

Answered with certainty/citation

Answered but needs further explanation

Answered but possibly uncertain

Unclear

General

Army Composition

- Are there any restrictions on army composition?

Answer: No, by default there are no restrictions beyond point limits. However, if players want more restrictions they can play with the Force Organisation rules on p.8 of the Beginner's Guide/Advanced Rules, and the Tournament Guidelines (which can be found in the Advanced Rules or as a [separate free download on the site.](#))

- How do Battle Brother detachments/different daemons/Havoc Disciples etc work with the competitive restrictions?

Answer: They count as different armies

- Can you attach a hero to a different armies unit?

Answer: Yes. Although not when using the Tournament Guidelines.

Targeting

- When a rule says 'target a friendly unit' can a unit target itself?

Answer: Yes

- The paragraph "Picking targets" in the melee/charging sequence uses the term "clear path". Does it mean "path without solid obstacles" or something else?

Answer: Yes, clear path means without obstacles, which doesn't have to be a straight line.

Objective Markers

- When measuring if a unit is within range of an objective, do you measure from the edge of the objective marker (like measuring anything else). Or is it measured from the centre of the marker? i.e. does marker size matter?

Answer: ["up to you" \[OPA Citation\]](#)

Charging

- What happens if you declare a charge but end up unable to make base contact with the enemy? (For example due to the Boing/Bounding special rule, a spell that increases movement or the Tactical Retreat stratagem)

Answer: [so you can attempt to charge a unit that would be within range if you rolled max. distance on boing, but if you fail it just becomes a rush instead. \[...\] you don't have to rush the full distance \[OPA citation\]](#)

- Is charging through an enemy unit to hit another enemy behind the first one permitted?
Answer: Charging through units is not allowed. Whilst you may move within 1" of models, you can't move through models (unless you have the flying special rule).
- What happens if a charging unit's target is killed before the charging unit reaches it?
Answer: The charging unit completes its move before the target is removed, and then they remain idle. [Original FAQ]
[clarification needed]: Does it have to move to where the target unit was? Or does the charge become a Rush and the player can move freely?

Defense

- Do units always get a defense roll regardless of AP?
Answer: Defense is always rolled. Remember that unmodified rolls of 6 always succeed, regardless of the AP special rule.
- Which Defense value is used for the unit with hero attached: hero's or unit's?
Answer: When taking hits, you must use the unit's Defense value, until all non-hero models are killed.
 So for example when a Dwarf Champion (Defense 4+) joins a unit of Berserkers (Defense 6+), the unit uses Defense 6+ until all Berserkers are removed and only the Champion is left. However some special rules (like Sniper), may target the Hero specifically which means the Hero's defence is used.

Fatigue

- Does striking back in melee count as activation?
Answer: After striking back in melee, a unit is fatigued but can still activate later in the game. The only consequence is they will only hit on 6+ if they charge during their activation.

Morale/Wavering/Pinned

- If a melee fight leaves a unit with less than half of its models, does it take a morale test?
Answer: No, only if it lost the melee, regardless of how many models it has left. However if it does lose, having lost half its models will determine the consequence of a failed morale test
- Outside of melee, having lost half its models, does a unit take a morale test after taking wounds or only after losing models?
Answer: Only after losing models [\[OPA citation\]](#)
[rule update advised]: Clarification would be good. Current wording suggests you check after taking wounds.
- Unit A charges Unit B. Unit A kills 2 enemy models. Unit B is now down to 2 models left. Unit B strikes back and inflicts 1 wound. Unit A is destroyed completely. Does Unit B test morale, since it has inflicted less wounds in melee?
Answer: if the other side dies you win, so no morale test is needed. [\[OPA Citation\]](#)
- Wavering/Pinned models must "stay idle". Does a unit that is "idle" still have to be activated? What can it do?
Answer: Units that are idle still have to be activated, and they may not do anything during that activation. [Original FAQ]

- For the purpose of morale tests from when is the "total size or tough value" counted?
Answer: The total size or tough value is counted at the beginning of the game. Example: If a unit with 10 models loses 5 models, you must take a morale test. From then on it will have to take a morale test whenever it loses models because it is at 50% or below of its starting size (counted at the beginning of the game). [Original FAQ]

Terrain

Is the game played on a 2D plane or in 3D space? For example, do I count the height of elevation in checking line of sight?

