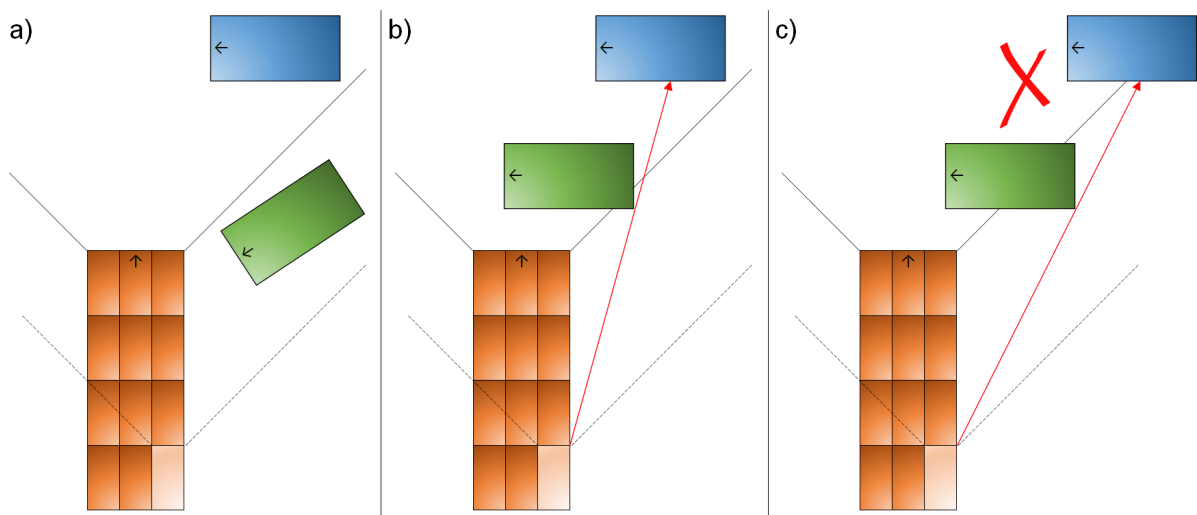
- Leaving the model's Front Arc

When drawing Line of Sight from several models inside a unit, this is done independently for each model. Line of Sight cannot be drawn to targets if the endpoint would be outside the unit's Front Arc, and models never block Line of Sight to or from other models within the same unit.

11.B Declaring Charges

In order to be able to declare a Charge:

- At least one model in the Charging unit's first rank must be able to draw Line of Sight to the Charged unit.



a) The orange unit can clearly draw Line of Sight to the blue unit (it is in the orange unit's Front Arc, and all orange models have an uninterrupted Line of Sight to the blue unit). As models in its front rank can draw Line of Sight as well, the orange unit could Charge the blue unit.

The green unit is not inside the orange unit's Front Arc. Even though you could draw an uninterrupted line from models from back ranks, e.g. from the light orange model, to the green unit, this line is not considered a Line of Sight. However, the green unit is still in the light orange model's Front Arc (e.g. for Direct spells). As no orange model in the Front Rank can draw Line of Sight, the orange unit cannot Charge the green unit, and no Character positioned in a back rank, e.g. the light orange model, could Charge out of the orange unit.

b) The green and blue units are in the orange unit's Front Arc, with the green unit blocking Line of Sight of most orange models to the blue unit. The light orange model however can draw Line of Sight to the blue unit, even though that line is not entirely drawn through the orange unit's Front Arc. Note that this still does not allow the light orange model to declare a Charge against the blue unit because none of the orange models in the Front Rank can draw Line of Sight.

c) The light orange model cannot draw Line of Sight to the blue unit as the endpoint of the Line of Sight would be outside the orange unit's Front Arc.

VI.12 How do effects that are triggered by a specific natural roll interact with rerolls?

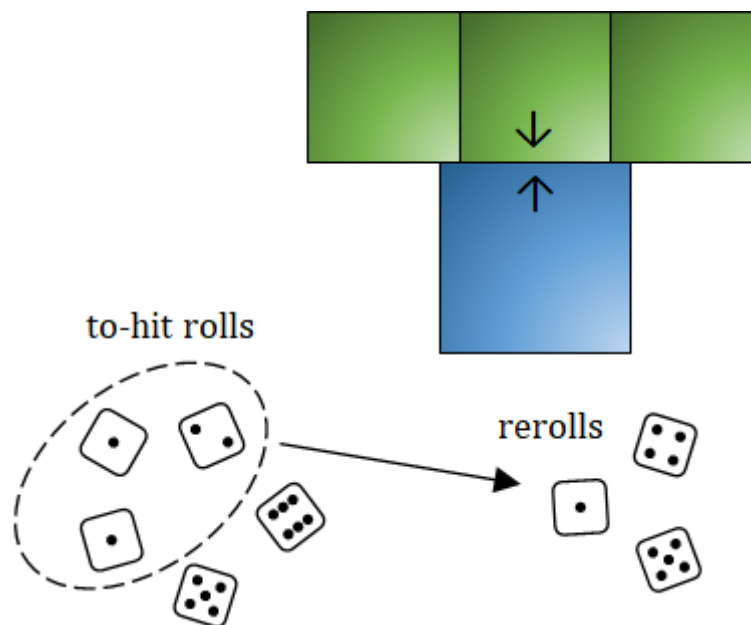
2.B.a Rolling Dice

Natural Roll

A natural roll on a D6 refers to the value of the dice, before any modifiers are applied.

