FAQ

Q: Can you clarify what all the various base sizes are for each unit type, including the legacy ones. Why are some base sizes or unit types called legacy?

A: For clarity in the Core Rules, the terms Heavy Infantry, Monstrous Infantry and Titan were removed from the wording. They still define different base sizes, because they always have (i.e. they have a game "legacy"), but they operate, rules-wise, just like their "parent" type. Thus, if a rule affects Large Infantry, it also affects Monstrous Infantry; if a rule affects Infantry, it also affect Heavy Infantry, and if a rule affects Monsters, it also affects Titans

Here's a handy matrix listing all the unit types and their base sizes. Unit profiles will specify if a unit has a different base size or unit strength to normal.

Unit Type	Base Size (front width x depth mm)			
	Single Model	Troop	Regiment	Horde
Infantry	40x40	100x40	100x80	200x80
Infantry (Heavy)	40x40	125x50	125x100	250x100
Large Infantry	40x40	120x40	120x80	240x80
Large Infantry (Monstrous)	50x50	150x50	150x100	300x100
Cavalry	50x50	125x50	125x100	250x100
Large Cavalry	50x50	150x50	150x100	300x100*
Chariot	50x100	n/a	150x100	n/a
Monster	50x50	n/a	n/a	n/a
Monster (Titan)	75x75	n/a	n/a	n/a

**in case such a unit is created…*

Q: If after declaring a multiple charge it is found one of the units can't fit, would this unit then have counted as blocking for the others?

A: Indeed, if a unit is not charging, because it has been given a different order (as it's been found out that it's not fitting in the final position), then it does block movement for other charging units! In rare cases when this could happen, it's best to measure whether the charging units will fit before physically moving any charging unit.

Q: When withdrawing through a friendly unit, is your unit always wavered? Or is it only wavered if your move was not long enough, and you had to push your unit an extra distance?

A: Only if it would have ended its move on top of the friendly unit, so its move had to be extended.

Q: Can you clarify when a command order can be issued/received?

A: You can issue a Command Order at any point during a unit's move (although a Command Order cannot be issued mid-pivot – make sure the turning is completed first). This includes both the units issuing or receiving the order. Each commander is free to separately issue a command during the phase when they want. They don't all have to issue commands at the same time.

Q: If a unit with the Fearless special rule withdraws from combat and has to pass through a friendly unit, is it wavered?

A: Yes, the Fearless unit is Wavered, because no Nerve test is involved. Imagine that the unit has lost its cohesion and has to spend time reforming its ranks and files.

Q: Can you explain how Wild Charge works with and without loot tokens?

A:

<u>Without Loot Counter</u>

Measure distance to potential target. If it's equal to or less than [2XSpeed+Max possible Wild Charge Distance] then you can declare the charge. Roll for Wild Charge. If the roll is not enough, give it a different order.

<u>With Loot Counter</u>

Measure distance to potential target. If it's equal to or less than [2XSpeed+Max possible Wild Charge Distance] then you can declare the charge (note that you use the actual unit's Speed). Roll for Wild Charge. If the roll is enough, drop the Loot Counter and charge the unit in. If not enough, give it a different order (you may keep or drop the Loot Counter).

Q: Objective tokens, Page 68. Objective token rules state that you check who controls them "at the end of the game" but multiple scenarios make reference to controlling objective tokens over the course of a game. Is the intent for objectives to be controllable at any point during a game?

A: The general rule is at the end of the game. If a scenario says otherwise, then you check instead at the point the scenario says so.

Q: If a unit with Crystal Pendant of Retribution fails the Withdraw nerve test and is routed, do the enemy units in contact suffer the hits? And who is rolling for them?

A: Yes, it explodes! The player whose Turn it is rolls.

Q: Can La'theal target herself with her own Crone Leech ability?

A: She does not have the Cronebound trait, so no, she cannot.

Q: How does Regeneration interact with the withdraw order?

