

The title card features the words "WARHAMMER" and "THE OLD WORLD" in a stylized, yellow, gothic font with red outlines. The text is centered on a dark blue background. On either side of the text are images of miniature models from the game. On the left, a large, multi-headed dragon-like creature is visible. On the right, a group of warriors, including a prominent figure on a horse, are shown in a battle scene.

WARHAMMER

THE OLD WORLD

AN UNOFFICIAL FAQ



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Scope

This document aims to be a tool for Tournament Organisers (TOs) and Players.

Our goal is to provide missing rules, clarify unclear rulings and explain rules where clarification is needed.

The questions answered in this document are sampled by the contributing TOs and are based on questions provided by You – The Players.

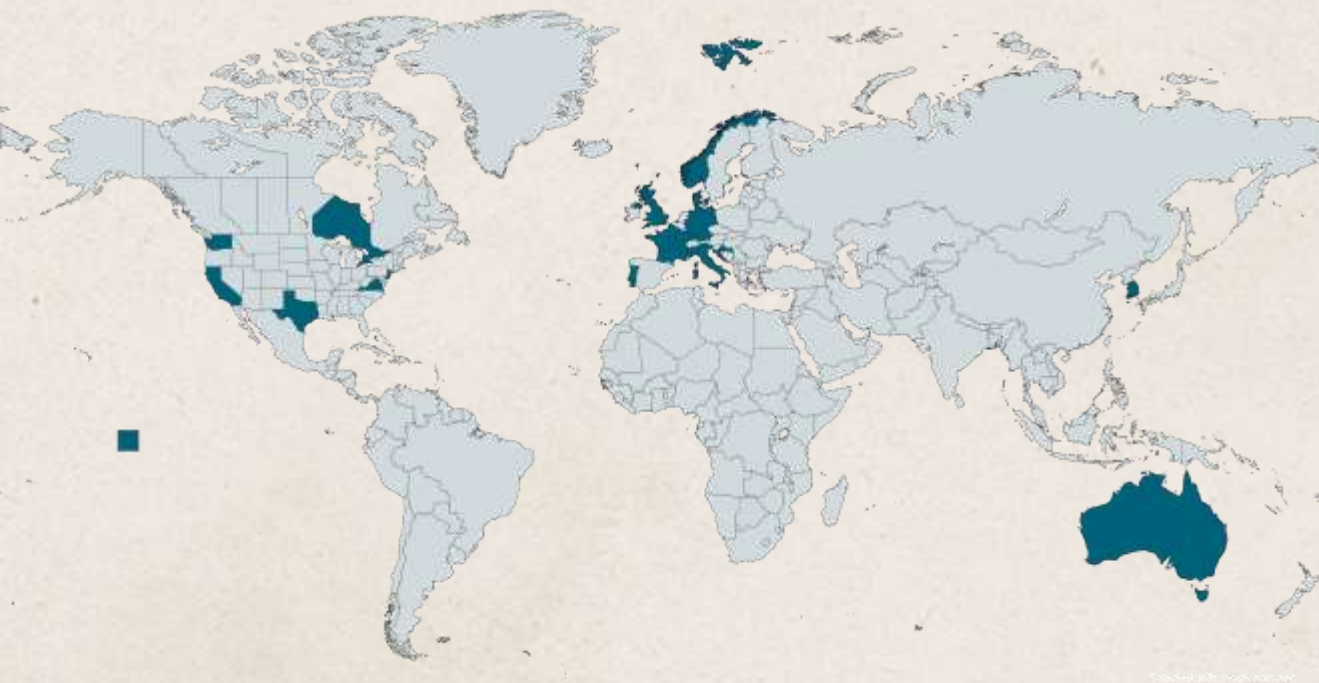
To make it easier for you, the structure of this document follows the individual phases of the turn.

Within the phases, the given FAQs are again ordered by Categories (Keywords).

Remember, the document is searchable via PDF.

Revision Date: 13 April 2025. Changes since last „big“ Revision (19. Feb 2024) in red

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AMBIGUOUS RULINGS

Some rules are written very ambiguously and lead to ambiguous results both in the community (social media or forums) and within the community FAQ council. We therefore strongly recommend that all tournament organizers clarify these rule problems in advance.

Q: Are victory points cumulative if a unit flees and is below 25% of its starting size? ID029, No Poll conducted, TOs differing, subject seems to shift over time, first ruling was: You take the maximum of points, in this case 50% for a fleeing unit.

Q: If a remains in play spell has two casting values and it has been cast with the highest casting value, what is the casting value to beat to dispel it in further turns?
ID129, Lowest value (17), Casting value that matches the current effect (15)

Q: Can you cast "Steed of Shadows" on a Infantry unit, that was joined by Characters that have another troop type?
Consists entirely of Infantry (12), can cast it even if characters joined (11)

Q: Q: Which base is needed for Models with #NV bases (Casket, Anvil, Mortar)?
Use rectangle or closest possible base or project model to ground as base (10), use model and measure everything directly to the model (7)

Q: With the new GW FAQ about taking wheeling into account for allowing charges, can you declare charges with Swiftstride if the opponent is within M+9 but with wheel M+12?
The opponent unit has to be both within M+9 maximum charge range and it has to be possible to conduct the charge with M+9 including the wheels (7)
While the opponent unit has to be within M+9 maximum charge range, you can still declare a charge if it is possible to conduct with M+12 including the wheels. (6)

GENERAL RULES

Characteristic & Profile

Q: *Some abilities grant bonuses to a characteristic, up to a maximum value. Some grant bonuses with no mention of a maximum value. When used together, how do they interact?*

A: *Any limitation is applied at the end of characteristic calculation. If there are no limitations on the characteristic from any source, you can go above 10.*

Reference: ID107, Core Rulebook pg. 96 (Characteristics Profile)

Q: *Is there a difference between rules that say you suffer a wound and ones that say you lose a wound?*

A: *Suffer a wound, allows armor and saves as appropriate. Lose a wound, means the model loses the wound with no saves of any kind.*

Reference: ID081, Community FAQ

Q: *When does a unit test when suffering Heavy Casualties?*

A: *Immediately after the attacks that caused the losses are performed the unit need to test*

Reference: ID082, Core Rulebook pg. 161 (Heavy casualties)

Q: *The value of Ward and Regeneration Saves is called Armour Value. Do modifiers for armour value (e.g. Shields, Spells like Plague of Rust etc) also effect Ward and Regeneration Saves?*

A: *No, unless explicitly stated that Ward and/or Regeneration Saves are effected*

Reference: ID084, Core Rulebook pg. 141 (Determining Armour Value), pg. 221 (Shield), pg. 326 (Plague of Rust)

Q: *What happens if a model has a initiative value of 0 or below (for example via multiple mantle of stone or debuffs)?*

A: *Characteristics cannot go below 0. Models with Initiative 0 attack in Initiative order, after all attacks with initiative 1, including stomp attacks.*

Reference: ID132, Core Rulebook pg. 96 - 97 (Characteristics)

Q: *What does own Leadership mean? Can you use a generals inspiring presence or similar ability, which allows a unit or a character to use a leadership characteristic instead of their own?*

A: *No, you cannot. Own leadership is the leadership stated in the units or characters profile. Special rules that unit or character has by themselves (like warband) may be used, if the special rule doesnt say otherwise for that specific use.*

Reference: ID169, Core Rulebook pg. 96 - 97 (Characteristics)

Q: *How do you move Fanatics, Vortexes and similar through units?*

A: *Move the piece its full distance but take the "jumping" distance over units into account against the rolls total*

Reference: ID226

Q: *For Pillar of Fire, **Fanatics and similar abilities**, should the controlling player choose the direction before or after rolling the D6 for distance?*

A: *Before.*

Reference: ID106, Core Rulebook pg. 321 (Pillar of Fire)

Army Building

Q: *If there are multiple selections for the restriction „0-1 unit may...“. Can multiple units take one of the selections each, or can only one single unit have one or more of these selections?*

A: *Multiple units can have one or more of these selections, but no selection can be taken more than once in this case.*

Reference: ID028, Community FAQ

Q: *If your army consists of a character that is eligible to be either a general or get a BSB upgrade, but at the same time he has the single highest leadership, is that character allowed to be upgraded as BSB? (As long as special rules like Slann has do not interfere)?*

A: *Yes, as long as you have another character that can be your general, you can buy the upgrade for the BSB - this character is then not eligible as general. If you do not have another character, you may not choose the BSB upgrade.*

Reference: ID142, Core Rulebook pg. 203 (General and Battle Standard Bearer)

Q: *There are some items, which have restrictions for "characters" regarding the access or the use of these items. Can unit champions with access to magic items buy or use these items?*

A: *If the type of character is not specified further (for example "beastmen chieftain only or necromancer only"), champions are allowed to take and use these items.*

Reference: ID162, Community FAQ

Q: *Do you have to announce the use of your general's leadership before a break or leadership test or after the test is done?*

A: *Since the sequence for break tests clearly states rolling first and then comparing and checking later, you can roll first and then use Inspiring Presence or not, depending on the dice roll. For leadership tests, Inspiring Presence is optional too, since under Inspiring Presence "can" is stated.*

Reference: ID184, Core Rulebook pg. 203 (Inspiring Presence), pg. 96 - 97 (Characteristics)

UNIVERSAL SPECIAL RULES

Universal Special Rules

Q: Do characters and crew on mounts benefit from the special rules - such as poisoned for Arachnarok, Flaming for Flamespire Phoenix, or Magical for Demonic Mount and similar?