Rerolling Dice

Lastly, some effects in the game call for rerolling certain dice, such as “failed to-wound rolls”, or “Aegis Save rolls of ‘1’”. When you encounter such situations, reroll the relevant dice. **Dice can only be rerolled once.** The second result is final, no matter the cause, source, or result, and the initial result is ignored for all rules purposes, unless specifically stated otherwise. Note that rerolling a dice is not considered a modifier.



Here, a Varkolak (blue; Off 5, Hatred) has Charged a unit of Hoarders with Mirrored Scales (green; Def 5).

Mirrored Scales causes Close Combat Attacks with natural to-hit rolls of ‘1’ to be distributed onto the attacking model’s Health Pool, while Hatred makes you reroll failed to-hit rolls during the First Round of Combat.

The Varkolak’s Close Combat Attacks hit on 4+. Of its 5 Close Combat Attacks, 2 hit and 3 fail. The owner must reroll the 3 failed to-hit rolls due to Hatred, and rolls ‘1’ - ‘4’ - ‘5’. So overall, 4 of the model’s 5 Close Combat Attacks have hit and 1 has failed. For the failed to-hit roll, a ‘1’ was rolled, so that attack is distributed onto the Varkolak’s Health Pool due to the Hoarders’ Mirrored Scales.

VI.13 Are gaps in the formation considered when determining if a unit is inside another object?

3.B Units

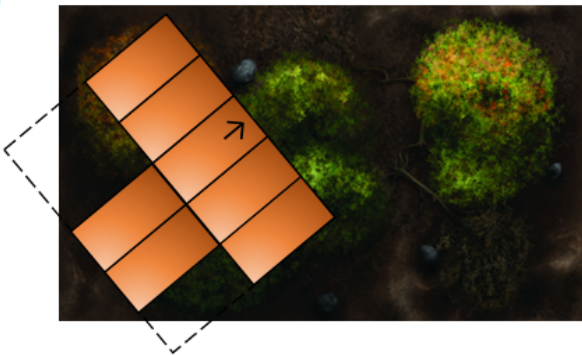
A unit is either a group of models deployed in a formation consisting of ranks (...) and files (...). All ranks must always have the same width, except the rear rank which can be shorter than the other ranks. Note that it's perfectly fine for the rear rank to have gaps in it, as long as the models are aligned with those of the other ranks. A rank in which one or more models are missing is called an incomplete rank.

3.C.b Contact between Objects

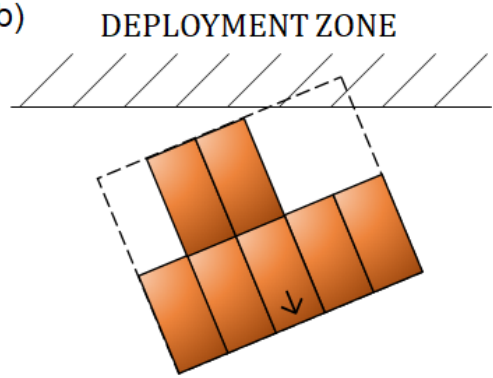
Two objects, like bases, Unit Boundaries, Terrain Features, and so on, are considered to be in contact (see figure 4):

- (...) If one object is inside another. An object is considered to be inside another if it is:
 - Partially inside the other object
 - Fully inside the other object

a)



b)



Units consist of (models in) ranks and files. Ranks can have gaps, which - together with the models - make up those ranks. So if such a gap is inside another object (e.g. a Terrain Feature), this means that the rank which the gap is part of is automatically also at least partially inside that object. And if the rank is at least partially inside that object, so is the unit.

a) All models of the orange unit are fully inside the Forest Terrain Feature. The gaps in the rear rank however are not fully inside that Forest, so the unit does not count as being fully inside the Forest either.

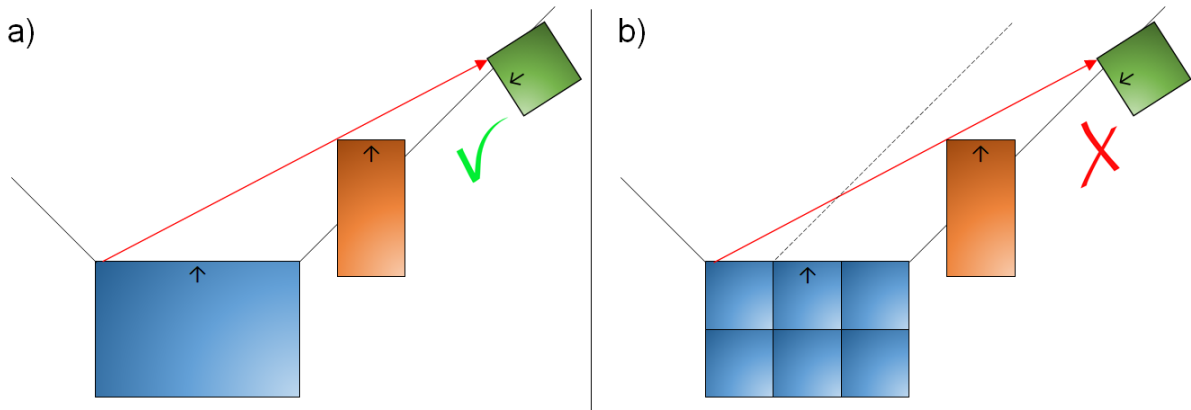
b) All models of the orange unit are fully outside the Deployment Zone. The gaps in the rear rank however are partially inside the Deployment Zone, so the unit counts as being partially inside the Deployment Zone.

