

The Old World Community FAQ

V0.5

Allies

What Rules Must Allies Obey

Brettonian Lance Formation

Multiple Combats with Skirmishers

Meaning of “Base Contact”

Casket of Souls

What is the Base Size

Do Multiple Caskets Give +2?

Characters & Chariot Crew

Is a Character Part of a Chariot’s Crew

Chariot Missile Weapons

How Many Times Do They Shoot?

Fear

Fear-Causing Character in Unit

Fly(X)

Maximum Charge Range

Column of Crystal

Formationless Units

General Case

Lance (Weapon)

Fall Back in Good Order

Magic Items

[Multiple Magic Weapons](#)

[Berserker Blade](#)

[Multiple Magic Shields](#)

[Potions](#)

Magical Vortexes

[Effect on Units Moving Through](#)

[Random Direction of Movement](#)

[Column of Crystal](#)

Missile Weapons

[Multiple Missile Weapons](#)

Multiple Chargers

[How Does Multiple Units Charging the Same Unit Work](#)

[What About Skirmishers?](#)

Multiple Wounds(X)

[How Do Multiple Sources Stack](#)

Not Enough Space to Add Models

[General Case](#)

Plague of Rust

[Armour Value](#)

[“-2”](#)

Scatter Dice

[Random Direction](#)

[Fanatics and Magical Vortexes](#)

Skirmisher Flee Direction

When in Skirmish Formation

Stupidity

How Far Models Are Required to Move

What Happens If You Encounter an Enemy

War Hydra & Kharibdyss

Number of Wounds

Presence of Handlers

War Machines

Unit Strength

Wizards

“Counts As” Armor

Wizards and Misc. Armour

Allies

What Rules Must Allies Obey

Issue:

On page 280, the rulebook says, “An allied contingent is effectively a miniature army in its own right. Accordingly, an allied contingent must abide by the army composition rules and the percentages given for the army composition list used to create it:”. It is then followed by a section with point percentage and army composition restrictions.

The fact that this sentence ends with a colon instead of a period leads some to argue that it is referring only to the comp rules that follow the colon, and that Allies do not need to follow the army composition rules from their own book.

Ruling:

Rules as written are Clear. No additional rule is needed.

Allied contingents must still be a legal army list if they were to stand alone, and they must follow all of the restrictions from the army book they came from. This means, among other things:

- You typically must have at least 25% of your allied contingent's points come from core.
- You must take any required (1+ minimum) units from that army book in your allied contingent.
- You typically cannot bring a lord level character unless your allied contingent is at least 1000pts in size.
- Your allied contingent can bring their own allied contingent, if you have the points for it.