Answer: Game is played on a 2D plane, so height of elevation does not really matter. Before the game both players should decide if any elevated elements of terrain block line of sight, are impassable or are difficult terrain. [\[OPA Citation\]](#)

AoF (Regiments)

Regiments

- What's the difference between Regiments and normal AoF?
Answer: In Regiments models are ranked up in a formation within their units. It has limitations on rotating and moving, as well as who can fight, and some differences in some special rules like Ambush and Phalanx.
- Is there any bonus to charging a unit in its flank/rear?
Answer: No, you don't get a bonus to your melee results for charging a unit in the flank/rear. Instead units can only attack in their front facing, so if you charge a unit in its flank/rear you don't get return strikes. [Original FAQ]
- When it says that Advancing units "may also move sideways or backward by up to half its move.", is that in addition to normal movement?
Answer: You can combine the forwards movement with sideways and backwards movement. The sideways and backwards movement counts double/you move half.
[rule update advised]: not super clear.
- Do I have to place Hero models in the front rank?
Answer: No, it doesn't say anywhere that heroes have to be placed in a specific position. The hero rule that heroes have to be removed last overrules the general rule that models have to be removed from the back first

Command Groups

- Can a single model take up multiple places of a command group?
Answer: No

Skirmish/Firefight

General

- Can I use units such as vehicles and chariots from Grimdark Future/Age of Fantasy in Firefight/Skirmish?

Answer: Yes, however they might not be very balanced. [Original FAQ]

Area Shooting

- How does Area Shooting work?

Answer:

1. Attacker chooses they want to split attacks.
2. Attacker picks a single model
3. Attacks are split evenly between all defending units with 3" of that model (Defender decides on ties).
4. Defender rolls to block for units one by one
5. Defender assigns wounds to models (as usual)

Area Striking

- Can a unit that has used area striking in melee be struck back by all models that it attacked? E.g. I spread 2 attacks among 2 models. Both miss. Can both targets strike me back?

Answer: No, only the declared target of the charge is in melee combat

- Does a model attacked by spread melee attacks count as charged? E.g. a unit charges model A and spreads attacks among A and B. B was stunned before. Is B automatically killed?

Answer: No, only the declared target of the charge is charged. In area striking you have to go through the whole process of making a wound check to KO a stunned unit. Only shooting and charging have the bonus of easier KO of stunned units.

Differences

- What's the difference between Skirmish and normal AoF? Or between Firefight and normal GDF?

Answer: In Firefight/Skirmish you use smaller warbands with less models. There are also differences regarding movement, taking wounds, morale and some special rules.

Hero Auras (i.e. "This model and all friendly units within 12" get")

- What happens when a unit moves through the range of this aura and out again?

Answer: Probably: For movement buffs, you have to start your activation within the bubble. And for combat buffs you have to be within the bubble when the combat/attacks happen.

Wounds/Tough

- Does a model with Tough(X) have to roll on the wound table for each wound it takes?

Answer: No, the model only rolls on the wound table once it has taken X wounds.

Morale

- What does "starting units" mean for morale tests? Does it mean all units from the army list or all units deployed in the first turn?

Answer: All units

General Special rules

Ambush

- Is ambushing an activation?

Answer: No, ambushing units are placed before any activations (as a deployment), and are activated during the round like any other unit.

Blast(x)

- How does the limitation on hits work?

Answer: The limit is per shot. Every hit multiplies separately. If the model count of the target is smaller than Blast(X), then the multiplier is just the size of the target.

So for example: A weapon with (A3, Blast(3)) shoots a unit size of [5]. 5 is higher than 3: so the multiplier is 3. $3 \times 3 = 9$ hits total

- What is the difference between Blast(X) and Deadly(X)?

Answer: When taking hits from Blast(X) you roll X dice to block and the unit takes 1 wound for each failed block, whereas when taking hits from Deadly(X) you roll 1 dice to block and one model in the unit takes X wounds for the failed block. [Original FAQ]

Fast/Slow

- What happens if a unit with Slow is given the Fast rule (or the other way around)?

Answer: The two rules cancel each other out, and the unit moves as if it had neither of them. [Original FAQ]

Impact

- If a unit made up of multiple models has Impact(1), how dice does it roll?

Answer: One die per model that has Impact(1) and is within striking distance of the enemy

- What about if there is both Impact on a weapon and on the unit itself?

Answer: You add the Impact amounts together.

- Does Impact benefit from special rules like AP?

Answer: No, hits from Impact are never modified by any special rules, unless the special rule states otherwise (like Lancer in Chivalrous Kingdoms)

Sniper

- Do other models in a unit block line of sight for an attacker using Sniper?

Answer: No. You have LoS to the unit, that is all it needs to single out any model within that unit.

- <https://discord.com/channels/610199287346888743/611059171265347603/1214896937778548787>

Wizard/Psychic

- Can you cast a spell after Rushing (i.e. without having attacked?)

Answer: Yes. It could also be worded as “Models with this special rule may cast one spell at any point during their activation, except after attacking.”

[rule update advised]: wording could be changed as above

Undead/Automa

- When a unit with Automa/Undead is joined by a hero without it, do you add the hero's Tough to the crumble roll?

- **Answer:** “huh, unclear. 404's the game XD”

- How does the Undead special rule interact with Tough? For example, a Vampire Lord with Tough(3) is joined to a unit of 5 Vampire Knights. If they would have to take a morale test, do you roll 8 dice, 1 for each wound remaining. Or 6 dice, one for each model and is Tough only used for single model units?