VI.14 Is there a difference between drawing Line of Sight from single and multiple model units?

4.B Line of Sight

A model can draw Line of Sight to its target (a point, a model, or a Unit Boundary) if you can extend a straight line from its Front Facing directly to its target, without the line:

- Leaving the model's Front Arc



a) Blue is a single model unit. Orange has the same Height as the blue unit, so it blocks Line of Sight for most of blue's Front Facing to the green unit, which is (partially) inside blue's Front Arc. However, you can still draw a straight line from that Front Facing to the green unit's Unit Boundary (marked by the red arrow), so blue can draw Line of Sight to green. Note that the angle of this line can be sharper than the line marking the edge of the model's Front Arc.

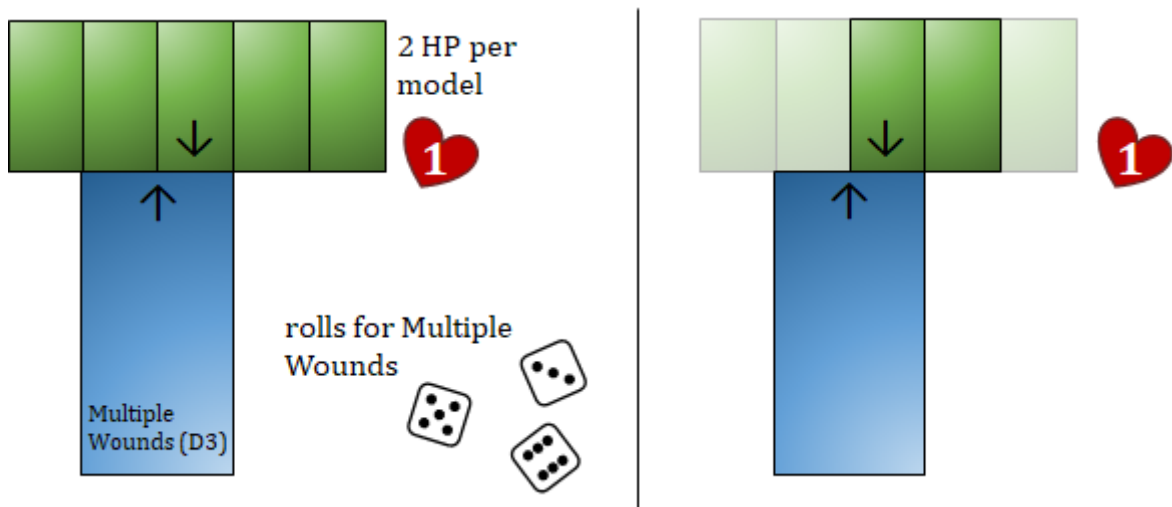
b) The blue unit's Front Facing is identical to a). However, now the unit consists of more than 1 model. The dashed line marks the right edge of the left model's Front Arc. You can still draw an uninterrupted straight line from the blue unit's Front Facing to the green unit. However, you cannot draw such a line from any blue model's Front Facing without the line leaving the corresponding model's Front Arc. So here, the blue unit cannot draw Line of Sight to green.

VI.15 How do Multiple Wounds work against models with more than 1 Health Point?

21.G.b.18 Multiple Wounds (X) - Close Combat

Unsaved wounds caused by the attack are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound from an attack with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle).

For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.



The green R&F models have 2 Health Points each, but have lost 1 Health Point previously in battle. The blue model's attacks have Multiple Wounds (D3). Blue scores 3 hits, which the green models fail to save, and rolls 3, 5, and 6 for the Multiple Wounds (D3).

Normally, this would mean that the 3 unsaved wounds are multiplied into 2 - 3 - 3 Health Point losses. As the amount of Health Point losses per attack with Multiple Wounds cannot be higher than the Health Points Characteristic of the target, ignoring the previously lost Health Point, the number of Health Point losses is reduced to 2 - 2 - 2.

3 green models are removed as casualties, and the Health Pool of the remaining models still has one lost Health Point.

