

Model And Units

Models

Models represent our fighting warriors, monsters and spell casters. Everything that is standing on the same base is considered the same [model](#) (i.e. a [dragon](#) and its rider, or a [cannon](#) and its three crewmen, are considered a single [model](#)).

Multi-part Models

Models with more than one characteristics profile (such as a rider and its [mount](#)). Each part of such a [model](#) with its own [characteristic profile](#) is referred to as "part of [model](#)". I.e. an Elven [chariot](#) is a single [model](#) consisting of 5 parts (2 Elven horses, 2 Elven crewmen, 1 [Chariot](#) Carriage). A normal foot soldier is a single [model](#) consisting of a single part.

Whenever a rule affects such a "[model](#)", all parts of the [model](#) will be affected unless noted otherwise.

Units

All models are part of a [Unit](#). A [Unit](#) is either a group of models deployed in a formation consisting of ranks (along the width of the [Unit](#)) and files (along the length of the [Unit](#)) or a single [model](#) operating on its own. Whenever a rule, ability, spell and so on affects a [Unit](#), all models in the [Unit](#) are affected. When forming a [Unit](#), all models in the [Unit](#) must be perfectly aligned in base contact with each other and face the same direction. All ranks (except the last one) must always have the same width. The last rank can be shorter than the other ranks; if so, this is called an incomplete rear rank.