A: Yes, Unless noted otherwise, any special rules that apply to one element (chariot, character, crew or beasts) apply to the others as well. Effects are shared - both positive and negative.

Reference: ID089, Core Rulebook pg. 97 (Split Profiles), pg. 204 (Mounted Characters)

Q: How do you remove models "as equally as possible", for example from shooting against Motley Crew Units

A: You can determine one model after the other by dividing the number of remaining models in each group by the number of models in that group removed already plus 1. The higher number will be the group of models where one model needs to be removed. In case of tie the attacker decides. So if you have 8 Models Group A and 2 Models Group B you would remove: A A (A or B) (B or A) A A (A or B) (B or A) A A

Reference: ID072, Core Rulebook pg. 174 (Motley Crew)

Q: How do multiple instances of Multiple Wounds special rule stack, e.g. Multiple Wounds (D3) and Multiple Wounds (2)?

A: It would be D3 + 1 as MW (2) is effectively Wounds (+1)

Reference: ID086, Core Rulebook pg. 165 (Cumulative), pg. 175 (Multiple Wounds)

Q: Do you count as having hatred towards all models in a faction, for example Dwarves hate Orcs and Goblins, is that hatred to just Orc and Goblin models - or the entire faction?

A: Only against models which are X. For instance, Hatred (Orcs & Goblins) does not reference the faction name "Orc & Goblin Tribes", it only references models which contain an orc and/or a goblin (including Chaos Dwarfs' Black Orcs). Models with Fear (Elves) fear models which contain an elf. Models with Hatred (Wizards) hate all models containing a wizard.

Reference: ID088, Core Rulebook pg. 171 (Hatred)

Q: Do other special rules also applies to units that are not yet on the battlefield (or that have left the battlefield for a turn) ? For instance, do they have to roll for Stupidity at the Start of turn sub-phase ? Can they roll for Gaze of the Gods at the Command sub-phase?

A: Units don't count as long as they are not on the battlefield, they don't get to use their special rules.

Reference: ID149, Core Rulebook pg. 111 (Vortex), pg. 157 (Pursuit off the Battlefield)

Q: How does the poison special rule interact with "too tough to wound"?

A: Any 6 to hit automatically wounds the target.

Reference: ID196

Q: Does a Unit that fails a Fear test before charging makes a Failed Charge Move?

A: No - the Unit counts as having made a failed charge but doesn't actually move.

Reference: ID099, Core Rulebook pg. 168 (Fear)

Q: The rule say that Magic Resistance doesn't stack. Does this count only for multiple models or does it include single models?

A: Magic Resistance from various sources or multiple items doesn't stack for single models unless it is explicitly stated (like Obsidian Lodestone stacks with itself)

Reference: ID103, Core Rulebook pg. 173 (Magic Resistance), pg. 341 (Obsidian Lodestone)

Q: Can you use lances and similar weapons or get any charge bonuses against enemies in your back or flank if you count as charging (e.g. getting charged in the back after a counter charge or a pursuit where you count as charging)?

A: No. A model is only counting as charging against an enemy it has successfully made a charge move or pursuit move on. Lances, similar effects and any charge bonuses may only be used against the unit it has charged. For example in the case of lances, use hand weapons against those other targets. In this case, the whole unit still counts as having used lances for other special rules or effects.

Reference: ID126, GW FAQ (Impact Hits)

Q: The Veteran rule grants a reroll for Leadership Tests. Can you also reroll tests made 'against the unit's Leadership characteristic' (e.g. Panic Tetst)?

A: Yes

Reference: ID139, Core Rulebook pg. 97 (Leadership Tests), pg. 180 (Veteran)

Q: Is it possible for a unit with the Chariot troop type to charge through a unit in Skirmish formation that is in close combat with the Chariot Runners special rule and simply nudge the skirmisher models aside?

A: No. Skirmishers in combat take 'Close formation', (see page 185) and are no longer in the loose arrangement of models that a unit in Skirmish formation adopts when not in combat.

Reference: ID148, Core Rulebook pg. 185-186 (Skirmishers), pg. 167 (Chariot Runners)

Q: Can characters without ambush join a unit with ambush pre-deployment?

A: No.

Reference: ID253, Core Rulebook pg. 166 (Ambushers)

Q: Can characters with the ambush special rule join a unit with ambush pre-deployment?

A: Yes they can, use the rules for Characters and Reserves - announce each turn before rolling any dices

Reference: ID241, Core Rulebook pg. 166 (Ambushers), pg. 134 (Reserves)

Q: Does a unit with Terror suffer the -1 to leadership when losing a combat to a Unit that causes Terror?

A: No, Immune to Terror means that the Unit ignores all effects that come from terror.

Reference: ID243, Core Rulebook pg. 179 (Terror)

SKIRMISHERS – GENERAL PRINCIPLES

Q: Can Units adopt Special Rules or Formations that would prevent characters from joining them, while joined by such a character? (for example: grail pilgrims becoming unbreakable while joined by a non-unbreakable character or units in open order reforming to skirmishers while joined by a character of a different sub-type or troop type)?

A: The character must first leave the unit, before the unit may adapt skirmish formation. If the character already joined the unit prior to the special rule coming into effect, the whole unit including the character gets to use the special rule.

Reference: ID119, Core Rulebook pg. 156 (Pursuit), pg. 206 (Evade)

Q: How do you reform a unit from Skirmish Formation to Open Order or Close Order Formation?

A: If you reform from skirmish formation, maintain the centre of the unit as good as possible and rank all models up around that point. You may freely chose the facing of the unit. Place command group models accordingly. Every model may move up to twice its movement characteristic as stated under maneuvers. Remove any skirmishers as casualties that are not able to rank up.

Reference: ID130, Core Rulebook pg. 170 (Fly), GW FAQ

Q: How do you reform a unit from Close or Open Order Formation to Skirmish Formation?

A: Since placing a skirmishing unit in base-to-base contact is perfectly fine (only an upper limit of 1" is stated), all models stay base-to-base until they are moved by other means. Reforming a unit to skirmish formation does allow it to change formation (from open order or close order if it has the right special rule), but does not grant it free movement to spread them out.

Reference: ID131, Core Rulebook pg. 170 (Fly), GW FAQ

Q: How do you resolve forming up with non-fitting characters in Skirmishing units?

A: Form a fighting rank, starting with the model that made contact first. Ignore the base difference for characters, the extra base size will make very little difference to the shape of the unit - maybe there will be some slight gaps inside of the unit. The controlling player may move the remaining models in any order, given that the rules for forming (up to single movement characteristic) are adhered. A character that is not in the fighting rank might then move through the ranks to get in base contact with an opponent. Remember it is not allowed to have more characters than non-characters in the fighting rank.

Reference: ID233, Core Rulebook pg. 208 (Characters), pg. 185 – 187 (Skirmishers)

SKIRMISHERS - CHARGING

Q: How exactly does charging of skirmishers work with formed units. Text and diagram seems to contradict each other. *(Disclaimer: Please read GW FAQ, there was a clarification of Charges and multiple Charges vs Skirmishers)*

A: When a formed unit of any type (be it Close Order, Open Order and so on) charges a unit of Skirmishers, it must endeavour to move as directly as possible into contact with the closest visible model in the target unit. As usual, the charging unit may wheel once, at any point, during its move). This means you wheel the minimal distance needed to have contact with the closest visible model of the skirmishing unit and then charge forward in as straight a line as possible until you make contact. Upon contact, the skirmishing unit forms up as described in the skirmisher rules. To avoid abusive situations this should only apply if there is sufficient movement left. First priority is to complete the charge by get in contact with an enemy model. The skirmisher should align to the unit once contact is made rather than the unit having to manoeuvre to the facing of the skirmisher
Reference: ID009, Core Rulebook pg. 92 (Directly towards), pg. 186 (Formed Unit charge Skirmishers)

Q: Sometimes, when a unit of Skirmishers charges or is charged, some of the models cannot move far enough to form up with the rest of the unit. What happens to those models? The unit loses coherency, as described on page 184. This means models belonging to the unit must be removed from play as casualties until the unit becomes coherent.

A: Note that this means that all models, that have not enough movement to get to their position (formed up) in the combat are destroyed.

Reference: ID229, Core Rulebook pg. 185 – 187 (Skirmishers)

Q: When a cavalry unit in Skirmish formation is charged by a unit, if the impact does not happen in the "visual front" of the model, shall the impacted model pivot to present its logical "visual front" to the charging unit ?

A: Yes, the Skirmish formation rule says the models form up "edge-to-edge and front corner to front corner, against the enemy", which cannot have other sense than "visual front" for a unit with only front arcs.

Reference: ID223, Core Rulebook pg. 185 - 187 (Skirmishers)

Q: Multiple Charges into Skirmishers: What happens if you can go straight forward in but also you can maximize if you go into another side of the unit?

A: Charge to the side, maximizing has priority, but remember that you are only allowed to do one wheel, sometimes you will be able to do this, while sometimes you have to prioritize charging over maximizing - use the principles of charging, prioritizing top to bottom.

Reference: ID252, Core Rulebook pg. 185 - 187 (Skirmishers), GW FAQ, pg. 130f (Charges)

Q: Multiple Charges into Skirmishers: What happens if you get a different side presented after forming up of the Skirmishers against the first Unit?

A: Skirmishers as GW FAQ do not have arcs, just move in the side presented to you after forming up.