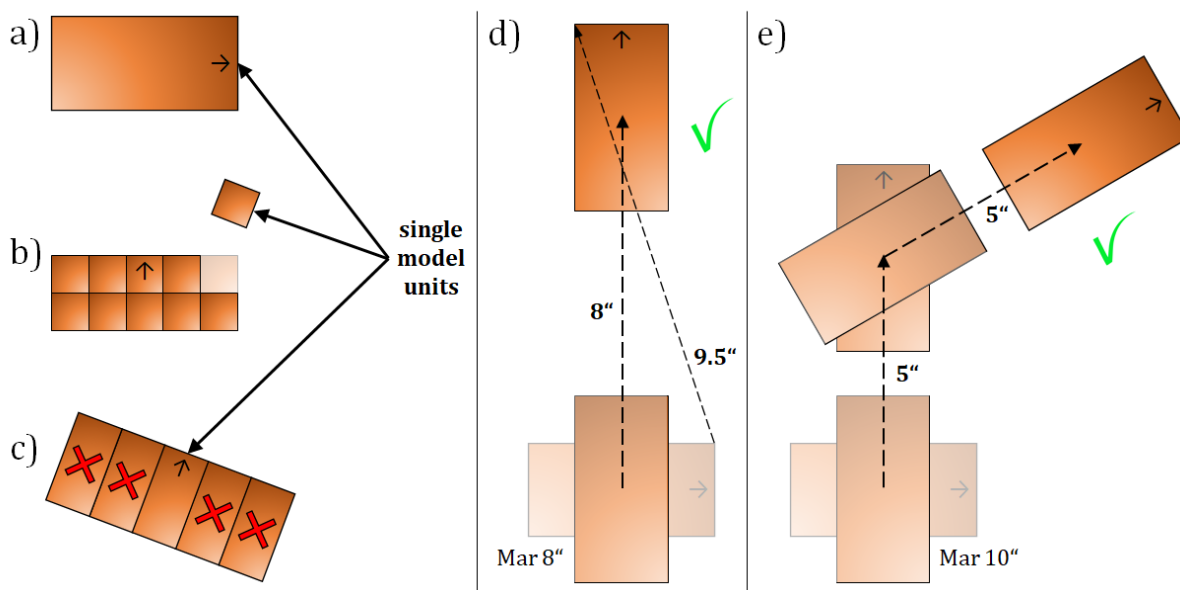
VI.16 What are “single model units” and how do they move?

8.D.b Complex Unit Entries

a) Certain units, like Characters, consist only of a single model. These units are labelled as “single model” units. They follow the same rules as units consisting of multiple models, but there may be certain differences, like Characters being able to join other units.

12.D.e Moving Single Model Units

Units consisting of a single model follow the rules for Moving Units stated above. In addition, they can perform any number of Pivots during Advance Moves and March Moves.



The term “single model unit” refers to a unit that consists of a single model. In this regard, it doesn’t matter if a) the unit actually started the game as a single model unit (e.g. most models with Towering Presence), b) if it is a model that has left a unit that it was joined to (like a Character leaving a unit), or c) if all other models in its unit have been removed as casualties.

d) Single model units can perform any number of Pivots during Advance and March Moves. These Pivots do not affect the distance they moved. This distance is determined solely by the distance that the centre of the model’s base moved. Here, the model was initially facing towards the right. It Pivots towards the top and then moves its March Rate of 8” towards the top. Although the model’s Front Facing may have moved farther than its March Rate (9.5”), this move is legal as the model’s centre did not move farther than its March Rate.

e) Here, a single model unit with Mar 10” that was initially facing towards the right Pivots towards the top, moves 5” forwards, Pivots clockwise towards the upper right, and then moves another 5” straight forward.

VI.17 How does the position of Characters change if all R&F models in their unit are wiped out?

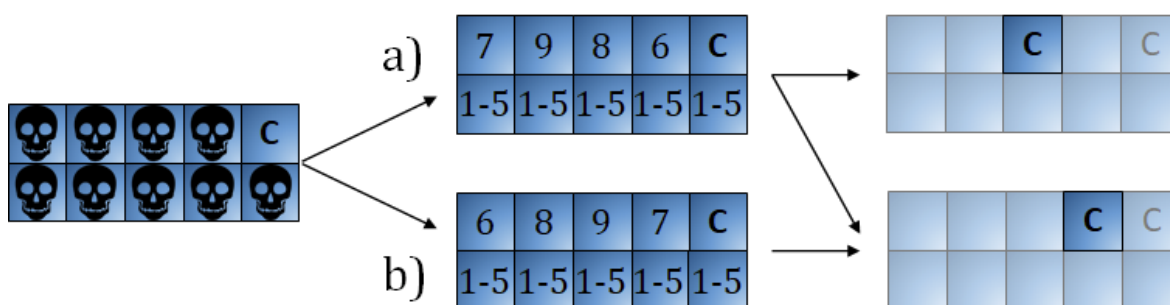
16.B.a Removing R&F Models

If the unit is in multiple ranks, R&F casualties are removed from the rear rank by the owner one by one, in any order they choose. If casualties are removed from the first rank, remove models one by one as equally as possible from both sides of the unit. Note that this only applies to each batch of simultaneous attacks. If a model of a different Health Pool is in a position that would normally be removed as a casualty, remove the next eligible R&F model and redistribute the models in the unit into a legal formation, following the rules described in “Illegal Formation after Removing Models”, page 69.