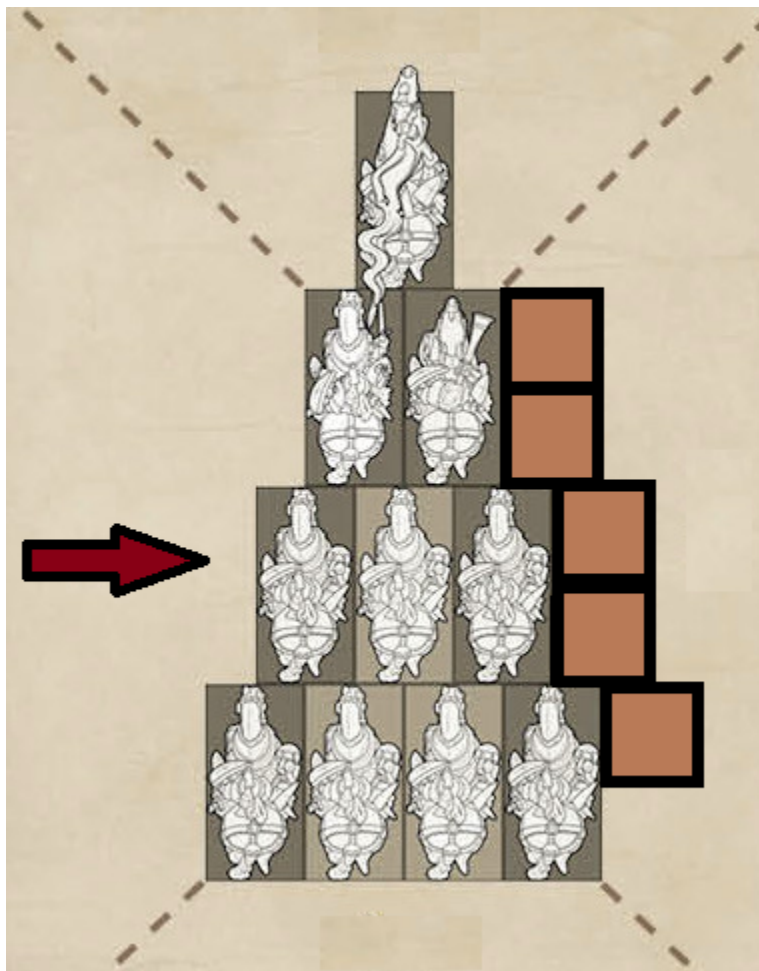
Brettonian Lance Formation

Multiple Combats with Skirmishers

Issue:

On page 111, the rulebook says Skirmishers cannot blunt the lance. Also, if they charge it they do not form up as normal, but instead move directly against it. (See diagram below)

The issue arises when a unit that *can* blunt the lance charges while the unit is still engaged in combat with the skirmishers. Normally the lance would reform into a Close Order formation, but it cannot do so in this case because it is blocked by the skirmishers. (See diagram below)



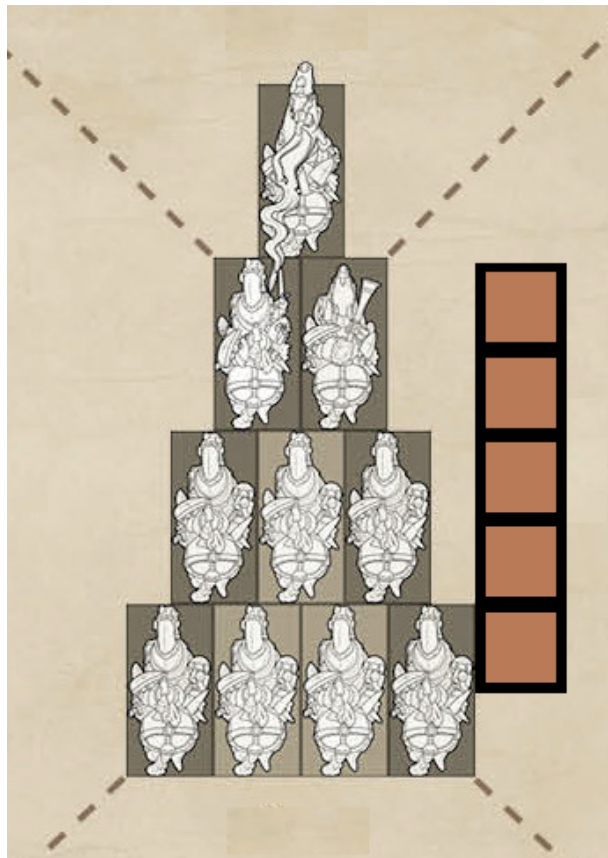
Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Once the lance is blunted, the Skirmishers are no longer in combat with a lance. So, the skirmishers must now adopt their usual formation in combat. They do this by moving backwards until a standard Open Order formation is established.

Once the skirmishers have formed up, the models in the lance then adopt their close order formation (forming up against the skirmishers). Finally, the unit that caused the lance to become blunted closes any distance created by repositioning the models in the lance (if necessary).



(After the skirmishers reposition, the rules from the Blunting the Lance section can now be followed as written.)

If the movement of the skirmishers is also blocked, move all models involved the minimum amount required to allow the skirmishers to reform.

Meaning of “Base Contact”

Issue:

On page 110, the rulebook says, “...every model on the outside of a Lance is considered to be...in base contact with the enemy unit...”

This sentence states the models in the lance are considered to be in “base contact” with the “enemy unit,” but it does not explicitly say the “enemy unit” is also considered to be in “base contact” with the models in the lance.

Ruling:

Rules as written are Clear. No additional rule is needed.

