



# Vanguard FAQ

*Document version 1.0*

## ***1. Dice***

1.1

Q: If a model with Vicious re-rolls a 1 to a hit, can this be Parried?

A: No, you can never re-roll a re-roll.

1.2

Q: The rule for natural 1s and 8s automatically failing or succeeding is only mentioned in the Exploding 8s! mechanic boxout on page 12. Are there any other rolls or tests where it should apply?

A: Yes, with Nerve tests. A natural roll of 1 is a failure and a natural roll of 8 is a success on Nerve tests.

1.3

Q: For Regenerate rolls, does the Exploding 8s! mechanic apply?

A: No.

## ***2. Movement & Actions***

2.1

Q: Is Retaliation an activation, therefore triggering special rules such as Headstrong or Regenerate?

A: No. Retaliation is not an activation irrespective of whether the model is to be marked as fatigued or activated.

2.2

Q: Can flyers ignore Difficult Terrain and land in it / charge out of it freely?

A: Flyers may run or walk normally across Difficult Terrain, including landing in it. Flyers making a qualifying Charge out of difficult terrain may gain a bonus dice. Flyers charging into difficult terrain cannot gain a bonus die unless they also have Pathfinder.

2.3

Q: Does a Walk action after a Brace remove the Brace?

A: No. A braced model may use remaining actions during its activation without losing Brace. Brace is only removed by starting a new activation, including Forced Fatigue, or when the model is Knocked-down.

2.4

Q: If a 25 x 25mm, non-Pathfinder or flying model is exactly 3" from the edge of Difficult Terrain, how much movement does it take to get its base out of the Difficult Terrain?

A: 7". Movement should be measured from the front of the model as it moves. Therefore once the model has moved 3" (costing 6" of movement), it is no longer impeded by the Difficult Terrain.



### **3. Fatigue**

3.1

Q: Can you Force Fatigue a model as an extra activation using 2 Power?

A: No. The extra activation must be an unactivated model.

3.2

Q: Can I Run my model its full distance, then use another activation to Force Fatigue it and use a haste potion to Run (charge) with a Forced Fatigue?

A: Yes, since the Potion of Haste allows Run as a short action.

3.3

Q: Can I Fatigue a model that has participated in a Group action?

A: No. A Fatigue Action cannot be given to a group or member of the group. A model from the group could however be Force Fatigued later in the Round.

3.4

Q: Can a Fatigued model take part in a group activation if it makes a successful Headstrong roll?

A: No. A group action is considered a long action. All members of the group must be able to undertake a long action when they are nominated. Models that are Fatigued or Knocked-down cannot be nominated in the group, even if they have special rules which may remove that condition once activated.

3.5

Q: Can you Fatigue a model that is already Fatigued?

A: Not with a Fatigue or Forced Fatigue action. However, some special rules or abilities may specify a Fatigue counter is placed but there is no need if the model already has one.

3.6

Q: If a model clears Fatigue with Headstrong, can it be Fatigued at the end of its activation?

A: Yes.



## ***4. Engaging & Combat***

### **4.1**

**Q:** Can you Engage multiple enemy models with a single model?

**A:** Yes, provided you have sufficient movement and the models are positioned so that you can align flush to both, you may engage multiple models. Note however the Move to Engage may only qualify as a Charge and therefore grant a free Fight action against one of the models Engaged. Only that model can be the target of the subsequent attack.

Similarly if normal aligning to a model would cause Engagement with multiple models, the moving player may choose to only Engage one and position their model accordingly, providing it will fit.

### **4.2**

**Q:** Can you engage an enemy with a normal move (or even Run, which doesn't qualify as a charge) and thus engage an enemy you didn't even previously see?

**A:** Yes, this is allowed. If it's not a qualifying charge however, there are no bonus dice or attacks for doing so. Your model simply stumbled into the enemy unprepared.