Reference: ID250, Core Rulebook pg. 185 - 187 (Skirmishers), GW FAQ, pg. 130f (Charges)

Q: Multiple Charges into Skirmishers: What happens if the formed up side towards your unit is "full" so you cannot make contact with that side?

A: Go to the side of that "arc"("flank" - remember, no arcs), but you have to be able to get there with only 1 wheel, else you fail the charge

Reference: ID251, Core Rulebook pg. 185 - 187 (Skirmishers), GW FAQ, pg. 130f (Charges)

SKIRMISHERS - FLEEING

Q: Do Skirmisher Units pivot around their centre before fleeing?

A: No, Skirmishers are moved on a model-to-model base therefore do not pivot the unit

Reference: ID247, Core Rulebook pg. 185 - 187 (Skirmishers), GW FAQ,

Q: How do Skirmishers flee as a charge reaction when they are spread out in skirmish formation? How do you determine the centre of the skirmishing unit for all purposes?

A: The centre of a skirmishing unit in skirmish formation (not formed up) is the point in the middle of the two models of the unit with the widest distance between them.

Reference: ID112, Core Rulebook pg. 132, pg. 185 – 187 (Skirmishers)

Q: How does Skirmish Formation work after a combat in which the skirmishing Unit was formed up in a "close formation"? For example, when the unit performs a flee move from falling back in good order or breaking. Do they spread out like a normal skirmish formation or stay in base-to-base contact? How does Skirmish Formation work when a close or open order formation unit reforms into it?

A: A Unit in skirmish formation in combat will form up to base-to-base. If the skirmishers flee, or a unit in close or open order reforms into skirmish formation, all models stay base-to-base, since placing a skirmishing unit in base-to-base contact is perfectly fine for skirmishing formation (only an upper limit of 1" between models is stated). Reforming a unit that already is in skirmish formation, for example after rallying after fall back in good order, does allow it to change formation (to open order or close order if it has the right special rule), but does not grant it free movement to spread them out if they stay in Skirmish.

Reference: ID109, Core Rulebook pg. 185 – 187 (Skirmishers)

Q: How do Skirmishers conduct a flee move? What happens when they flee through units?

A: Determine center-to-center, then flee with all models parallel in this direction. If models flee through units, move the whole unit the same distance.

Reference: ID246, Core Rulebook pg. 185 - 187 (Skirmishers), GW FAQ,

Q: How do Skirmishers do give ground? What happens when they hit an obstacle (unit or physical terrain)?

A: Determine the center / direction for the unit, then move all models parallel in this direction. If models hit an obstacle, the whole unit stops

Reference: ID245, Core Rulebook pg. 185 - 187 (Skirmishers), GW FAQ,

Q: What happens when only a few skirmishers are moved off the board, while coherency is being lost?

A: The whole unit is remove from the game

Reference: ID244, Core Rulebook pg. 185 - 187 (Skirmishers), GW FAQ,

RANDOM MOVEMENT

Q: A unit with random movement arrives as reinforcements or with the ambushers special rule during the compulsory moves sub-phase. Can this unit move during this sub-phase ?

A: Yes, it did not move yet using its random movement rule. Please note that if the model is able to make contact with an enemy unit it may do so and counts as having charged.

Reference: ID137, Core Rulebook pg. 134 (Reinforcements), 131 (Accidental contact), 157 (Pursuit off the battlefield)

Q: Can a unit with Random movement, or a unit that failed its stupidity test, reform when refraining to pursuit / follow up, when rallying (during fall back in good order for instance) or when destroying a fleeing enemy unit ?

A: Yes, the restrictions on not being able to perform manoeuvres are only applied when moving with their random movement dice or Movement characteristic.

Reference: ID221, pg. 176 (Random Movement), GW FAQ

Q: What happens when a unit with Random Movement makes a Pursuit, Overrun, Flee, Fall Back in Good Order, or conducts similar movements?

A: Only use Random Movement during the Compulsory Movement phase or any movement based on the unit's Movement characteristic. For all other movement types (e.g., FBIGO, fleeing, pursuing etc.), follow the rules for the relevant move type as stated in the rulebook, including distance rolls.

Reference: ID163, Core Rulebook pg. 176 (Random movement)

Q: What is happening when a model with random movement is put in base contact with a fleeing unit ? Does the unit flee again or is it destroyed ?

A: The unit is destroyed - no charge reaction is given when being contacted by a unit with random movement.

Reference: ID222, pg. 176 (Random Movement), GW FAQ

Q: Can a unit with Random Movement use Conveyance spells to move again, and if so, can it contact an enemy unit or charge?

A: No. The unit cannot move again in this phase, it moved in another phase.

Reference: ID167, Core Rulebook pg. 176 (Random movement)

Q: If a unit with Random Movement is affected by a spell that prevents it from charging, can it still contact an enemy and count as charging?

A: No, a unit with Random Movement that is affected by a spell preventing it from charging (e.g., a spell that stops charging) cannot count as having charged, even if it contacts an enemy. The spell's restriction means it does not fulfill the conditions of a charge. This interpretation is supported by the GW FAQ regarding Earthen Ramparts, which clarifies that a unit prevented from charging cannot charge, even if it is obliged to declare one.

Reference: ID166, Core Rulebook pg. 176 (Random movement)

Q: Can a unit with random movement move into contact with a unit that was not "at least partly in its front arc" as long as it fulfills all criteria for charging (single wheel etc.) stated on pg. 126 (see GW FAQ)? For example, an enemy unit that is behind the unit with random movement but reachable with a single wheel?

A: Yes, you don't need LoS or the enemy unit to be in your front arc since you do not declare the charge. As long as you fulfill the charge criteria (shortest route, only one wheel etc.), that is a perfectly acceptable "move into contact".

Reference: ID204, Core Rulebook pg. 126f (Charge), pg. 176 (Random Movement), GW FAQ

MOVEMENT

General Principles

Q: *How is the distance of a wheel measured?*

A: *It is measured by taking a straight line from the outside front corner of the starting position to the outside corner of the end position of the outermost model. For wheels that move over an angle greater than 90 degrees, measure the wheel in increments of (up to) 90 degrees.*

Reference: ID050, Core Rulebook pg. 123 (Fig. 123.1)

Q: *How is the rear corner defined that is allowed to move through units (from the previous FAQ)?*

A: *If there is no alternative a unit can move through other units as long as the front edge is not touching the other unit.*

Reference: ID051, Community FAQ

Q: *When you make a Redress the Ranks manouvre, do you need to remove/add the models as equal as possible or can you choose (e.g. adding 5 models to only one side)*

A: *You need to add/remove models as evenly as possible to keep command group in the middle*

Reference: ID054, Core Rulebook pg. 125

Q: *How do you perform a turn, with non square bases, e.g. Cavalry as the Models would overlap.?*

A: *Turn the center model to keep the unit center the same and then align all other models accordingly (given they have enough movement to conduct this maneuver)*

Reference: ID055, Core Rulebook pg. 124

Q: *If a unit is returning after pursuing off the battlefield, does it need to be placed more than 8" away as per ambushers rules.*

A: *No, this restriction is when the position is chosen. The position for returning is as close as possible to the point at which it left the battlefield in a legal position (e.g. 1" away from enemy units and not on top of own units)*

Reference: ID045, Core Rulebook pg. 157 (Pursuit off the Battlefield), pg. 166 (Ambushers)

Q: *Do Conveyance Spells count as movement (e.g. for the purpose of dangerous terrain or shooting) when you remove a unit and place it again on the table?*

A: *Yes*

Reference: ID049, Core Rulebook pg. 327 (Travel Mystical Pathway)

Q: *Is nudging units (because of rules like the 1" move and the shrinking units rules during combat) considered when determining whether a unit has moved ? For instance for Dangerous Terrain, Drilled and Lumbering rules, or the malus to shoot if the unit has moved ?*

A: *No*

Reference: ID122, Community FAQ, GW FAQ

Q: *If a unit marches through difficult terrain, how is the movement calculated?*

A: *$2(M-1)$ - Reduce the movement by one, then double it.*

Reference: ID216, Community FAQ, GW FAQ

MOVEMENT

Special Rules affecting Movement

Q: *Is it possible for units to use a free pivot (from open order formations' quick turn or lumbering special rule) after Moves that don't take place in the movement phase? As example, one can use a free Pivot after 'Vanguard' moves. Does this also apply for 'Give Ground', 'Stupidity' or 'Random Movement'?*

A: *Yes, since it is possible for all "movement" that does not include marching, fleeing or charging.*

Reference: ID114, Core Rulebook pg. 124 (Manoeuvres), pg. 125 (Pivoting), pg. 155 (Give Ground), pg. 176 (Random Movement), pg. 178 (Stupidity), pg. 180 (Vanguard), pg. 183 (Quick Turn), pg. 195 (Lumbering)

Q: *Can a unit use fly while fleeing or pursuing?*

A: *Yes, since those are a "Move" - see GW FAQ regarding "what is a move"*

Reference: ID195, GW FAQ 2024-07

Q: *Can a unit start / declare a march after it already made maneuver that you normally cannot use whilst marching?*

A: *No it cannot, a unit either marches or does not march.*

Reference: ID183, Core Rulebook, pg. 123 (Marching), pg. 124 (Manoeuvres)

Q: *Can a Model with the Random Movement special rule use Fly (X) to move over units?*

A: *No, Random movement is not based on the movement characteristic, hence the unit cannot use the special rule Fly (X).*