The plain English meaning of “base contact” is that the bases are touching. As a result, this rule means the models are considered to be touching each other. There is no situation where you can be in base contact with an enemy unit, but it is not in base contact with you.

Casket of Souls

What is the Base Size

Issue:

On page 222, the rulebook says, “Accordingly, a war machine’s profile will give a base size for both the war machine and its crew.” However, the profile for the Casket of Souls just says “N/A”.

So what is the base size for the casket, and what is the base size for the crew?

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

The casket is 80mm x 100mm, and the crew are 30mm x 30mm.

Do Multiple Caskets Give +2?

Issue:

On page 147, the rulebook says, "Whilst within 12" of a Casket of Souls, friendly Liche Priests may apply a +1 modifier to any Casting roll they make."

One interpretation of this is that the model is only referring to itself when it references being near "a" casket. However, it is also possible (and perhaps more natural) to read the wording of this ability as meaning within 12" of *at least one* casket.

In general, modifiers that affect the result of a die roll stack, as per page 165. This ability certainly qualifies as one that modifies the result of a die roll. Also, two caskets would have two instances of this rule active, and their criteria are both independently fulfilled. This leads many to conclude that the ability should stack.

However, the rules team has used similar language to this in other places where the ability is clearly intended to *not* stack. One example is Engine of the Gods, which states:

Arcane Configuration: If your army contains two or more Engines of the Gods, friendly Wizards may apply a +1 modifier to any Casting roll they make whilst within 6" of an Engine of the Gods.

Virtually everyone agrees that, as written, this rule is not intended to stack. However, there exists an argument that this *does* in fact stack, and it is exactly identical to the argument that the Casket of Souls casting bonus is intended to stack. Arcane Configuration is an ability that modifies the result of a die roll. There are two instances of that ability in play if you control two Engines. Their criteria are each individually fulfilled. It even uses the same language. So by the same logic, they must stack.

Therefore, there is an argument that templating like the following is intended to be an indication that an ability does not stack:

- ...at least [X]...
- ...[X] or more...
- ...of one [X]...
- ...of a(n) [X]....

The wording used for this can also be contrasted with the wording used for other rules on the Casket that are clearly intended to stack, such as the spell Light of Protection, which instead says: "...this model and any friendly unit within 18" of this model...".

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

As long as a Liche Priest is within 12" of at least one Casket of Souls, it gets +1 to cast. To be consistent with other abilities that provide +1 to cast, the Liche Priest does not get +2 to cast from being close to multiple Caskets.

Characters & Chariot Crew

Is a Character Part of a Chariot's Crew

Issue:

On page 205, the rulebook says, "The character, crew and beasts each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons." This seems to make it clear that the character, crew, beasts, and chariot are all different things.

However, also on page 205, under "Improved Characteristics," it says: "When a character mounts a chariot, they join its crew, bolstering their strength, fighting ability and survivability. To represent this, the Wounds characteristic of the character is added to that of the chariot."

This leads some to argue that the character must be counted as part of the crew, and thus can use weapons or take advantage of special rules that are otherwise specific to the chariot crew.

Ruling:

Rules as written are Clear. No additional rule is needed.

The character and the crew are different things with separate profiles. They cannot use each other's weapons, or take advantage of rules intended for each other.

Chariot Missile Weapons

How Many Times Do They Shoot?

Issue:

The rules for some Chariot-mounted weapons, like the Stegadon's Giant Bow (and Giant Blowpipes), do not specify they can only be used once per turn.

Ruling:

Rules as written are Clear, but cause detrimental issues.

Community Ruling Provided:

These weapons have the following additional rule:

"Note: This weapon may only be fired once per turn."

Fear

Fear-Causing Character in Unit

Issue:

On page 168, the rulebook says, “A unit that does not cause Fear does not become immune to Fear when joined by a character that does.

Does this mean a character that joins a unit without Fear no longer causes Fear itself?
How does this work?

Ruling:

Rules as written are Clear. No additional rule is needed.

The rules on this are strange and a little convoluted, but ultimately do seem to function as written.