### **4.3**

**Q:** Are corner-to-corner engagement allowed?

**A:** No. To engage, there must be some overlap of bases.

### **4.4**

**Q:** If there are two or more models fighting in range of a spear, can it support all of them?

**A:** Yes. Go spears!

### **4.4**

**Q:** Can a spear support fights in its rear arc?

**A:** No. Models with spears must be able to see the enemy model being attacked. [RULE UPDATE]

### **4.5**

**Q:** Please could you clarify the engagement status when models are Knocked-down in combat.

**A:** A Knocked-down model does not Engage any model in base contact with it. Therefore, it cannot add outnumbering dice. The only action a Knocked-down model may perform is Stand Up.

A standing model is still engaging any Knocked-down models in its front arc with which it is in base contact. However since it is not Engaged by the Knocked-down model itself, it is free to move away normally, may take Shoot or Cast actions (including at the Knocked-down model) but may also be targeted by Ranged attacks. Note that while it may Fight the Knocked-down model, it cannot charge it (so no Running away and back again in the same Turn!).



4.6

Q: If a model is out of range to charge but that model is up against an obstacle can I charge to the obstacle and being within 2" can I count this as a charge? Can I attack even though the model would be too far away were the barrier not there?

A: No, the model behind the obstacle must be in range before the charging model moves (although 2" of movement is not deducted for the obstacle in this calculation). [RULE UPDATE]

4.7

Q: When declaring a Group Assault, it's possible that some group members will block the LOS to the target(s) of the other members. That will result in them not getting a qualifying charge. Is this correct?

A: Take all LOS, before models are moved, from the nominated Group leader and use this for each of the group members for this Group Assault (RULE UPDATE).

## ***5. Knocked-down***

5.1

Q: Does Knocked-down also make you Fatigued?

A: Not automatically, unless specifically stated otherwise, such as Down But Not Out.

5.2

Q: Do Knocked-down models with spears contribute bonus dice?

A: No.

5.3

Q: Do Parry and Dodge apply when Knocked-down?

A: Yes.



## ***6. Shooting & Spells***

6.1

Q: Do you get a free pivot before casting long spells?

A: Yes, unless the rules specifically state otherwise. [RULE UPDATE]

6.2

Q: Does Difficult Terrain provide cover stopping Clear LOS both ways, or just 1 way?

A: See the Partially Blocked LOS conditions on page 26. In summary, Difficult Terrain may provide cover to models within it, it does not affect models shooting out of it. Note that a shooter more than 3" into such terrain may have blocked LOS (see page 25).

6.3

Q: Do Breath attacks have to project from the front of a model as per the diagram on page 37 of the rulebook?

A: They can be projected from any one of the three base sides in the model's front arc.

6.4

Q: Iron Slam is listed as CSX where X is the number of hits. But it's a ranged spell, should it gain piercing to be more clear? I know the intent is they are getting slammed on the ground, but at the end of the day it's a ranged spell.

A: The effects are the same, but yes, technically it should be Piercing rather than Crushing Strength.

6.5

Q: Do ranged spells gain the benefit of normal ranged attack dice bonuses, like clear shot and elevation bonus?

A: Where the spell title line includes a number of dice, then the spell may gain bonus dice for clear shot and/or height or by spending power. E.g. Fireball (Short): Range 9", 2D8.

Where the number of dice, or a target number to roll are specified in the spell description and not in the title line, they are fixed. The spell may NOT gain bonus dice for clear shot or height or by spending power. E.g. Heal (short): Range 6".

6.6

Q: Teleport Spell

Does the target have to be within 6" of the caster and then gets moved to another spot within 6" of the caster, or can it be any unengaged model on the board that is then teleported to within 6" of the caster? Can they be teleported into combat?

A: Yes, both the target and destination must be within 6" of the caster (hence the spell's Range). A model may be placed Engaging another model, however note that this is not a qualifying Charge.



6.7

Q: Can you use Breath Attack or AoE attacks into a melee or even just to hit one target engaged in melee? Breath and AoE both say it hits all models no matter the side, but it doesn't say if it ignores the "Can't shoot an enemy engaged with a friendly" rule from the Ranged Attack section. Can you clarify if they can hit models engaged in melee with these effects and if so who gets hit? Would models block LOS for one another or would your friendly model get caught in the blast even if they're outside the template?