Reference: ID053, Core Rulebook pg. 170 (Fly), GW FAQ

Q: *If a unit decides to rearrange its ranks during a reform maneuver, is it limited to 5 models similar to redress the ranks?*

A: *No, but no model is allowed to move further than double its movement characteristic during a reform.*

Reference: ID160, Core Rulebook pg. 124 (Manoeuvres)

Q: *Can units with the special rule dragged along be drawn by units with the special rule Fly (X)?*

A: *Yes, use the movement distance in the brackets of Fly(X) but move the model dragged along on the ground - not using fly movement.*

Reference: ID186, Core Rulebook pg. 170 (Fly), pg. 167 (Dragged along), GW FAQ 2024-07

Q: *Can units with fly pass over a vortex that counts as impassable terrain?*

A: *No, GW states that Vortexes are infinitely high and therefore flyers cannot fly over them*

Reference: ID040

Q: *Do models that are subject to stupidity are able to not move at all (e.g. count as being stationary?)*

A: *No, since they "must" move, they will always count as being moved even if they move the minimal possible amount.*

Reference: ID197, GW FAQ 2024-07, Core Rulebook pg. 178 (Stupidity)

CHARGE

Charges – General Principles

Q: *To determine which arc is faced when charging, how do you determine if a single base is in which arc, if the base is divided between the arcs?*

A: *If the front edge of the model is located in two arcs it is counted in both arcs.*

Reference: ID143, Core Rulebook pg. 127 (Resolving Uncertainties)

Q: *Do you need to maximize the number of models in combat or take the shortest route if that means that the unit charges two units or has the rule that you only charge one unit takes precedence over maximising.*

A: *If you can avoid charging two units you have to do so, even if that means you cannot maximise or take a longer route. Please note that completing the charge has priority. So you would charge two units if that is the only way to charge successfully.*

Reference: ID125 Core Rulebook pg. 130 (Multiple Charge targets)

Q: *What happens when a unit charges a unit and has no other choice but to charge in a way that a third (opponent) unit is within 1" of the charging unit*

A: *Since charge moves are conducted in the movement phase, the 1" rule comes to use and the units have to be nudged 1" away*

Reference: ID181, Core Rulebook pg. 119

Q: *Does the free wheel to align count in the charge move distance for the purpose of rules like Furious Charge and Impact Hits (reminder: When a unit wheels, every model counts as having moved as far as the outside model. Page 124)?*

A: *No, it's an additional free move that is not included within the charge move and done "after moving".*

Reference: ID202, Core Rulebook pg. 126 (The Charge Move)

Q: *Can you decide to alter the charge path of a charging unit to avoid discarding the higher dice to make your charge successful, if you would instead fail the charge because of the terrain (by rolling a 1 and a 6 on the charge roll for instance, in addition to -1 M)?*

A: *Yes. You define the path taken by the unit after rolling the dice (it's already the case for wheeling to maximise contact) because you must move by the shortest route possible to reach the charge target. Make charges happen if possible.*

Reference: ID201, Core Rulebook pg. 126 (The Charge Move)

Q: *If you declare a charge against multiple units, is that charge a failed charge if you contact one of the units only with the free wheel from aligning?*

A: *No, this is still a valid charge.*

Reference: ID210, Core Rulebook pg. 126f (The Charge Move), pg. 130 (Multiple Charge Targets)

Q: *What happens if a unit makes contact with another unit not being the charge target during the free wheel of alignment?*

A: *Use the rules for accidental contact during a charge - If there is a slight possibility to avoid this situation, the unit should try and wheel around that unit. If it is impossible to avoid the contact in any case with the given charge roll result, the charging unit conducts an accidental contact during a charge and may chose to either halt the charge (leading to a disordered charge with most likely only 1 model in base contact against the original charge target) or to continue (leading to a disordered charge with both units, in which the accidental contacted units might try to align). If the unit continues into a fleeing unit, the fleeing unit is destroyed and the defending charge target aligns after that.*

Reference: ID209, Core Rulebook pg. 126f (The Charge Move, Aligning), pg. 131 (Accidental Contact)

Q: *If I am redirecting a charge and the new target was already a charged target by another unit, can this new target declare to Flee now if it already declared to Hold against its initial charging enemycharge against a redirected charge?*

A: *Yes, the redirected charge calls to a new reaction but the only choices are Hold and Flee. The soldiers see the new enemy coming and it can change their initial decision.*

Reference: ID206, Core Rulebook pg. 129 (Redirecting a Charge)

Q: *Can you use stand and shoot against a lone character, that would otherwise be protected by the "lone character" rule?*

A: *Yes, Stand and Shoot does not include targeting.*

Reference:

Q: *Can I contact (and so charge) another enemy unit during a charge, if I already have redirected the charge of this unit this turn?*

A: *Yes, the unit counts as redirecting the charge against the new unit, even if it was not able to redirect.*

Reference: ID220

CHARGE

Charges – Special Rules affecting Charging

Q: *Is swiftstride part of the charge roll for the purpose of rerolling?*

A: *Swiftstride is a modifier to the result. Abilities that let you reroll the charge roll cannot be applied for modifiers.*

Reference: ID005, Core Rulebook pg. 178 (Swiftstride)

Q: *Does a frenzied unit need to declare a charge if there is a friendly unit in it's way, if the friendly unit could itself declare a charge and move out of the way?*

A: *No, the frenzied unit only has to declare a charge if the blocking unit is declaring a charge but the blocking unit is not obliged to do so (majority in vote changed 29.07.2024)*

Reference: ID007, Core Rulebook pg. 119 (who can charge), pg. 170 (Frenzy), GW FAQ

Q: *When will a charge target that fails it's Terror check perform it's flee move?*

A: *The leadership test is done as soon as the unit causing terror has declared a charge, even before finishing to declare all other charges. The flee move is performed with the other charge reactions, after all charges have been declared.*

Reference: ID115, Core Rulebook pg. 129, pg. 179 (Terror)

Q: *If two units with Terror declare a charge on my regular unit, shall I make two Terror tests?*

A: *Yes, nothing says it's limited to only one Terror test.*

Reference: ID174, Core Rulebook pg. 179 (Terror)

Q: *Do the modifiers to the charge roll results (Waaagh Banner, Crusader's Zeal, First to the Fray, Daemon of Slaanesh, 'Ere We Go!, Virtue of the Impetuous Knight...) count when determining the movement of a failed charge?*

A: *Yes, the failed charge says equal to the result of the charge roll, not precising "without modifiers", and those are modifiers to that result*

Reference: ID200, Core Rulebook pg. 121 (Failed Charge)

Q: *Can you use counter charge against a redirected charge?*

A: *No, only hold or flee are possible against a redirected charge.*

Reference: ID205, Core Rulebook pg. 129 (Redirecting a charge)

Q: *Does the move of the counter-charge count as a charge move, for example for the purpose of furious charge?*

A: *Yes, since GW states in the FAQ that a counter-charge is, in fact, a charge*

Reference: ID052, Core Rulebook pg. 121 (Charge Moves), pg. 167 (Counter Charge), pg. 171 (Furious Charge), GW FAQ

Q: *Can you drill a unit that is part of multiple units charging an unit if the unit with drilled is blocked on both sides by units that charge along of that unit?*

A: *No, Drilled takes place before the charge move and the units are considered to move simultaneously. Would the units charge different targets, the active player could first move the blocking units away and drill then. With multiple units charging the same target, this is not possible.*

Reference: ID254, Core Rulebook pg. 130 (Multiple Charging Units)

Q: *Do frenzied units or impetuous units always have to use Swiftstride or Fly when charging*

A: *Yes, see GW FAQ they always will use special rules that benefit their charge.*

Reference: ID242, GW FAQ

Q: *If a unit with the Fly (X) special rule declares and makes a charge, when do you have to declare which Movement characteristic (Fly or normal) the unit will use?*

A: *Declare which movement will be used as the unit declares the charge*

Reference: ID248

MAGIC

General Principles

Q: *Do Universal Special Rules apply also to Magic Missiles and Vortexes*

A: *No, Magic Missiles and Vortexes cannot benefit from the casters special rules unless specifically stated otherwise.*

Reference: ID042, GW FAQ

Q: *Can Units with fly pass over a vortex that counts as impassable terrain.*

A: *Poll Pending, see ambiguous rulings.*

Reference: ID040, GW FAQ

Q: *Do Conveyance Spells count as movement (e.g. for the purpose of dangerous terrain or shooting) when you remove a unit and place it again on the table?*

A: *Yes*

Reference: ID049, Core Rulebook pg. 327 (Travel Mystical Pathway)

Q: *What happens when a wizard puts on the wizarding hat?*

A: *Treat the item like a bound spell with level 1*

Reference: ID046, GW FAQ, Core Rulebook pg. 342 (Wizarding Hat)

Q: *How do Items interact that let you throw an additional dice and discard the lowest and items that enforce you to roll an additional dice and discard the highest? Do they cancel themselves out so you just roll 2 dice or do they make you roll 4 dice discarding highest and lowest (making double 1s even more likely)*

A: *You would roll 4 dice*

Reference: ID036, Community FAQ

Q: *When items or abilities do enhance the Range of a Spell, do they also enhance the range of spell effects that are explained in the spells' description?*