First, yes, the character still causes Fear. The tests provided on page 168 are independent. The “unit” must:

- Cause Fear (which it does, if it contains models that cause Fear), and
- Have a higher unit strength than the opposing unit.

If these two conditions are met, a unit which contains any models that *could* be fearful of models in the other unit must take a Fear test.

However, page 168 also says, “If this test is failed, any models in the unit that direct their attacks against the Fear-causing enemy suffer a -1 modifier to their rolls To Hit.”

So if the unit fails their fear test, they still only experience the -1 modifier when they try to direct attacks at the source of their fear. In this case, only attacks against the Fear-causing character would get the -1.

Fly(X)

Maximum Charge Range

Issue:

On page 121, the rulebook says, “A unit's maximum possible charge range is determined by adding six (the highest possible result of an unmodified Charge roll) to its current Movement characteristic (taking into account any modifiers that might apply to its Movement characteristic).”

This leads some to argue that flying models must use their ground Movement characteristic for determining their maximum possible charge range.

Ruling:

Rules as written are Clear. No additional rule is needed.

On page 170, the rulebook says, “A model with this special rule can Fly. Models that can Fly can choose either to move normally on the ground (using their Movement characteristic), or to move by flying. How many inches a model can Fly varies from model to model, and will be shown in brackets after the name of this special rule (shown here as 'X'). Models that choose to move by flying...can charge...”.

Models that Fly can opt to move based on their Fly value instead of their Movement characteristic, and they can do so when they “charge.” Determining your maximum possible charge range is one of the component steps of completing a charge, and so is covered by this rule.

Therefore, models can use their Fly distance when calculating charge range.

Column of Crystal

Issue:

On page 170, the rulebook says models that fly “are able to pass freely above other models, units and terrain features without any penalty...they cannot end their movement 'on top' of impassable terrain...”. This means they can generally move over impassable terrain.

The spell Column of Crystal says the template is “treated as impassable terrain over which no line of sight can be drawn.”

However, the FAQ says:

Q: If a unit with the Fly (X) special rule moves over a magical vortex that counts as dangerous terrain, is it affected by it?

A: Yes. Magical vortexes are considered tall enough to affect even models that are flying high above the battlefield.

So is the Column of Crystal infinitely tall?

Ruling:

Rules as written are Clear. No additional rule is needed.

Yes, the Column of Crystal is infinitely tall. Although the question in the FAQ concerns a Magical Vortex that counts as dangerous terrain, the answer is phrased to be general. The plain wording of the FAQ is that, in general, terrain effects generated by Magical Vortexes are not ignored by the Fly rule.

This means that the Column of Crystal is still impassable to units with Fly, and therefore units with Fly cannot move over it.

Formationless Units

General Case

Issue:

There are some situations in which a unit can end up not in a particular formation, and the rulebook provides no specific rules for dealing with them.

Example cases:

- Any units with Open Order, and a 1+ unit size requirements, when they deploy as a single model.
 - Open Order requires a minimum of 2 models. See page 100 of the rulebook.
- Any unit with Open Order, where models die until only a single model is left.
- Skirmishers, when ranked up in combat, stop being in Skirmish formation according to page 185 of the rulebook. At this point, they no longer have a defined formation.

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Units that are not otherwise in a formation automatically adopt the Open Order formation, regardless of how many models are in that unit. (This includes units comprised of a single model.)

Lance (Weapon)

Fall Back in Good Order

Issue:

Version 1.1 of the official FAQ contains the following entry:

Q: When can a model use a lance?

A: During any turn in which it charged or counts as having charged.

However, this was already the way lances worked, and this appears to not actually change any rules interpretations.

The main rules controversy with lances is whether, after a Fall Back in Good Order occurs, the next round of combat is considered a “subsequent round” of that combat. RAW, that does still appear to be the case.

However, the intent of this FAQ entry was surely to address the rules controversy with lances. Also, text about “discarding broken lances” has been removed elsewhere in the FAQ, further re-inforcing this idea. So lances should clearly work after a FBIGO.

Ruling:

Rules as written are Clear, but cause detrimental issues.