A: Like any other movement order, declare the order and roll for regeneration, then proceed with the rest of the order. In this case, you would then roll the Nerve test to Withdraw! So the regeneration happens first (which could of course help with the Nerve test).

Q: Can a shambling unit affected by the Salamander command Will of the Ancients be surged into combat?

A: Yes, the unit can be surged into combat. Commands that do not allow charges only limit charges in the movement phase.

Q: Should the Basilean command order "For the Glory of the Hegemon" read large infantry?

A: No. The Heavy Infantry wording was left in for future proofing in case such Infantry units were introduced in the list.

Q: When a unit routs all enemy units engaged with it except a Yielding individual, is it counted as having routed all enemy units and can do a post-combat order?

As a Yielding individual can be ignored when moving and shooting (even if Engaged with it), is a post-combat order considered moving and therefore can ignore the yielding individual?

A: The intent is that you can ALWAYS ignore yielding heroes, so yes, you do get your post-combat orders. The only thing you cannot do is to end the post-combat order movement on top of the yielding hero.

Q: If you withdraw and touch an enemy Yielding Hero… can you choose to ignore it and if you go completely through, you are safe? What if your move is not long enough to end clear - then you are forced to "not ignore it" and get Routed?"

A: Correct. You can ignore it if you move completely through it, but if you do not and are forced to end the move on top of it, then you are Routed.

Q: A unit with ranged attacks charges a Yielding hero. In the Shooting phase:

Q1: Could the unit shoot at the same hero?

Q2: Could it shoot at another unit within its shooting range? Then, in the Combat phase, it would still fight the hero normally?

A: You cannot shoot the Yielding hero you're in base contact with, because in order to be able to shoot (i.e. not engaged) you must ignore the hero, but if you ignore it, there is nothing there to shoot! You can, on the other hand, ignore the hero and shoot at another target. This is a rare exception, as charging units are not normally able to shoot because they end up engaged.

Yes, the unit can shoot against a different enemy unit and then fight the hero in Combat.

Also note that a unit can shoot at an enemy unit that is in base contact with a friendly Yielding hero, because they can ignore the hero.

Q: A unit is charged in the rear or flank by a Yielding unit. If a charged unit is given a Halt! order and destroys the Yielding unit, it may then make a Forward! move of 1d6" and potentially charge another unit. This "forward" direction would actually be away from where the Yielding unit was. Is this correct?

A: Yes, unit A can Halt!, destroy the Yielding unit and then advance D6" and charge forwards. If you try that trick with a yielding unit, you must accept the risks!

Q: When charging through a Yielding Hero, do you have to end the move step clear, or can you end up "hovering" over the Yielding hero and continue to pick up, align and slide to the final position?

A: Only the final position matters; you can cross the hero freely until your final position, then check if you cleared it.

Q: Are magical Missiles affected by Spellward (-1).

A: Yes, Spellward affects all spells, including Magical Missiles.

Q: If two charging units are positioned so neither is to one side relative to their target, can the charging player choose which side each unit moves to?

A: Yes, in this scenario, it is the charging player's choice which way they move.

Q: Is the intent of Host Shadowbeast for any unit that can take arcane library spells to be able to cast Host Shadowbeast on themselves regardless of unit type? Can Scudku-z'luk cast Host Shadowbeast on itself?

A: The caster can put the Host Shadowbeast spell on themselves, but only if they are one of the listed types. Scudku-z'luk is not a Spellcaster. That's an error and errata.

Q: Does a unit benefit from Iron Resolve if it passes a Withdraw! Nerve test?

A: Yes

Q: Does Dread work while a unit tries to Withdraw?

A: Yes

Q: Does Routing from a failed Withdraw! Nerve test count as being destroyed in a "Combat"?

A: Yes.

Q: If you roll We Are Doomed! (double 6s) for a nerve test and result doesn't exceed the unit's nerve, does it get to force the dice to reroll if it is near a source of Inspiring/Very Inspiring?