A: *Only the range for targeting units is extended, so spell effects are not increased. In Detail: For Vortex Spells, the range of effect is not enhanced, only the range for template placement. For Conveyance pells, the target range is increased but not the range of replacement (Travel Mystical Pathways, Infernal Gateway). For Spells with Self range, nothing is increased. For Gaze of Gork, the Range is extended.*

Reference: ID120, Community FAQ

Q: *Arcane Familiar: when has the owner to decide how many spells he rolls on a lore or another?*

A: *When random generating your spell with arcane familiar declare how many spell you want to generate on each lore. Reroll duplicate spell for each lore. If you want, you can then replace a single spell from only one lore with the signature spell of the same lore or with a spell from the army lore the wizard may have*

Reference: ID128, Core Rulebook pg. 343 (Arcane Familiar)

Q: *If a spell or ability states “all units within y may” or “all units within y gain an effect”, what happens if a unit moves outside of Y or the caster moves? (Clarification: Both types of spells were independent polled and discussed – result was the same so both spell types were merged as ID198)*

A: *All units that are within Y may benefit from that effect, given they are within Y at the time they want to use the effect (aka the effect moves with the caster for the whole duration of X).*

Reference: ID198, Community FAQ

Q: *Do you have to be eligible for a wizardly dispell attempt to use arcane “instead of a (wizardly) dispell items”?*

A: *Yes, the GW FAQ to Glowing Green Amulet is only about this specific item*

Reference: ID208, GW FAQ

Q: *Are hits suffered by miscast magical attacks?*

A: *Yes, given the nature of spellcasting, they are magical attacks*

Reference: ID217

Q: *Does a wizarding hat allow a character to buy arcane items?*

A: *No, GW clearly states that the wizarding hat has some unique restrictions in place. The Character cannot buy arcane items.*

Reference: ID239

MAGIC

Spells

Q: *Phantasmagoria Spell* - Does it count for out of movement phase movements? Does it trigger if you don't move?

A: *It will trigger for any movement (in or out of phase) that ends within range- but it will not trigger if you choose not to move.*

Reference: ID032, Community FAQ

Q: *Which weapon exactly can I use with the Spectral Doppelganger spell from the Lore of Illusion?*

A: *Any melee weapon the model carries, magical or not*

Reference: ID180, GW FAQ 2025-01

Q: *Can a unit that has made a random movement, failed charge, charged a fleeing unit or was under the effect of Travel Mystical Pathway move again with Arcane Urgency?*

A: *No. The unit cannot move again in this phase or moves in another phase. TMP states it cannot move again*

Reference: ID249

Q: *How do "laser beam" spells and attacks such as Gaze of Gork, Burning Gaze and Lightning Strike (from the Warp Lightning Canon) work?*

A: *Once the spell is cast, choose a direction, then determine the distance of the line. This line does not require a target and therefore ignores all targeting rules, i.e. it can be drawn over LoS-blocking terrain, hit models in combat, lone characters, fanatics, and models the caster doesn't have LoS to.*

Reference: ID240

SHOOTING

Core Rules

Q: *What is a shooting attack? Are spells also considered shooting attacks?*

A: *All attacks that are performed in the shooting phase are shooting attacks, including hits from spells.*

Reference: ID067, Core Rulebook pg. 136 (Shooting Phase)

Q: *Can a unit with multiple ranks on flat ground, fire all of their ranks at a large target?*

A: *Yes, line of sight is not blocked by the models in front therefore all models can see and fire at the large target.* Reference: Core Rulebook pg. 137 (note), pg. 172 (Large Target)

Q: *If a unit with evasive moves out of range or out of LOS with their reactionary move, what happens?*

A: *The attacks are still declared and are unable to be made*

Reference: ID057, Core Rulebook pg. 168 (Evasive)

Q: *Does the whole unit of skirmisher count as moved when you determine shooting penalty or are you determining by model?*

A: *Determine by Model.*

Reference: ID071, Core Rulebook pg. 185 (Skirmishers Movement & Maneuvre), pg. 139 (Moving and Shooting)

Q: *Does a unit need to be fully within 12" to be save from a Stone Thrower Shot or is partially within sufficient as you always determine the closest distance for range.*

A: *As soon as the closest part is within 12" the unit can't be shot*

Reference: ID073, Core Rulebook pg. 92 (Measurement), pg. 224 (Stone Thrower)

Q: *Can a cannon shoot at a dragon that it can see due to the dragon being a large target - but choose a spot on the ground it cannot see due to other models?*

A: *Cannons must have LOS to the point on the ground that they wish to fire – which can be a model. If an intervening unit was between the cannon and the dragon they could choose to target the model that they can see (either the model in the intervening unit, or the dragon itself) and place the point at that spot. They could not choose a model or point that they don't have LOS to.*

Reference: ID058, Core Rulebook pg. 226 (Cannons)

Q: *How many models can shoot at a unit that is on a hill and is visible to the shooting unit? What happens if a unit is only partially on a hill and is shot at?*

A: *Every model can shoot at that unit. You can still shoot with all models, but if models of the target arc are not on the hill, you suffer a penalty for cover - or you cannot shoot at all if no model of the target arc is on the hill*

Reference: ID120, Core Rulebook pg. 271 (Vantage points), GW FAQ

Q: *How do you determine cover if a model can see multiple arcs of an opponent unit? [please see: Cover and Arcs] Remember that this will also be applied to woodland boundaries and the check for cover on them.*

A: *Take into account only the arc the shooting model is in, then apply the rules for cover. For Skirmishers, count models individually, but only those a model could see.*

Reference: ID228

Q: *What happens if more than "up to the half" of a unit are within a terrain features clearly defined edge that counts as Woods or has the same ruling about cover?*

A: *The unit still counts as being in light cover.*

Reference: ID227, Core Rulebook pg. 270 (Woodland Boundaries)

Q: *Can a War Machine pivot multiple times in their turn - even after shooting? And can a War Machine pivot outside of a forest or hill after shooting?*

A: *No, to prevent abuse of this rule, you can only pivot a war machine before shooting*

Reference: ID225

Q: *When calculating how many models can shoot using Volley Fire, when do you round?*

A: *You round after calculating the models in each rank. Example: For a unit that is 5 models wide and 5 ranks deep on level ground, 5 from the first rank, 3 each from the second ($5/2=2.5$, rounded to 3), third, fourth, and fifth ranks can shoot. In total, 17 models will shoot.*

Reference: ID218, Core Rulebook pg. 180 (Volley Fire)

Q: *How do "laser beam" spells and attacks such as Gaze of Gork, Burning Gaze and Lightning Strike (from the Warp Lightning Canon) work?*

A: *Once the spell is cast/attack is announced, choose a direction, then determine the distance of the line. This line does not require a target and therefore ignores all targeting rules, i.e. it can be drawn over LoS-blocking terrain, hit models in combat, lone characters, fanatics, and models the caster doesn't have LoS to.*

Reference:

Q: *When do you declare evasive against magic missiles? Before or after the casting roll?*

A: *Before the casting roll is even made. The wizard then may choose to not make the casting roll. ("The unit MAY continue with its shooting as declared.")*

Reference: ID213, Core Rulebook pg. 168 (Evasive), pg. 108f (Magic)

COMBAT

General Principles

Q: *Can a model that would have been able to make a supporting attack but that stepped forward to the fighting rank this round still attack (i.e. if there are no other models to step up)?*

A: *Poll Pending, see ambiguous rulings.*

Reference: ID019, Core Rulebook pg. 102 and 145 (Supporting Attacks), pg. 150 (Excess Casualties), GW FAQ

Q: *When a Unit Gives Ground, do you move them in a straight line or center to center away from the enemy unit?*

A: *The rule says directly away but no pivots or turns. This means you move center to center but keep the facing.*

Reference: ID083, Core Rulebook pg. 92 (Directly Away), pg. 134 (Give Ground)

Q: *When is the Unit Strength for "Nearby Friend Flees Combat" (Unit Strength > 5) measured?*

A: *Like 'Nearby Friend destroyed', the Unit Strength for Nearby Friend Flees combat is tracked at the beginning of the combat phase, as the FAQ states you 'should keep track of Unit Strength during each phase.'*

Reference: ID110, Core Rulebook pg. 161, 151-156, GW FAQ

Q: *Can a model that is only in base contact with a champion or a character allocate attacks to normal models?*

A: *Poll pending, see ambiguous rulings*

Reference: ID016, Core Rulebook pg. 147 (Multiple units in combat)

Q: *In combat with multiple units, can you direct your attacks to a unit that is not the closest, if you are not able to direct your attacks to the closest unit (because of a challenge or similar)?*

A: *In combats involving multiple units, models that cannot legally attack their nearest enemy unit are not required to do so. Instead, they must direct their attacks toward the closest enemy unit they are allowed to attack.*

Reference: ID016, Core Rulebook pg. 147 (Multiple units in combat)

Q: *What happens when you charge a unit in the rear with an incomplete rank and kill all models in that rank? Do the models in the "new" rank can attack since they did not step forward nor were killed?*

A: *No, only those models can attack in their initiative step that were projected into the fighting rank before and weren't killed during prior attacks. To make it easier, you can determine the fighting rank for rear charges at the beginning of the combat, after characters have moved and challenges have been called.*

Reference: ID145, Core Rulebook pg. 145 - 147

Q: *Can models acting on the same Initiative step, rolled one after another, decide to react to changes in the positions of characters, or decide one by one whether to strike at a character or the unit?*