Community Ruling Provided:

Lances can be used again after a Fall Back in Good Order, and in general after any charge. The rules for Lances are changed to:

“A lance can always be used on any turn in which the wielder charged. On any turn in which the wielder did not charge, a model which has previously used a lance must use its hand weapon instead.”

Magic Items

Magic Armour vs. Mount Armour

Issue:

Version 1.1 of the official FAQ contains the following entry:

Q: A character mounted on a ridden monster or a chariot can choose to use their own or their mount's armour value, whichever is better. If the character wears magic armour but I choose to use the mount's armour value, can I still claim other benefits conferred by the magic armour?

A: No. You must use a magic item fully or not at all.

However, the FAQ provides no instructions on how to implement this, and it does not seem to fit cleanly within the rules as written. How should this situation be handled? Also, different magic items apply their effects at different times - so, at what point do players make the decision about which armor value to use?

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Players declare whether they are using their character's armor or their mount's armor at the beginning of combat, at the same time they would declare which magical weapons are being used. If a player chooses to use the mount's armor, the character will not get the benefit of any magical armor they are otherwise wearing.

This affects any and all items listed under the "magical armour" category, and includes body armor, shields, and helmets, as well as any other miscellaneous armor.

Note: The rules for Split Profile say, "When this model makes an Armour Save roll, it *may* use either the mount or the character's armour value, *whichever is better*." We interpret this to mean the player "may" use "whichever is better" (a choice), not that they are obligated to do so.

Multiple Magic Weapons

Issue:

On page 338, the rulebook says, "If a character has more than one magic combat weapon, you must choose which they will use when their combat is chosen."

However, there exist some circumstances in which the weapon a character is using can matter before they initiate their first combat. For example, making a test against a characteristic on the character's profile that is being modified by a weapon. How do you determine which weapon a character is using in these cases?

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Each character starts the game wielding one of their weapons, as chosen by the player fielding them. *(They can still change to a different one later, but only at the start of a new combat.)*

Berserker Blade

Issue:

The Berserker Blade has the Frenzy rule on its profile. This leads to many unclear rules interactions.

- If the character equips the Berserker Blade, subsequently loses frenzy, changes to a different weapon, and later re-equips the Berserker Blade, do they regain frenzy?
- If the character has multiple magic weapons and hasn't ever selected the Berserker Blade to use, are they frenzied?
- If the character is Frenzied and the Berserker Blade is destroyed or otherwise removed, what happens?

This was updated in version 1.1 of the FAQ, but it does not seem to have addressed any of these concerns. Rather, that update appears to be clarifying that a mount is not also frenzied (although the rules for Frenzy already specified this).

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

The Berserker Blade is treated as if it had the following rule instead:

“Note: The bearer of this weapon begins the game Frenzied.”

Multiple Magic Shields

Issue:

On page 337, referencing extremely common magic items (and with “shields that bear runes of protection” as an example), the rulebook says: "there is no limit to how many duplicates a character can carry."

On page 340, the rulebook says a model "can only carry one shield."

Which is correct?

Ruling:

Rules as written are Clear. No additional rule is needed.

A model can only carry one shield.

The shield referenced on page 337 is an example of an extremely common magic item. It is not an example of an item type that can be carried in duplicates. In general, extremely common magic items *can* be carried in duplicates - however, the rule on page 340 creates an exception for Shields.

Potions

Issue:

The extremely common magic items Potion of Strength, Potion of Toughness, Potion of Swiftiness, etc. all share the same language: the “bearer of a [potion name] can consume it. Until the end of that turn, the model gets +D3...”.

The term “model” is used ambiguously throughout the rules to sometimes refer to an entire model and all its profiles, and to sometimes refer only to a single profile.

Other magic items, such as the Paymaster’s Coin, say the “bearer” of the magic item gets the benefit. Does the change in wording on potions imply that all parts of the model get the bonus? Does the rider feed the potion to his horse?

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

The bearer of the potion (the profile that “consumes it”) is the only part of the model that is affected by the potion.

Magical Vortexes

Effect on Units Moving Through

Issue:

The rules for many Magical Vortexes say they have an effect on units when the Vortex moves through the unit, but do not address the case of a unit moving through a stationary Vortex. For example, the rules for Pillar of Fire say:

- “Any unit (friend or foe) the **moving** template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2.”