A: For Area Effect attacks, only the original target must be a valid one according to the targeting rules. For Breath attacks, the first model the attack would hit **MUST** be a valid target according to the targeting rules. After this, **ANY** models that fall into the Area Effect or "template" of the Breath attack, will be hit. Whether a model is Engaged or not is not considered – only those models that are caught by the attack are affected.

6.8

Q: Can Breath or Area of Effect attacks affect models engaged in combat?

A: See above – only if they are caught by the weapon's area of effect. They cannot be the initial target of the attack.

## ***7. Scenarios***

7.1

Q: Can Scouts be deployed in base contact with objectives?

A: No. They must be placed 4" or more away [RULE UPDATE].

"Objectives" in different scenarios means:

Supply Grab: The 3 (or 5) objective counters in play

Free the Princess: The defender deployment zone

Recover the plans: The dead spy marker

Kill the bard: The bard

The Dragon's Egg: The egg marker

The Power Stones: The 3 (or 5) stones in play

Capture the Giant: The giant

Secure the Portal: The portal

7.2

Q: Does placement of Scouts count towards who finishes deployment first?

A: Yes, a player has not finished deploying until all Scouts are placed.



## ***8. Warband Queries***

8.1  
Q: Can Orclings gain Crushing Strength from GREEN TIDE, which affects models of Race ORC.  
A: No. Where keywords are used in the rules, they must match exactly.

8.2  
Q: Is there a difference between the notations "Human, Knight" and "Human/Beast"?  
A: The Human, Knight notation was made to distinguish those models from the Villeins in the list (Human, Villein) so there was clarity in which rules applied to which models within the warband. They are effectively a type of Human within that list. Human/Beast means the unit has both keywords.

8.3  
Q: Can SLAVEHOOKS (X) be used for free if you don't spend any power? Does using the ability count against using a second ranged attack with that model in the same activation?  
A: No. You need to spend at least 1 power to use the ability. The model can perform a Shoot or Cast action in the same activation, in addition to the SLAVEHOOKS ranged attack.

8.4  
Q: Is SURGE an action?  
A: No, Warband Special Abilities such as SURGE do not require an action to be spent, unless they specifically state otherwise.

8.5  
Q: Does the Banshee's WAIL ability affect models that are Engaged? If yes, what happens? What if the affected enemy were at the same height as the banshee but close to a drop, would they move and fall? Does the WAIL affect anything on higher levels?  
A: An Engaged model may not use a Walk action. A model that is Engaged, Knocked-down or prevented from making Walk actions by any other means is not affected by the WAIL. Affected models must move as far as possible from the Banshee using a Walk action and will use the Dropping Down or Climbing rules if appropriate.

## ***9. Equipment***

9.1  
Q: Can a lucky charm be used to re-roll the dreaded portal roll (in the Capture the Portal scenario)?  
A: Yes!

9.2  
Q: Can models that are BEAST and something else, such as the Frostfang Cavary who is BEAST / Half Elf be given equipment?  
A: No – they are of both Races. Models with the BEAST Race cannot be given equipment or climb, irrespective of whether they have another Race. Consider that the rider is too busy hanging on and pointing the head in the right direction to be concerned with fancy equipment!



## ***10. Campaigns***

### **10.1**

**Q:** If you give a GRUNT a Common Item and they die, is it replaced for free post-game or do you have to rebuy their lost item?

**A:** The Warband survivors are assumed to scavenge all equipment items (except discounted ones, see below) from their fallen comrades. Therefore, items given to killed GRUNTS are returned to the Supplies Caravan as normal.

### **10.2**

**Q:** If I buy a discounted item, can I give it to someone else?

**A:** No. Equipment bought at discounted prices (e.g. an option on a model's card) always stays with that model and is never moved to the Supply Caravan.