A: The dice are not re-rolled for We Are Doomed! results from Combat due to Inspiring or Very Inspiring (or Mindthirst). We Are Doomed! results from Ranged attacks may be re-rolled due to Inspiring or Very Inspiring (or Mindthirst).

Q: Can multiple sources of Brutal be combined?

A: Yes. For example Ej Grenadiers with Brutal (D3) may receive a Gastromancy Command to receive Brutal (+D3) and also have the Pipes of Terror for Brutal (+1). If you roll well, this unit could end up with Brutal (7)!

Q: Is the pivot, and all movement, in a charge considered together in a Charge? Can you pivot through allies while charging?

A: Only the actual pivot can go through allies that aren't also charging, enemy units or impassable terrain, and must end clear before continuing the charge.

Q: Does the Crystal Pendant of Retribution effect combine with abilities like the Abyssal Dwarf "Last Breath" Command Order?

A: Yes! Sounds fun…

Q: Is a unit with a special rule that applies to friendly units (e.g. Rallying) affected by that special rule?

A: Not always. The term "friendly units" does not apply to the unit itself. The unit with the rule must be specifically mentioned as a beneficiary to benefit from a rule (e.g. Aura).

Q: If a chariot (50x100 base) that is engaged in its flank by something smaller (say an individual 40x40), can it use the wrap around rule to get off reform into the smaller unit's flank?

A: It's extremely rare. It has to be a single chariot model and it has to be a small attacking unit (40mm base). Very narrowly, the chariot unit's mid-point will be in the flank arc of the small unit that charged it. It's fine – let it happen!

A: When declaring a multi charge that includes one or more units with a random Wild Charge value, if the wild charging unit(s) doesn't roll high enough, do the other units involved still have to charge?

A: Yes. They all declared the charge. The fact some failed was a gamble you took…

Q: Stormforged Shrines and Chain Lightning. Does it keep bouncing until you fail to do damage or have a valid target in range? Also, if the second target has Big Shield - which frontage does the jumping lightning count as coming from?

A: No, there is only a first and a second target. The lightning then stops. If a direction needs to be determined to the second unit, it comes from the centre-point of the first target unit, not the original caster.

Q: When splitting melee attacks amongst different enemy units for a friendly unit that has variable attacks depending on what type of unit it is attacking, what is the method for determining the variable number of attacks? For example, a unit with D3 slayer special rule is engaged with a monster unit and an infantry regiment unit and splits attacks against them both.

A: As per page 35, if a unit has a random number of attacks, first roll to determine how many, then decide how to allocate them. If these extra attacks can only affect certain unit types (such as Slayer or Rampage), you can only allocate those specific attacks to units that qualify.

Q: Are "Visions from the Rift (Thunderseers), Visions from the Grand Seer (Vohdler), and Master Tactician (The Captain, Aeron Cadwallader) abilities are all intended to count as the "same ability" and players should roll off when they both have these?

A: Yes

Q: Concerning Interpenetration when moving (with pivots) (page 17) ... the rules say "you cannot end a unit's move on top of another unit" and "[units] must of course still end their pivot (and their entire move) clear of any units..."

If you have two infantry hordes, one behind the other, but staggered such that about 2 inches of one unit is behind the other unit, can the unit that is behind move forwards until it overlaps the unit in front, then pivot such that it clears the unit it is overlapping?

That seems to meet the requirements that "the pivot (and the entire move) ended clear of any units" but are you allowed to *start* a pivot while overlapping a friendly unit?

A: Yes, that is fine. As long as you only move through friendly units (and not as part of a charge), then you can effectively move through the friendly units as if they were not there.

Q: Do all relative positioning conditions in the rulebook apply to “Reform!” moves as part of a multicharge?

A: Yes, they do.

Q: If the random movement of Forward! Takes you into a new combat from a Yielding unit and the unit it took you into was already in combat, and already fought and had a morale check happen, will this new combat trigger a new morale check.