This leads some people to argue that they can move through a stationary Magical Vortex, and not suffer any ill effects.

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Units that move through a Magical Vortex experience the same effects the Vortex would cause if it had instead moved through them.

Random Direction of Movement

See [Scatter Dice](#) - [Fanatics and Magical Vortexes](#).

Column of Crystal

See [Fly\(X\)](#) - [Column of Crystal](#).

Missile Weapons

Multiple Missile Weapons

Issue:

On page 216, the rulebook says, “The following sections list many of the most popular types of missile weapons seen in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army list for that particular race.”

However, other than saying the list is not exhaustive, the rulebook does not further define Missile Weapons. Also, the army books generally do not reference Missile Weapons. So, what counts as a Missile Weapon?

This is particularly relevant for the “More Than One Missile Weapon” rule, which says (on page 216): “If a unit is equipped with two or more missile weapons, you must choose which it will use when it is chosen to shoot during step 1 of the Shooting phase.”

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

All weapons that are used in the shooting phase are Missile Weapons.

Multiple Chargers

How Does Multiple Units Charging the Same Unit Work

Issue:

On page 130, the rulebook says, “When two or more units are charging into the same arc of a single enemy unit, they are considered to move simultaneously and both units must try to bring the maximum number of models from both sides into base contact.”

What does “are considered to move simultaneously” mean? How is this executed in practice?

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Before moving any of the units involved, roll charge distance for all charging units to determine how many charges were successful, and how far each unit can move. The charging player then moves the charging units into place one at a time, but must endeavor to maximize the number of models in base contact from *all* of the successful charges. Finally, any failed charges are moved.

Also, if the player being charged wishes to make a Stand and Shoot reaction, they can choose any of the charging units to do so against. Page 120 of the rulebook says, “Once all charges have been declared, the inactive player can choose which charging unit to Stand & Shoot at. The unit will then Hold against the other charging units.”

What About Skirmishers?

Issue:

The rules provide no explanation for how multiple chargers against the same arc of Skirmishers should be handled.

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Because the units are “considered to be moving simultaneously,” the Skirmishers are able to form up against both of them. The defending player must do so in a way that endeavors to bring the maximum number of models into contact from amongst all units.

When the first unit moves into place, form up the skirmishers to create a battle line. No individual skirmisher can move farther than its movement value to do so. Any skirmishers that cannot reach the battle line form up in subsequent rows.



Multiple Wounds(X)

How Do Multiple Sources Stack

Issue:

On page 165, the rulebook says, "...the effects of duplicate versions of the same rule combine together, increasing its effect. For example, if a model is under the effects of a spell that grants it Armour Bane (2) and carries a weapon that has Armour Bane (1), the model would be considered to have Armour Bane (3)."

This would imply that Multiple Wounds(2) and Multiple Wounds(3) would add together to make Multiple Wounds(5). However, this is actually more powerful than the two abilities are separately, because it double counts the original wound.

To see why this is the case, you could re-write Multiple Wounds(2) to be "Bonus Wounds(+1)", and Multiple Wounds(3) to be "Bonus Wounds(+2)". These are functionally the same in almost every case, but adding them together according to the same rules would give you "Bonus Wounds(+3)". One wound would become 4, not 5. This discrepancy happens because in "Multiple Wounds(2)" one of the two wounds is the original wound you caused, and the same is true in "Multiple Wounds(3)". So adding them together double counts that wound.

Ruling:

Rules as written are Clear. No additional rule is needed.

According to the rules, Multiple Wounds(2) and Multiple Wounds(3) add together to make Multiple Wounds(5). Yes, this means the original wound is double counted.

Not Enough Space to Add Models

General Case

Issue:

There are many rules that involve placing new models on the table, including:

- Ambushers
- Resurrecting fallen units
- Summoning new units
- Fanatics / Assassins / hidden units
- From Beneath the Sands
- Reserves / Reinforcements
- Etc.

If there is no legal place on the table to place the model, what happens? The rules do not cover this situation.

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

If there is no legal place where a model can be placed, move the surrounding models the minimum amount required in order to create space for the new models.