16.B.e Illegal Formation after Removing Models

If the removal of a model would lead to an illegal formation (...), immediately redistribute or slide models in the unit without changing the direction that the unit is facing until the formation is legal, following the rules below (...):

- 4th priority: Change the width of the unit as little as possible.
- 5th priority: Slide as few models as possible; in case of a draw, the owner decides which half of the models to slide.



In the Combined Unit consisting of a Character (C) and 9 R&F models, all R&F models are removed as casualties due to a set of simultaneous attacks (e.g. Shooting Attacks from an enemy unit). As per the rules for removing casualties, the R&F models are removed one by one. First, the models in the second rank are removed in an order chosen by the owner (1-5). Once there are only models in the first rank left, they are removed from both sides as equally as possible:

a) The owner decides to start removing models from the right. Since that position is occupied by C, the next eligible R&F model (6) is removed, and C is slid into its position. The next model has to be removed from the left (7), followed by another model from the right. As before, that position is occupied by C, so the next eligible R&F model (8) is removed. The owner can choose to either slide 9 or C to take its place. Finally, the last R&F model (9) is removed. Since C is the only model left, there are no gaps in the formation and C does not change position.

b) The owner decides to start removing models from the left (6). The next model has to be removed from the right. Since that position is occupied by C, the next eligible R&F model (7) is removed, and C is slid into its position. Now the next model is removed from the left (8), followed by another model from the right. As before, that position is occupied by C, so 9 is removed instead. Since C is the only model left, there are no gaps in the formation and C does not change position.

VI.18 What effects continue affecting a Character that leaves its Combined Unit?

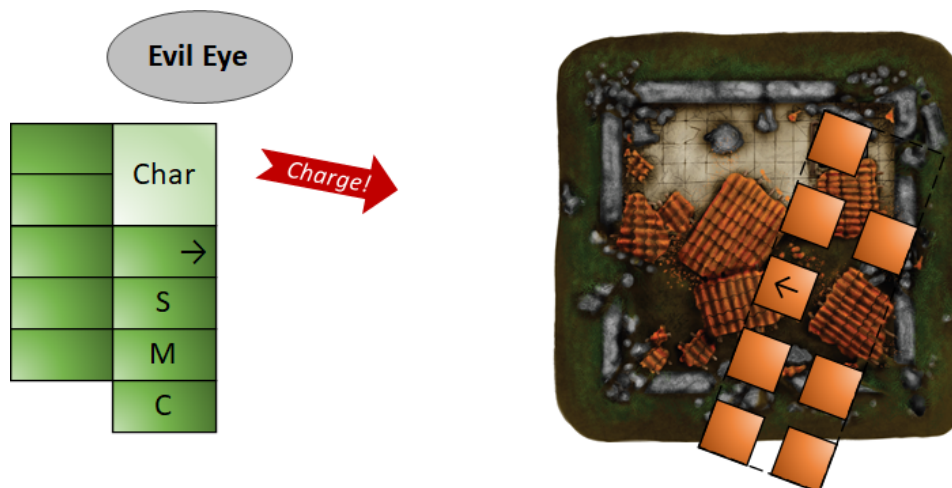
21.B.d Leaving a Combined Unit

A Character can leave a Combined Unit in the Charge Phase and in the Movement Phase if it is able to move (i.e. if it isn't Engaged in Combat, hasn't already moved, isn't Fleeing, etc.). In both cases, any game effects that would affect the Combined Unit (such as Banner Enchantments) remain in effect for all parts of the Combined Unit until the end of the phase (even if a Character leaves the unit), unless specifically stated otherwise (e.g. One Turn spells). The Character ignores models from the Combined Unit for movement purposes and may make a Flying Movement (if it has Fly). Characters leaving a unit do not affect whether or not this unit counts as having moved (e.g. for purposes of shooting).

13.G.d Spell Duration

One Turn

The effect of the spell lasts until the start of the Caster's next Magic Phase. If an affected unit is divided into several units (the most common example being a Character leaving its unit), each of the units formed this way keeps being affected by the spell effects.



The green Combined Unit contains a Character (Char), a Champion (C), a Musician (M), and a Standard Bearer (S) that has the Stalker's Standard (Strider). In addition, the unit is the target of *Evil Eye* (+1" Adv, +2" Mar). The Character leaves its unit by Charging the orange Skirmishers in the Ruins Terrain Feature.

Because all effects affecting the entire unit will continue to affect also the Character until the end of the phase, even if it leaves its unit, the Character will benefit from the Champion's Ordering the Charge rule for its Charge Range roll. It will also retain Strider from the Stalker's Standard until the end of the phase, i.e. for the (Failed) Charge Move. And since *Evil Eye* is a One Turn spell, the Character will keep the spell's effect until the start of the next friendly Magic Phase as well.

Note that these rules are not restricted to Characters Charging out of a unit but also apply to Characters leaving their units in the Movement Phase or via Magical Moves.