A: Yes, it will, this is a new combat. Note that any other units in that Combat that already attacked this Turn, cannot then do so again in the same Turn as a result of this overrun.

Errata

Rulebook

Page 18. 2nd to last paragraph, last line, for ‘and now Engaged’ read ‘are now Engaged’

Page 67. Unit Strength. Add that it should be noted that where a unit has a different Unite Strength to normal it will be listed next to the unit’s special rules as Unit Strength (n).

Page 65. The key is wrong

Flat Difficult Terrain should be the Pond

Difficult should be the Crop field

Page 68. While carrying a Loot Counter, a unit's speed is reduced to 5 (unless it is less than 5) and it cannot be moved by the Wind Blast, Enthral, or Surge spells.

Page 68. Add to the paragraph on dropping Loot Counters. A unit that Withdraws! must drop any Loot Counters it is carrying at the start of the order.

Page 68. After the paragraph regarding Non-Scoring units, add that units with the Individual special rule also cannot pick up or carry Loot Counters.

Page 69. Protect and Raze. The last bullet should say Objective Markers, not Objectives.

Page 73. Bulldog. Copy the 3 Victory Point scoring conditions from Push on page 71 instead of the two it currently has (i.e. the scoring conditions are the same as Push).

Page 108. Steel Juggernaut should be Hero/Lrg Inf and have Unit Strength (1)

Page 148. The Goblin Blaster should have Blast (D6 – Combat)

Page 149. Update the wording on the Mawpup Launcher to: **They look so cute:** This unit may target a friendly unit with the Green Horde Trait, even if it is Engaged. If any hits are scored, instead of causing damage, the target unit gains the Vicious (Combat) special rule until the end of the Turn.

Page 151. Grupp Longnail should have Blast (D3 – Combat)

Page 182. The Red Goblin Blaster should have Blast (D6 – Combat)

Page 166. The Voidlurker should be Hero/Titan

Page 203. Scudku-Z’Luk should NOT have the Spellcaster Trait

Page 206. Wranglers - should be Heavy Infantry

Page 206. Voidtouched Weavers - should be in the Core section

VOIDTOUCHED WEAVERS	TYPE	SIZES	SP	ME	SH	DE	ATT	NE	PTS	TRAITS
	HEAVY INFANTRY	Troop (AUX)	6	5+	5+	4+	8	12+	110	
		Regiment	6	5+	5+	4+	10	16+	140	
OPTIONS				SPECIAL RULES		Elite (Ranged). **Void Bolts:** 18”, Piercing (1)				

Page 207. Bound Phantoms should be Heavy Infantry

Page 208. The Terror should have the Cronebound keyword

Page 210. La'theal Voidheart is missing the 50mm base note

Page 211. Captain on Void Skiff is missing Fly

Missing n values

Page 176. Clarion's Aura (Iron Resolve (+1))

The following should all have Iron Resolve (1)

Page 142. – Archfiend and Lord of Lies

Page 171. Half Elf Berserkers (Troops and Regiments)

Page 211. Mikayel

Invasion

Page 102. The Feastmaster is missing Throwing Cleavers: 12", Piercing (1)

Page 131. The Riverguard Option should read: Exchange 2-handed weapons for Javelins, losing Crushing Strength (1) and gaining the ranged attack: Javelins: 12", Sh 4+, Piercing (1), for +50/+60pts

Page 132. Tidal Swarm is wrong and should be:

Sp	Me	Sh	De	Att	Ne	Special Rules
5	5+	-	2+	12	12+	Height (1), Scout

Page 135. Naiad Envoy - should be 100 pts

Page 136. Naiad Centurion – should have Inspiring

Missing n values

Page 120. Ylatar's Aura (Iron Resolve (+1))

The following should all have Iron Resolve (1)

Page 97. Wild Lancers (Troops and Regiments)

Page 98. Juggers (Troops and Regiments)

Page 99. Wild Runners (Troops and Regiments)

Page 102. Muster Captain on Winged Aralez