Plague of Rust

Armour Value

Issue:

The spell Plague of Rust modifies “Armour Value,” but Regeneration and Ward Saves also have an Armour Value.

Therefore, Plague of Rust should affect Armour Saves, Ward Saves, AND Regeneration Saves.

Ruling:

Rules as written are Clear, but cause detrimental issues.

Community Ruling Provided:

Plague of Rust only affects Armour Saves.

“-2”

Issue:

The spell Plague of Rust applies a “-2” modifier to the Armour Value. However, the Armour Value is a target the player must roll above.

For example, an Armour Value of 5 means the player must roll a 5 or a 6 to make the armour save. Reducing the Armour Value to 3 means the player must roll a 3, 4, 5, or 6 to make the armour save. Thus, Plague of Rust makes armor saves *better*, not worse.

Ruling:

Rules as written are Clear, but cause detrimental issues.

Community Ruling Provided:

Plague of Rust adds 2 to the Armour Value of the Armour Save.

Scatter Dice

Random Direction

Issue:

On page 93, the rulebook says: “Sometimes, the Scatter dice is used with one or more D6 to determine a random direction and distance.”

It is not clear what “sometimes” means, or when one should use the Scatter Dice to determine a random direction (when not otherwise specified). Many things, including vortexes and fanatics, move in a random direction. It is not clear if all these things are to be treated the same.

The section on “Scatter” that follows the “Scatter Dice” rules says it only applies when being told to “Scatter” an object, and is heavily focused on artillery templates. There is a section of the rules called Random Movement (found on page 176), but it is wholly unrelated.

So, when do you use the Scatter Dice, and when do the Scatter rules apply?

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Scatter Dice are *a/ways* used to determine random direction, and they use the rules for Scatter. This means on a roll of “hit,” the object generally remains stationary, unless another rule specifically indicates that it should follow the small arrow instead. (See *below for Fanatics and Magical Vortexes.*)

Fanatics and Magical Vortexes

Issue:

The rules for Fanatics, Magical Vortexes, and similar units say they “move in a random direction” each turn.

If a roll of “Hit” on the scatter dice is rolled, the Scatter rules say the object should remain stationary. A majority of players polled see this as being inconsistent with the instruction to always “move” the object at the beginning of each turn.

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

Fanatics and Magical Vortexes gain the following rule:

Note: If a “hit” is rolled on the Scatter Dice, this object moves in the direction of the small arrow, instead of remaining stationary.

Skirmisher Flee Direction

When in Skirmish Formation

Issue:

On page 92 of the rulebook, it says, “A unit may be required to move directly towards, or directly away from, another unit or object. To do so, draw an imaginary line between the centre of the moving unit and the centre of the unit or object it is moving towards or away from. As the unit moves, its centre moves along this line.”

This generally works fine, but it is often difficult to identify the center of a unit of skirmishers, as in this example.



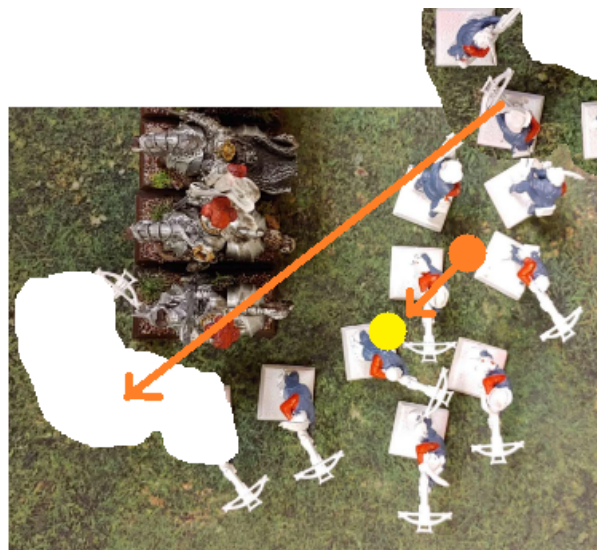
Ruling:

Rules as written are Clear. No additional rule is needed.

Yes, it is often hard to identify the center of a unit of Skirmishers. One way to make this easier is to temporarily relocate some models so the unit is roughly symmetrical. Then identify the center point, move the models back, and adjust the center point to follow their movement.