Answer: You roll 8 dice [\[OPA Citation\]](#)

[rule update advised]: make it explicit

Relentless/Furious

- Do Poison and Blast stack?

Answer: Yes, for example if a weapon has Poison and Blast(3), then on a roll of 6 it deals 9 hits. [Original FAQ]

- Is roll of 6 on a weapon with Poison and Blast capped by the number of models in the target unit?

Answer: Yes

- Do extra hits from Poison use a weapon's other special rules?

Answer: Yes, for example if a weapon has Poison and AP(X) then the extra hits also have AP(X). [Original FAQ]

Regeneration

- If a unit with Regeneration is hit by a weapon with Deadly(X), how many Regeneration rolls does it get?

Answer: It rolls one Regeneration roll for each wound, so a total of X times. [Original FAQ]

Transport/Carrier

- Can a unit outside a transport target a unit inside a transport with special rules or spells?

Answer: Only if the originator of the rule or spell is in the same transport or is the transport itself.

- Can units use their 3" move from destroying enemy units to embark in a transport?

Answer: No, units can only embark in a transport with the movement from an activation, a spell or other special rules. [Original FAQ]

[rule update advised]: make it explicit

- Can you deploy a unit with Immobile in a Transport/Carrier? Can it get out?

Answer: You can deploy it inside a Transport/Carrier, however getting it out is technically a problem since you can't move the Immobile unit at least 1" away from the Transport. It probably won't break the game if you allow it though.

Aircraft

- Do models with Aircraft that are Pinned still have to move 18"-36"?

Answer: Yes, nothing prevents their mandatory move. [Original FAQ]

- Can models with Aircraft change direction whilst moving?

Answer: No, they can only change direction once they fly off the table and are re-positioned at the edge. [Original FAQ]

Army Specific Special rules

AoF: Goblin - Destructive (check if other armies have a copy of this rule)

- How many Destructive rolls for a Fanatics[3] unit?

- **Answer:** [This rule uses the phrasing "this model". so you can roll up to 3 Destructive rolls \(1 roll per living model in the unit\).](#)

- Is it legal to move through a unit on a charge to trigger Destructive and attack normally?

- **Answer:** [Yes, as long as you can move through the unit and stay within your charge distance.](#)

AoF/GDF: Various - Beacon/Warning Cry/Daemon Hunter/Tunnelers/Surprise (check if other armies have a copy of these rules)

- How do Beacon, Warning Cry and Tunnelers interact with each other?

Answer: "Warning Cry modifies distance restrictions, and Beacon allows you to ignore distance restrictions. Warning Cry stops tunneller"

Beacon > Warning Cry > Tunneller" [\[Link\]](#)

AoF/GDF: Various - Aegis/Spell Eater/Unholy Brazier/Arcane Power (check if other armies have a copy of this rule)

- What does it mean that this rule 'stacks with Regeneration'?

- **Answer:** If a unit has both rules you first roll for Aegis and if it fails you can then roll to prevent the wound with Regeneration as normal

[rule update advised]: Stacking usually implies that things are added together into a single effect, not that the effects happen one after the other

GDF: TAO/HEF - Drones/Gun Platforms (check if other armies have a copy of this rule)

- Are upgrades like TAO Drones and High Elf Gun Platforms individual models on the battlefield?

- **Answer:** No, they are upgrades given to an individual model, much like a weapon or a jetpack. To represent them on the battlefield you can use miniatures as tokens, but they are ignored for gameplay purposes (line of sight, model removal, etc.).[Original FAQ]

AoF: Saurians - Primal Roar

- How many extra attacks can this rule generate?

- **Answer:** This rule only modifies the Predator rule so that it activates on 5's and 6's, instead of just 6's. These attacks still have the same restriction of "This rule doesn't apply to newly generated attacks." as extra hits from Predator normally do.

AoF: Beastmen - Bestial Hatred

- How does this rule stack with Furious?
 - **Answer:** The attacks are doubled twice. So 4 hits per 6 rolled. **[This was not my first assumption]**

TO ADD:

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“In Cover” Martial Prowess

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Undead

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Ambush Aura Skirmish

<https://discord.com/channels/610199287346888743/941468989614334052/1202605972175200296>

Skirmish Fear

<https://discord.com/channels/610199287346888743/941469618931900506/1218966377692401846>

Tough

“If a model with Tough joins” > “If a Hero with Tough joins”

“Before starting to accumulate” > “before accumulating wounds”

Mention Sniper exceptions?

Target 2 units <https://discord.com/channels/610199287346888743/610199287346888746/1385312027563528264>

Indirect Transport

Medic Sniper <https://discord.com/channels/610199287346888743/821052238125989938/1346872331871457311>

Scout

<https://discord.com/channels/610199287346888743/821052238125989938/1356907825103765625>

Blast in Skirmish

[Grimdark Future Firefight - Struggling to understand how Blast\(x\) works. : onepagerules](#)