A: *No, all attacks at the same Initiative step are considered to happen simultaneously. Therefore, changes in the positions of characters, such as a handmaiden retiring after striking, do not affect the resolution of other attacks on that Initiative step. Models attacking on the same Initiative step can still target the character as if she were in her original position.*

Reference: ID153, Core Rulebook pg. 145 - 147

Q: *Does a unit has to do peril tests if it overlaps with the unit it is fleeing from after pivoting center-to-center away?*

A: *Yes, the unit has to do peril tests for each model that overlaps with the unit it is fleeing from after pivoting center-to-center away.*

Reference: ID161, Core Rulebook pg. 133 (Fleeing through enemy units)

Q: *Does the multiple wounds (X) special rule work against war machine (crews) in combat?*

A: *The crew is a single profile that loses attacks as it loses wounds. Multiple wounds works against it.*

Reference: ID187, Core Rulebook pg. 197 (War Machines)

Q: *Motley Crew: When do you determine which casualties are removed in combat / what the majority of models is?*

A: *Check at the beginning of each initiative step when attacks are made, then remove first those models which have a majority, then remove the rest, then step forward.*

Reference: ID188, Core Rulebook pg. 174 (Motley Crew)

Q: *When a model steps forward during a combat, then the unit overruns into a new and unresolved combat, does the model get to make attacks?*

A: *No. A model may not make attacks during the same phase in which it stepped forward.*

Reference: ID219, Core Rulebook pg. 150 (Stepping forward)

COMBAT

General Principles

Q: What happens when a unit that gives ground cannot move more than 1" and will be within 1" of a unit it is in combat with, be it because of terrain or other units?

A: Since giving ground is not possible, the units remain locked in combat, but all units move as far as possible and remain locked at the new position (see GW FAQ).

Reference: ID189



Q: A unit giving ground stops moving immediately should it come into contact with another unit or terrain. Which type of terrain is meant here?

A: Only physical terrain features that are not open ground, meaning no hills and no vortexes.

Reference: ID207, Core Rulebook pg. 134 (Give Ground), pg. 269f (Terrain)

Q: When removing casualties from the back rank, shall we commit to left to right or right to left once the rank is incomplete, or can we remove from both sides at the same time?

A: Once you removed your first casualty and the back rank is incomplete, you must continue to remove models from the same direction.

Reference: ID175, Core Rulebook pg. 102 (Removing Casualties)

Q: Can a model that would have been able to make a supporting attack but that stepped forward to the fighting rank this round still attack (i.e. if there are no other models to step up)?

A: Yes, the GW FAQ states that a model can make supporting attacks when the model in front is killed. This should mean the supporting attacks can be performed even if it stepped up

ID019

CHALLENGES

Challenges

Q: *Does a champion or character in a unit with a single rank open a new rank when refusing a challenge?*

A: *No, since you are only allowed to Redress the Ranks during a reform, Nowhere to Run applies and the challenge may not be refused.*

Reference: ID023, Core Rulebook pg. 210 (Refusing a challenge)

Q: *Mounts are specifically allowed to make their attacks against a slain challenge participant for the purposes of Overkill. Are non-mount combatants allowed to make attacks against a slain challenge participant in the same manner?*

A: *Yes*

Reference: ID102, Core Rulebook pg. 211 (Challenges & Mounts)

Q: *How many wounds are counted for Overkill when models are killed with Killing Blow?*

A: *Each attack that inflicts Killing Blow or similar ability inflicts a number of wounds equal to the remaining wounds of the model. Excess wounds with Killing Blow count in challenges as one single wound.*

Reference: ID098, Core Rulebook pg. 102 (Multiple Wound Models), pg. 172 (Killing Blow), pg. 211 (Overkill)

Q: *Do Multiple Wounds in a challenge with a 1 wound champion impact combat result for Overkill?*

A: *No, Multiple Wounds do not impact the combat result for Overkill when the target is a 1 Wound champion. According to the GW FAQ, Multiple Wounds are ignored when making Regeneration rolls for models with only one Wound, as the additional wounds beyond the first have no effect. This principle implies that for Overkill, only the initial Wound inflicted on the champion counts toward the combat result, regardless of any Multiple Wounds rule.*

Reference: ID011, Core Rulebook pg. 175 (Multiple Wounds), pg. 211 (Overkill)

Q: *Can a character that retired from a challenge return to the fighting rank because of follow-up moves or a shrinking unit?*

A: *Yes, but only if maintaining the unit's formation requires the character to step forward into the fighting rank due to casualties or shrinking ranks. This applies when the only available position to preserve the unit's structure is in the fighting rank.*

Reference: ID155, Core Rulebook pg. 210 (Refusing a challenge)

Q: *Can a character that retired from the fighting rank due to too many models return to the fighting rank because of follow-up moves or a shrinking unit?*

A: *Yes, if the fighting rank shrinks or follow-up moves create space, a character that previously retired can return to the fighting rank, provided they meet the positioning requirements outlined in the rules.*

Reference: ID154, Core Rulebook pg. 209 (Too many characters)

Q: [Multiple Units] *Can a champion or character accept challenges regardless from its position in the fighting ranks?*

A: *No. Challenges can only be accepted by models which are either placed in or immediately adjacent to the fighting rank engaged with the unit the challenge was issued from. While all fighting ranks in a combat are part of the battle, the wording on page 210 suggests challenges are limited to the specific engaged rank directly facing the enemy.* Reference: ID168, Core Rulebook pg. 210 – 211 (Challenges)

Q: *Is a champion removed as a casualty when he is in a challenge and the whole unit is removed as a casualty, including an unsaved wound for the champion?*

A: *Yes, no Rule in champions (pg. 199) prevents the champion from being removed*

Reference: ID182, Core Rulebook pg. 199 (Champions)

Q: *Can a model that is in base contact with only a champion or a character allocate attacks to normal models? What happens when the adjacent opponent model is in a challenge?*

A: *Yes, the rules which force units to allocate attacks are only relevant for multiple units, but characters and the unit form one single unit, you can allocate attacks to the unit.*

Reference: ID018

CHARACTERS

General Principles

Q: *Can Characters join Swarms?*

A: *Yes, if the swarm doesn't have Loner or is placed in skirmish formation (in which you would need the same sub-troop-type).*

Reference: ID002, Core Rulebook pg. 207 (Characters & Units).

Q: *Can a character that falls back in good order use evade?*

A: *No, the Pursuit Move is still part of the combat. Until the end of Step 4 both units count as being engaged in combat for this purpose.*

Reference: ID020, Core Rulebook pg. 156 (Pursuit), pg. 206 (Evade)

Q: *What are exactly the conditions to meet to buy a magic armour on a character?*

A: *To buy a magical shield, your character must be (or has the option to be) equipped with a shield. To buy a magical suit of armour, your character must be (or has the option to be) equipped with any suit of armour (light/heavy/plate), natural armour (such as calloused hide) excluded. To buy any other magical armour that is not an suit of armour or a shield, your character must be (or has the option to be) equipped with either a shield or any armour, natural armour excluded. I.E. a skink priest cannot be given any kind of magical armour even if it has calloused hide*

Reference: ID127, Core Rulebook pg. 340 (Magic Armour)

Q: *Is a character that joins another unit is still considered a unit for any rules purpose?*

A: *Whenever the word 'unit' is mentioned in a special rule or when the rule comes from a magical banner in that unit, apply rules for both the character and the unit he joined. They form together a single unit. Please note that some special rules could cease to apply if a character without a special rule joins a unit or vice versa (e.g. Vanguard). Special rules do NOT translate from one model to the whole unit or vice versa (a unit with poisoned attacks will not give the character poisoned attacks when joining). Special rules that only need the majority of models to have the special rule will work (e.g. Reserve Move).*

Anyway if a character moved or marched before joining a unit this will not count as moved/marched and vice versa.

Reference: ID140, Core Rulebook pg. 207 (Characters and Units)

Q: *Can a character move more than twice its movement to use 'Move through the ranks' or when he joins a unit to reach the front rank?*

A: *Yes. Since the fighting rank is at a fixed location, he is obliged to move that distance to get to the fighting rank. The only times when a character inside of a unit is subject to this (besides normal maneuvering/moving) is Reform and Redress the ranks.*

Reference: ID230, Core Rulebook pg. 207 (Characters and Units), GW FAQ 2025-01

Q: *Can a cannonball hit a character, which has joined a unit with 5 or more rank and file models?*

A: *Yes, since a cannon ball hits a model and not the unit, the character is hit (targeted by an attack that allows a specific model within the unit to be targeted). If there are 5 or more rank and file models that character is allowed to make a Look Out, Sir! - roll. This also applies to unit champions or special models within units.*

Reference: ID159, Core Rulebook pg. 226 – 227 Cannon Fire, pg. 209 (Look out Sir)

Q: *Do units in combat or outside of line of sight of the shooting units protect "lone characters" from being shot at, given that they are closer to the shooting unit than the lone character?*

A: *No, target implies "legal target". Therefore, the unit is not able to protect the lone character and the character can be shot at if no other unit is eligible to protect that character.*

Reference: ID194, Core Rulebook pg. 205f (lone Characters), pg. 138 (Choose Unit & Declare Target)

Q: *What happens when only characters (excluding champions) are left in a unit?*

A: *The unit immediately ceases to exist. Treat the characters as units on their own and use the lone character rules if applicable. Any attacks on lower initiative steps may be allocated to those characters according to the rules for multiple units in combat. Any special rules of the unit cease to exist (characters still have their own special rules). If a spell was only on the unit (not being cast by self range by one of the characters), the characters lose the effect of that spell.*