VI.19 Where can models on bigger Matching Bases be placed in incomplete ranks?

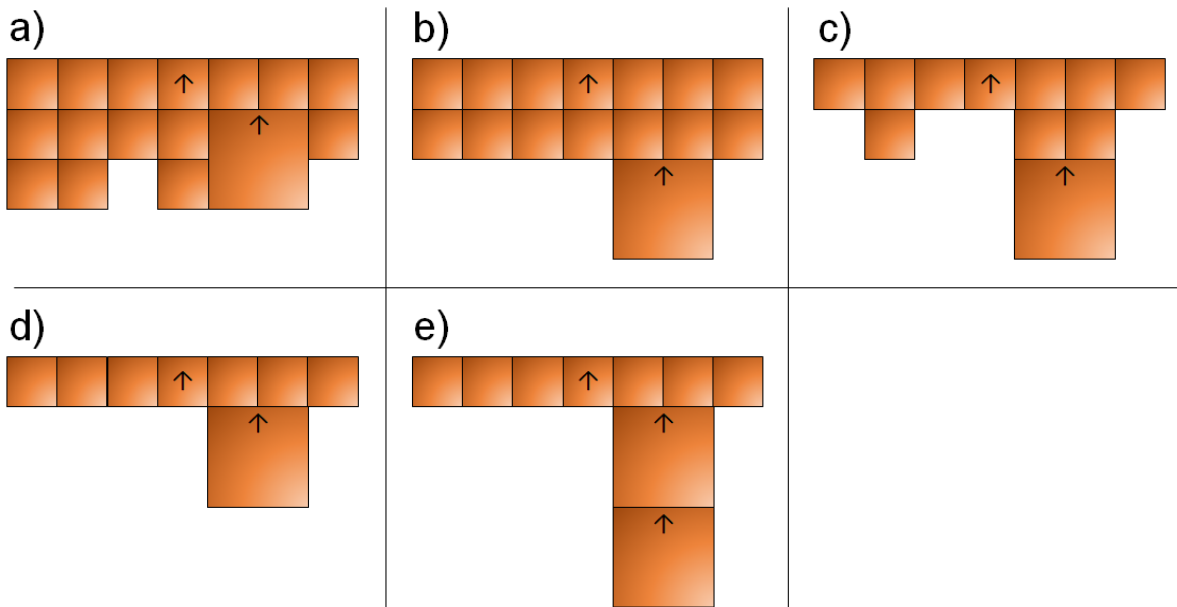
21.A.b.16 Front Rank

Matching Bases

• If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (for instance, the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks).

21.A.b.34 Stand Behind

The model can be placed anywhere inside its unit (its Front Facing doesn't have to be placed as far forwards as possible and it can be placed farther backwards than that of models without Front Rank, even if the model has Front Rank). Its Front Facing cannot be placed farther forwards inside a unit than that of any model with Front Rank but without Stand Behind. Ignore Stand Behind for models with Mismatching Bases.



The examples above show how models on Matching Bases with Stand Behind can be placed inside units, based on Caiman Elders in Tegu Warriors units.

- a) The unit has 3 ranks. They all are considered Full Ranks, even though the last rank is incomplete, as the Caiman Elder counts as 2 models for calculating Full Ranks, resulting in 5 models in the third rank.
- b) The unit has 4 ranks. The first 2 are Full Ranks and the last 2 are incomplete ranks.
- c) The unit has 4 ranks. Only the first rank is a Full Rank.
- d) The unit has 3 ranks. Only the first rank is a Full Rank. Note that if 1, 2, or 3 R&F models are removed as casualties from the sides of the first rank, the Caiman Elder would still be in a legal position so that it would not have to move to the first rank.
- e) Here the unit contains 2 Caiman Elders. They could both be placed behind one another, forming 4 incomplete ranks.

VI.20 Where do you place Characters on large bases in units that contain a War Platform?

21.A.b.16 Front Rank

Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. Models with and models without Front Rank must be placed inside their units so that the following conditions are satisfied as best as possible, in decreasing priority order:

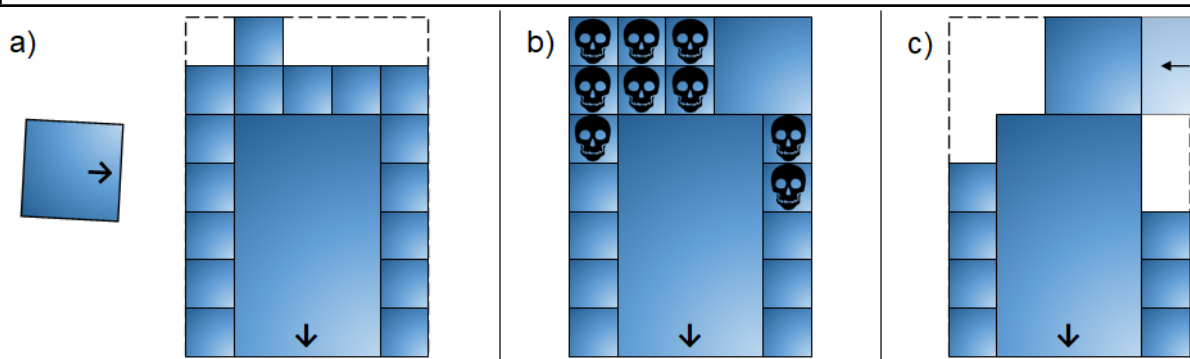
- 1st priority: The Front Facings of models without Front Rank must be placed as far backwards as possible.
- 2nd priority: The Front Facings of models with Front Rank must be placed as far forwards as possible.