One possible way to determine a unit's center point: Temporarily move some models so the unit is roughly symmetrical (see above).



Identify the center point of the symmetrical unit, and then return the models to where they were. The center point of the unit will move in the same direction the models did.

Stupidity

How Far Models Are Required to Move

Issue:

On page 178, the rulebook says, “A Stupid unit: Moves during the Compulsory Moves sub-phase. Must move straight ahead, without performing any manoeuvres. Cannot march or declare a charge.”

The rules do not specify how far it should move. In addition, the rules for Compulsory Moves, on page 122, say the distance should be determined by the rules for the models that are executing the Compulsory Move - but it is not covered there.

Ruling:

Rules as written are Clear. No additional rule is needed.

On page 123, the rulebook says that when a model “moves,” it means to “...move forward a number of inches up to its Movement characteristic...”.

The unit makes a “move,” and the rules for moving are clear. The player can choose a number of inches up to the model’s Movement characteristic for it to move. The only modifications made by Stupidity are that it cannot manoeuvre, march, or declare a charge.

What Happens If You Encounter an Enemy

Issue:

The rules for Stupidity, on page 178, do not cover the situation where the unit walks into an enemy unit.

Ruling:

Rules as written are Clear. No additional rule is needed.

You stop 1” away, as per page 118 of the rulebook.

War Hydra & Kharibdyss

Number of Wounds

Issue:

The handler models for both the Dark Elf War Hydra and the Kharibdyss have no number of wounds listed on their profile..

Ruling:

Rules as written are Unclear. Needs FAQ.

Community Ruling Provided:

The handlers have 1 wound each.

Presence of Handlers

Issue:

The handler models for both the Dark Elf War Hydra and the Kharibdyss have no number of wounds listed on their profile. This leads some to argue they are not separate models.

Ruling:

Rules as written are Clear. No additional rule is needed.

Both of these monsters have the “Monster Handlers” special rule. That rule says, on page 173, “A monster with this special rule is accompanied by one or more models representing its handlers.”

They are separate models that accompany the monster.

War Machines

Unit Strength

Issue:

What is the unit strength of a warmachine? Is the crew taken into account?

Ruling:

Rules as written are Clear. No additional rule is needed.

On page 105, the rulebook states that the Unit Strength of a War Machine is the same as its number of starting wounds. The crew does not additionally add to the unit strength.

Wizards

“Counts As” Armor

Issue:

Version 1.1 of the FAQ contains the following entry:

Q: Can a Wizard with a physical attribute that ‘counts as’ a type of armour (such as a Treeman Ancient’s arboreal armour) make Casting or Dispel rolls?

A: Yes. Whilst such attributes are as protective as a suit of armour, such models do not wear armour.

This makes it clear that Wizards with this trait can still cast spells, but it also seems to imply that those models no longer count as wearing armor for *any* rules purposes. This breaks a variety of rules. For example:

- Models with Scaly Skin (5+, Counts As Heavy Armour) could also wear an additional suit of Heavy Armour or Full Plate Armour, it would stack, and they would have a 2+ armor save.
- Models with these traits that cannot otherwise purchase armor could no longer purchase magic armor.
- Models with these traits would count as “Models That Wear No Armour”, and have a 7+ armor save, in conflict with other rules.
- Etc.

Ruling:

Rules as written are Clear, but cause detrimental issues.

Community Ruling Provided:

Such models *are not considered* to wear armour *for purposes of this rule*.

Wizards and Misc. Armour

Issue:

On page 111, the rulebook says, "...a Wizard cannot wear armour or carry a shield. Should a Wizard ever do so, they are unable to make any Casting or Dispel rolls. This penalty applies to all armour and shields, magical or otherwise...".

There exists some magic armour, such as the Bedazzling Helm, which is not a suit of armour or a shield. This leads some to argue that a wizard can wear these items and still cast spells.

Ruling:

Rules as written are Clear. No additional rule is needed.

These items are classified as the "magic armour" item type. A wizard cannot wear armour (of any kind) and still cast spells or make dispel attempts.