Reference: ID012, Core Rulebook pg. 207 (Characters & Units)

CHARACTERS

Characters and Special Rules

Q: *Are characters without special rule Vanguard, pre-deployment, permitted to Vanguard after joining a unit, post-deployment, with a banner that gives said unit the special rule Vanguard?*

A: *Yes, if the banner explicitly grants the Vanguard special rule to the entire unit then the character can Vanguard. However, the GW FAQ clarifies that a character does not gain Vanguard if it joins a unit that has the rule only in its profile. This distinction arises because Vanguard in a unit's profile does not automatically extend to joined characters unless specifically stated by an upgrade, like a banner, that applies to the entire unit.*

Reference: ID157, GW FAQ

Q: *What happens if a character in a unit becomes the target of the rules ethereal or fly?*

A: *The characters can still be part of the unit, but once they leave it, they are not allowed to join again.*

Reference: ID094, Core Rulebook pg. 167 (Ethereal), pg. 170 (Fly)

Q: *What happens if a character without the Feigned Flight special rule joins a unit that has it?*

A: *The unit loses the special rule for the duration that such a character has joined them.*

Reference: ID096, GW FAQ pg.3 (Vanguard), Core Rulebook pg. 168 (Feigned Flight)

Q: *Does a unit with shieldwall lose the ability if they are joined by a character with no shield?*

A: *No. Ignore the character for the purposes of shieldwall. The unit may use the special rule.*

Reference: ID087, Core Rulebook pg. 177 (Shield Wall)

Q: *Can a mounted Character on light chariot (that has to adapt open order formation from its mount) joins a unit that has adopted close order formation?*

A: *Yes, the rule for mounted character formation ceases to apply as soon as he joins the unit and ceases to be an independent unit - the character will adopt the units formation.*

Reference: ID147, Core Rulebook pg. 205 (Characters and Formations)

Q: *What happens when a character leaves a unit after he used a spell or ability that states 'the character and any unit he has joined' gains a benefit?*

A: *Only the caster has the effect, but if he joins another unit, that unit will benefit from that effect too*

Reference: ID158, Core Rulebook pg. 207 (Characters and units)

Q: *Which set of rules must be used for a character riding a behemoth with Howdah?*

A: *Split profile (chariot mount), because Howdah references Split profile (chariots)*

Reference: ID177, Core Rulebook pg. 171 (Howdah)

MISSIONS & SCORING

Special Rules

Q: Are victory points cumulative if a unit flees and is below 25% of its starting size?

A: You take the maximum of points, in this case 50% for a fleeing unit. See ambiguous rulings.

Reference: ID029, Core Rulebook pg. 286 (Scoring)

Q: When do you need to decide or declare if a unit is scouting?

A: You don't need to declare it in advance. Units with the Scout ability can be deployed at any point during the regular deployment phase, up until characters are deployed.

Reference: ID138, Core Rulebook pg. 188 (Scouts), pg. 285 (Deployment)

General Principles

Q: The rules state that units need to be deployed "within" the deployment zone. Does that mean only part of a unit must be within the zone, as it doesn't specify "completely"?

A: No, deployment requires that units be positioned entirely within the deployment zone. Note that "within" is defined in the rulebook as distance between two units, so it is most likely an oversight from GW for deployment rules.

Reference: ID146, Core Rulebook pg. 285 (Deployment)

Q: In the rulebook it is stated that a banner is only claimed as a trophy of war if the UNIT is destroyed either in combat or is run down. What happens if the champion is the sole survivor of a unit that had previously a banner and the unit is destroyed afterwards by one of the both conditions stated? Especially if the standard bearer is killed by shooting?

A: If you run down a unit or if you destroy a unit in combat that had previously a standard bearer, you will always receive the VP for the banner.

Reference: ID, Core Rulebook pg. 286 (Trophies of War)

TERRAIN

Categories

Q: *How many attacks do models make when fighting an enemy unit that defends an Low Linear Obstacle?*

A: *If attacking across a low linear obstacle, only 1 attack each (no base contact)*

Reference: ID191, GW FAQ 2025-01

Q: *When a unit is under the effect of a rule or spell that makes it count as being behind a defended low linear obstacle, what does that mean?*

A: *Since there is physical base contact, the opponent charging unit only suffers a disordered charge*

Reference: ID192, GW FAQ 2025-01

Q: *Does a unit gain the benefit of a defended Low linear obstacle when the charging unit ends the charge move on top of the LLO in base contact to the unit or at a part of the unit where there is no LLO*

A: *The last sentence only mentions Fly (X) as an exception, so a charging unit always suffers the disordered charge but only loses impact hits and stomp attacks and full attacks if it has no base contact/for models without base contact*

Reference: ID193, GW FAQ 2025-01

Q: *Can the third rank of a unit shoot from a hill?*

A: *No, the rules and GW FAQ say very specific that a unit is only able to fire with one additional rank if on a hill.*

Reference: ID238, GW FAQ 2025-01

Q: *Can you see a unit that is only partially on a hill and can you see a model that is only partially on a hill?*

A: *Yes, given no other unit closer to the center of that hill obstructs that LoS. Also Models partial on a hill see over models that are not on that hill.*

Reference: ID237, GW FAQ 2025-01

Q: *If a unit wants to shoot at units on a hill - do units that are on the same hill and are further from the center than the target unit block line of sight for the shooting unit?*

A: *No, since they can see you over that unit, you can see them too - the rules for being closer to the center of the hill works both ways, imagine the unit closer to the center being higher elevated.*

Reference: ID236, GW FAQ 2025-01

Q: *Does a unit gets cover, when the LoS that checks cover is partially obstructed by a unit closer to the center of a hill?*

A: *Yes*

Reference: ID235, GW FAQ 2025-01

Q: *Does a unit partially on a hill gets cover for models, for which the LoS is obstructed by the hill?*

A: *Yes*

Reference: ID234, GW FAQ 2025-01

Q: *When a unit (not a chariot) charges a unit defending a low linear obstacle, can the charging unit make base to base contact with the charged unit by moving over the LLO and suffering the consequences ?*

A: *No. A defended linear obstacle prevents the charging unit to go over it, no choice is given to the charging unit.*

Reference: ID224, Core Rulebook pg. 270 (Low Linear Obstacles), GW FAQ 2025-01

FACTIONS – FORCES OF FANTASY

Army Rules

Q: Does Hawk Eyed Archer effect melee and ranged attacks? Does it allow you to target war machine crews? Does it allow you to target Skaven weapon teams?

A: Only Ranged. No. Yes (similar to lone character).

Reference: ID065, ID066, ID068, Forces of Fantasy 123 (Hawk Eyed Archer), Skaven pg. 8 (Weapon Team), Core Rulebook pg. 206 (Targeting Lone Characters), Core Rulebook pg. 196 (War Machines)

Q: Some weapons shoot like a war machine, such as the Cygor's Hurl attack and the Steam Tank's Steam Cannon. Both state, "If a 'Misfire' is rolled on the Artillery dice, this model loses a single Wound (instead of rolling on a Misfire table)." If a Misfire is rolled, is the attack still successful?

A: No.

Reference: Forces of Fantasy pg. 69, Ravening Hordes pg. 107, Community FAQ

Q: Can a Steam Tank fire both its missile weapons (Steam cannon or Steam gun) in a single shooting phase?

A: No, the crew can either fire the Steam cannon or the Steam gun.

Reference: ID111, Core Rulebook pg. 137, 216, GW FAQ

Q: Is a handmaiden of the Lady able to cast assailment spells from the back rank using the Shield of the Lady special rule?

A: Yes, she can cast spells as being in the fighting rank

Reference: ID034, Forces of Fantasy, pg. 87 (Shield of the Lady)

Q: Is a handmaiden of the Lady able to cast Magic Missile spells from the back rank using the Shield of the Lady special rule, because other models are blocking its Line of Sight ?

A: Yes, "units do not block the character's line of sight", so its perfectly possible to cast magic missiles.

Reference: ID120, Forces of Fantasy pg. 87 (Shield of the Lady), Core Rulebook pg. 208 (Unit Facing & Line of Sight)

Q: When do you place your additional wood from "Woodland Ambush" rule.

A: After deciding the sides, but before deploying any unit.

Reference: ID124, Forces of Fantasy pg. 145 (Woodland Ambush)

Q: Can a model with the Grail Vow benefit from it's Ward save when facing another Bretonnia Army?

A: Yes, the army cannot pray to receive the Blessing. Models with the Grail Vow already have the Blessing before the Battle.

Reference: ID133, Forces of Fantasy pg. 107 (Blessing of the Lady)

Q: What is considered the front and rear corner of a unit in Lance Formation for the purpose of determining if it can pass through other units?

A: For this purpose, the front edge tge second rank and the model in the first rank cannot pass through units. The rest of the unit can wheel through other units as the models would take a direct route as described in the GW FAQ.

Reference: ID134, Forces of Fantasy pg. 110 (Lance Formation)

Q: Can a unit still benefit from the "Finest Warhorses" special rule if it is joined by a character who does not possess this rule?

A: No, this special rule can only be used by units that consist entirely of models with this special rule

Reference: ID135, Forces of Fantasy pg. 107 (Finest Warhorses)

Q: Who can allocate attacks to a single model in a Lance formation?

A: All models in both fighting ranks can allocate attacks to a single model in the enemies fighting rank. This also means that every model in each fighting rank can do all it's attacks, even it is not physically in base contact with either unit.