(...)

- If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (for instance, the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks).

21.A.b.48 War Platform

When joined to a unit, it must always be placed in the centre of the first rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the first rank at all times (...).



a) The Character on a 40×40 mm base joins a unit with 20×20 mm R&F models that already contains a War Platform on a 60×100 mm base. The Character has to be placed anywhere in the rank behind the War Platform because the latter has to remain in the centre of the first rank.

b) The Combined Unit suffers Health Point losses so that 9 R&F models have to be removed as casualties.

c) The Character has to remain behind the War Platform, but it has to be shifted to the left so that its entire Front Facing is in physical base contact with the model in front of it (see 3.B Units). Note that if all R&F models were removed as casualties, the Character and the War Platform would no longer have Matching Bases (40×40 mm vs. 60×100 mm), so the Character being positioned behind the War Platform is an illegal formation. As per 16.B.e Illegal Formation after Removing Models, the Character now has to be redistributed to the first rank.

VI.21 Can units that cannot benefit from Commanding Presence or Rally Around the Flag still use effects that work within range of Commanding Presence or Rally Around the Flag?

21.A.b.7 Commanding Presence

The Discipline of all models in units, including Fleeing units, within 12" of a friendly non-Fleeing model with Commanding Presence may be **set** to the Discipline value of that model (...).

21.A.b.28 Rally Around the Flag

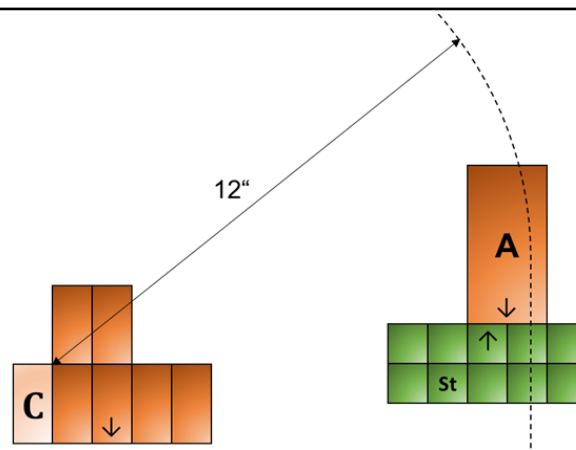
All models in units, including Fleeing units, within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.

Crown of Horns

The bearer's unit and all units within range of its Commanding Presence (if applicable) automatically pass Discipline Tests taken due to Primal Instinct.

Oriflamme

The bearer gains Fear while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.



Certain effects can only be used by units that are within range of Rally Around the Flag or Commanding Presence, like Undead or Crown of Horns (BH).

There are other effects that prevent units from benefiting from Rally Around the Flag or Commanding Presence, like Oriflamme (KoE, see above).

a) In the figure above, unit A is within range of its Battle Standard Bearer's (C) Rally Around the Flag while Engaged with the green unit, whose Standard Bearer (St) has Oriflamme. Unit A cannot benefit from Rally Around the Flag, e.g. for rerolling failed Break Tests, but as it is within range of Rally Around the Flag, any effects that can be used while within range of Rally Around the Flag still work.

b) Similarly, if there were any effects in play that would prevent unit A from benefiting from Commanding Presence, any effects that can be used while within range of Commanding Presence still work. So in the example above, if the General's (C) unit was Fleeing, unit A would, despite not being able to use the General's Discipline from its Commanding Presence, still benefit from the General's Crown of Horns.

VI.22 Are units at the edge of a Deployment Zone or a Terrain Feature also inside that element?

3.C.b Contact between Objects

Two objects, like bases, Unit Boundaries, Terrain Features, and so on, are considered to be in contact (see figure 4):

- If they touch one another:

- a) Along a line (e.g. two rectangular bases contacting each other along their front)

- b) At a single point (e.g. corner to corner contact between units)

- If one object is inside another. An object is considered to be inside another if it is:

- c) Partially inside the other object

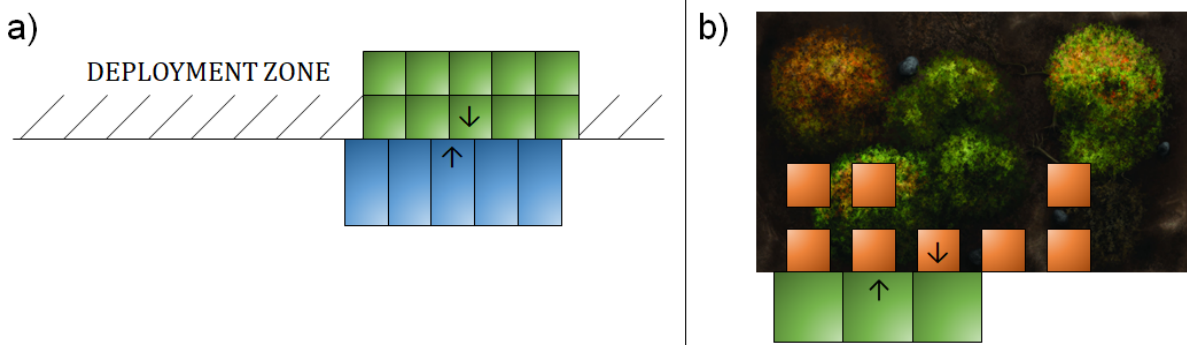
- d) Fully inside the other object

2: Breakthrough

The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, up to a maximum of 3, wins this Secondary Objective.

4: King of the Hill

A player captures their opponent's chosen Terrain Feature if any of the player's Scoring Units are inside that Terrain Feature at the end of the game.



a) The green unit is placed precisely at the edge of its Deployment Zone. The blue unit is Engaged with the green unit. The green unit is fully inside its Deployment Zone. The blue unit is in contact with the Deployment Zone because its Unit Boundary touches it along a line, but it is not inside the Deployment Zone. So e.g. for the purpose of Breakthrough, the blue unit would not contribute to the Scoring units inside the opponent's Deployment Zone.

b) The orange Skirmisher unit is placed precisely at the edge of the Forest Terrain Feature. The green unit has Charged the orange unit, so the green unit is touching the edge of the Forest, but it is not inside the Forest. If the Forest is Dangerous Terrain, the green unit's models will have to take Dangerous Terrain Tests because they come into contact with the Forest. Note that this also applies to the "magical Forests" in the game (e.g. from *Forest Embrace*). As the green unit is not inside the Forest, it would not be considered capturing the Forest at the end of the game for King of the Hill.

VI.23 How do range modifiers of Commanding Presence and Rally Around the Flag work?

21.A.a Conditional Application

Universal Rules may have the range of their effects modified (...):

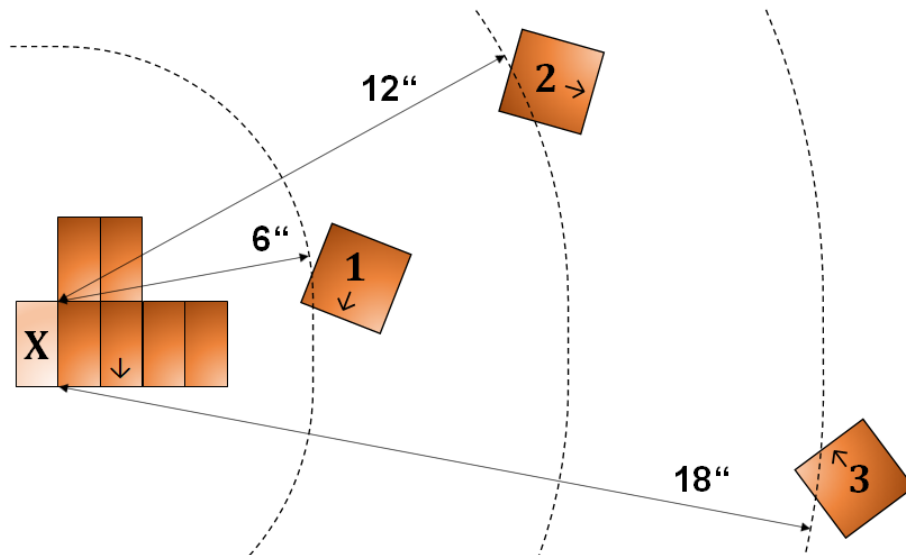
- If X is given as a modifier (e.g. Commanding Presence (+6")), the Universal Rule gains this as a modifier to its range. If the model doesn't have the Universal Rule, the modifier has no effect and this instance of the Universal Rule is ignored.

21.A.b.7 Commanding Presence

The Discipline of all models in units, including Fleeing units, within 12" of a friendly non-Fleeing model with Commanding Presence may be **set** to the Discipline value of that model (...).

21.A.b.28 Rally Around the Flag

All models in units, including Fleeing units, within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.



In the figure above, X is a model that may have Commanding Presence and/or Rally Around the Flag. All examples below will be based on Commanding Presence (CP) - the mechanic of Rally Around the Flag works identically in terms of range and range modifiers.

a) X is the General and thus gains CP. Models 1 and 2 are within range of its CP of 12".

b) X has Commanding Presence and gains Commanding Presence (+6"). The 6" are added to its CP's range of 12", so models 1, 2, and 3 are within range of its CP of 18".

c) X gains Commanding Presence (+6"), but it does not have another instance of CP. Since it does not have the Universal Rule, the modifier has no effect and the model is not considered to have CP for rules purposes.

Outlook

- If you have a question or situation that you would like to see covered in this document, please let us know ([here](#)).