Reference: ID136, Forces of Fantasy pg. 110 (Lance Formation)

Q: What happens when a unit falls below Unit Strength 10 after a Handmaiden retires to the rear end of the unit?

A: The Unit Strength 10 condition is checked at the moment the Handmaiden retires to the rear rank. If the condition is met at that time, the Lady's effects remain active until the combat ends, even if the unit later falls below Unit Strength 10.

Reference: ID156, Forces of Fantasy pg. 87 (Shield of the Lady)

Q: What are the size and shape restrictions for the additional wood placed using the Woodland Ambush rule?

A: The additional wood must measure between 8" and 12" at its widest point. It should be shaped to resemble a natural wooded area. If there is any doubt about what is acceptable, check with the Tournament Organizer. Note that some tournaments may provide pre-defined woods or have specific guidelines for their appearance. Reference: ID164, Forces of Fantasy pg. 145 (Woodland Ambush)

FACTIONS – FORCES OF FANTASY

Army Rules

Q: *When a unit charges a unit with the rune of hesitation, does the initiative bonus apply? What does "it" in that rule mean - only the weapon it chooses or the unit? What happens if a character wields a magic lance?*

A: *A: The initiative bonus applies since it is not a special rule. You lose any special rule on weapons and of the unit that have a relation to charging - a cavalry spear's fighting in second rank is useable, it's S and AP bonus are not. Magic weapons still have to be used (if equipped, a lance cannot be chosen), but their charge bonus is lost. The unit is not allowed to use any special rules related to charging - First Charge, Furious Charge, Impacts hits etc. The unit still counts as having charged for external effects, if relevant for spells, other units etc.*

Reference: ID171, Forces of Fantasy pg. 37 (Standard Runes)

Q: *What is the cap for rank bonus if using the "griffon standard"?*

A: *since the rank bonus is doubled, the maximum rank bonus would be doubled too (up to +6 for horde infantry)*

Reference: ID172, Forces of Fantasy pg. 75 (Magical standards)

Q: *Can a Salamander Pack or a similar unit that is both War beasts and Regular infantry, benefit from Inspiring Presence ?*

A: *No, war beast gives the unit the undisciplined special rule*

Reference: ID185, Core Rulebook pg. 193 (War Beasts)

Q: *Does a Lion Cloak improve the model's armour save if it is on a chariot? Does Korhil on a Chariot benefit from The Pelt of Charandis if he uses his Chariot's armour save?*

A: *Since Lion Cloak is a special rule that is shared with the whole model it works. The Pelt of Charandis is an equipment that only benefits the wearer - Korhil Lionmane, so in this case he is not able to improve the armour save of the Chariot*

Reference: ID211

Q: *Can an engineer in combat use a pigeon bomb?*

A: *No because this is "instead of shooting normally", so the engineer needs to be able to shoot.*

Reference:

FACTIONS – RAVENING HORDES & LEGACY

Army Rules

Q: *Can a warp lightning cannon fire in such a way that it hits friendly models?*

A: Yes

Reference: ID068, Community FAQ.

Q: *Can the Doomwheel fire its lightning while engaged and fleeing?*

A: Yes, there are no restrictions. The lightning is independent from its ability to perform shooting attacks.

Reference: ID075, Skaven pg. 17.

Q: *Does warpstone token trigger only on a D6 roll of a natural one. Or does it trigger on a 1,2 on the D6?*

A: A Natural roll of 1 on a D3 is a 1 or 2 on a D6

Reference: ID048, Community FAQ

Q: *Skaven Verminous Valor: Exactly when can the model choose to retire. Current wording "at any time" is to open and allows for things like moving to the back rank before the opponent get to strike, moving to the back rank while in a challenge and moving to the back rank while the opponent is in the middle of resolving a shooting attack.*

A: Correct, in theory the model can strike and then retire until the end of the round of combat. In a challenge the attacks can still be allocated to each other

Reference: ID076, Community FAQ

Q: *Can you use the hatred from rolling a 2 on the Darkforged weapon to re-roll hits with the Blood of Hashut?*

A: Yes, the hatred effect would apply to any attacks the bearer made- as it effects the model not modifies the weapon.

Reference: ID022, Chaos Dwarves, Community FAQ

Q: *Can the Bound Spell "Storm Call" (Beatsmen Brayheards) be used after a successful charge? The Spell is a Magic Missile that can be explicitly be cast in combat, while the rule for shooting says that you cannot shoot when engaged in combat or after a charge.*

A: You can use it after a successful charge. RAI, the allowance to cast it into combat should also mean you can use it after a successful charge.

Reference: ID041, Core Rulebook pg. 137 (Who can shoot), Ravening Hordes pg. 104 (Storm Call)

Q: *Some weapons shoot like a war machine, such as the Cygor's Hurl attack and the Steam Tank's Steam Cannon. Both state, "If a 'Misfire' is rolled on the Artillery dice, this model loses a single Wound (instead of rolling on a Misfire table)." If a Misfire is rolled, is the attack still successful?*

A: No.

Reference: ID113, Forces of Fantasy pg. 69, Ravening Hordes pg. 107, Community FAQ

Q: *Is the bonus from My Will be done applied before or after strikes last?*

A: You set the initiative to 1, and then apply modifiers, so you would add MWBD after.

Reference: ID077, Core Rulebook

Q: *Do the modifiers for several Mortis Engine stack? How often do you roll on the Miscast table when you are in the Commanding Range of 2 Mortis Engines?*

A: Given that the rules say you get the bonus if you are in range of "this model" the modifiers do stack for several Mortis Engines. In case of a Miscast an absolute number of rolls is given. So you roll twice no matter how many Mortis Engines are in range.

Reference: ID078, Ravening Hordes pg. 148

Q: *How does the "Resurrecting the Fallen" ability work with units in skirmish formation?*

A: You can use the rule and resurrect models, but only place them in coherency of models that were present at the start of the phase.

Reference: ID105, Ravening Hordes pg. 154, Vampire counts pg. 28 (Resurrecting the Fallen)

Q: *Can a Champion that is not on the table (because he is in Ambush, or hold back as Reserves) Challenge or accept the Challenge of a Warrior Duel?*

A: Yes, nothing in the wording of the rule implies that the Champion's Unit of the Marauder or their opponent have to be actually on the battlefield to fight in the Warrior Duel.

Reference: ID190

Q: *If the single-use effect of a magic weapon, such as Wollopa's One Hit Wunda, has not been used or has already been expended, can the wielder choose to use a different mundane weapon instead during combat?*

A: No, Wollopa's One Hit Wunda continues to count as a magical hand weapon even after its single-use effect is expended. Since it remains a magic item, you are not permitted to switch to another mundane weapon in that combat. Remember, general rules for switching weapons between rounds of combat still apply.

Reference: ID144, Core Rulebook pg. 337 (Single Use magic Items), Ravening Hordes pg. 43 (Wollopas One Hit Wunda)

FACTIONS – RAVENING HORDES & LEGACY

Army Rules

Q: *can a character that attempts to use an ability that requires a leadership test use the 'hold your ground' ability of an undead battle standard bearer to re-roll this test?*

A: Yes.

Reference: ID170

Q: *For monster handlers, is the D6 roll to check whether a wound removes a handler or makes the monster lose a wound only during combat, or for any unsaved wounds?*

A: *The roll occurs for any unsaved wounds, since the last phrase of the paragraph is also not related only to combat. The "in combat" only applies to the first phrase..*

Reference: ID173

Q: *Can Skaven Master assassins and Dark Elves Khainite assassins be hidden in a unit that is not deployed at the start of the game (for instance ambushers)?*

A: Yes

Reference: ID178

Q: *When is decided the unit where Skaven Master assassins and Dark Elves Khainite assassins are hidden ?*

A: *When deploying characters*

Reference: ID179

Q: *How many demonic gifts can a demon of chaos character buy? Are demonic gifts restricted like magic items?*

A: *Since there are no categories for the demonic gifts mentioned as in the rulebook for magic items, a character can buy as many different gifts as his point limit allows. Demonic gifts without an asterik can only be taken once per army and only a demonic locus can buy a single icon.*

Reference: ID203

Q: *Can a Skink character join a Salamander Pack, a skirmisher unit which has both Regular infantry and War beast troop sub-types ?*

A: *No, since skink characters do not have both regular infantry and the war beast troop type.*

Reference: ID199

Q: *Can you cast assailment spells during a warriors duel ("like in a challenge")? Assailment spells are cast in every "combat phase", the warriors duel only states that there "rounds of combat"*

A: *Yes, rounds of combat are conducted in the combat phase, so its possible*

Reference: ID212

Q: *Can you use the icon rakaph to pivot during an overrun move? "Unless making a charge move, a unit carrying the Icon of Rakaph may perform a single free reform at any point during its movement."*

A: Yes

Reference: ID214

Q: *Goad Beast: During the Command sub-phase of their turn, this character may goad a single friendly model whose troop type is 'monster' and that is within their Command range (including their own mount). Until the end of this turn, that model gains a +D3 modifier to its Attacks characteristic (to a maximum of 10). Does this also affect the rider?*

A: *No, only the mount, see 'including their own mount' - see Split Profile (monster mount) - The character and mount each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics,*

Reference: ID215

Q: *How many wailing dirges does a Mortis engine have?*

A: *You only do one wailing dirge attack for the whole mortis engine.*

Reference: ID232