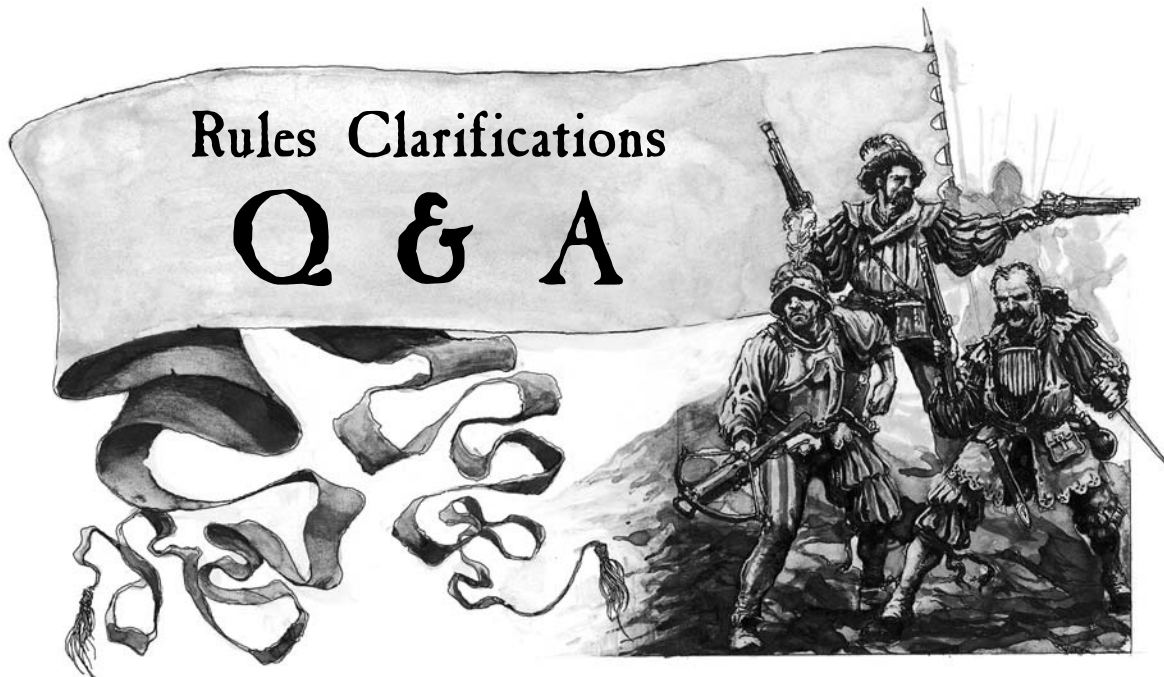


Rules Clarifications

Q & A



This section incorporates and condenses all of the previous rules clarifications Q&A from the Specialist Games website and Warmaster magazine.

Q. Can a Wizard give orders to a brigade if some units are outside of his command range (p17)?

A. *No, he cannot – a character can only give orders to units within his command range, measuring from the character's base to the closest point of the unit. He can, of course, give a brigade order to those units that are within range.*

Q. Four infantry units in line formation are formed into a brigade one behind the other, making a block that is three stands wide by four stands deep. The brigade is given an order. Can the units be moved in any order or do the charging units have to move first? If they can be moved in any order, can the unit at the front move aside and the three other units charge if targets are available (p16-17)?

A. *Once the brigade has been given an order, the units can be moved in any sequence but are always moved one at a time, each completing its move before going on to the next. In the situation described only the front unit of the four can 'see' anything, so it would be wise to move it first whether you want to charge or just move aside. That would clear the line of sight for the second unit, which would then be able to charge a visible enemy within range. Once the second unit has moved, the third would be able to see and therefore*

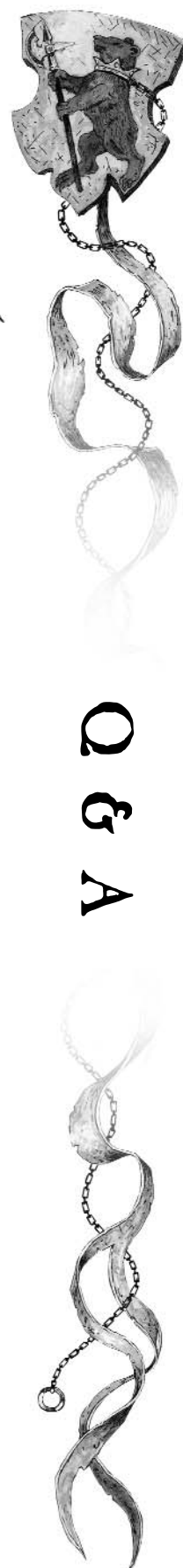
charge, and then the fourth in the same way. Remember that in situations like this, any units that don't charge must still form a brigade at the end of the move.

Q. A chariot unit is 15cm from an enemy infantry unit, which is just within the edge of a wood, and 20cm from an enemy cavalry unit directly in front of it – both enemy units are visible. The chariot cannot charge the infantry unit because the wood is impassable. Can the cavalry unit use its initiative to charge the enemy chariots as this is the closest enemy unit that it could charge (p22)?

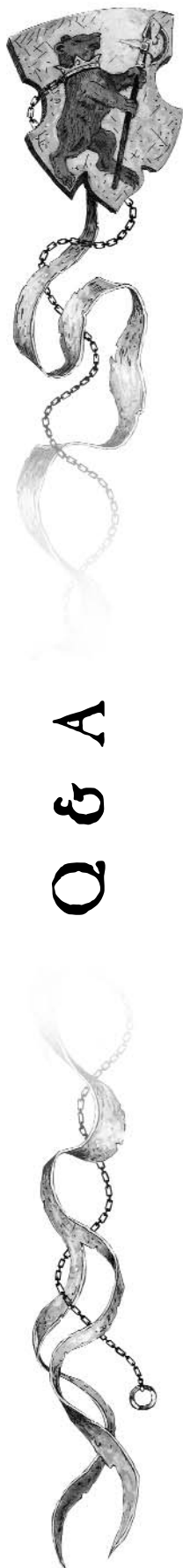
A. *No. Aside from fortified enemy units and units separated by mutually impassable terrain, a unit can only use its initiative in respect to the closest enemy it can see – regardless of whether it can actually charge that unit. In this case the cavalry can evade from the infantry but cannot charge. In the example, if the enemy infantry unit was fortified rather than just in a wood then the cavalry could ignore it and use its initiative to charge the chariots.*

Q. Do cannons and other artillery units have to shoot at the closest enemy in the same way as units of bowmen for example. (p24)?

A. *Yes. All shooters have to target the closest enemy, including artillery and machines that have a shooting attack. Spells are the only kind of 'shooting' that can be directed where the player wishes. The only exception is where units are shooting at fortifications as described on p91.*



Q & A



Q. A unit of bowmen is arranged into a column of three stands, each behind the other. An enemy infantry unit in a line formation is directly in front of the column. The first stand in the column can plainly see the target, can the second and third stands see by drawing a line from their front corners to the enemy stands (p25)?

A. No. Stands can only draw a line of sight from their front edge – not from a front corner alone. If a stand's front edge is covered (by another stand for example) then it cannot see. Note that there are some stands that can draw a line of sight off any edge (eg, Wolf Riders).



Q. Can a stand shoot if part of its frontage is blocked by a friendly stand, or if only part of its frontage can trace a line of sight to a target (p25)?

A. A stand can shoot so long as it can draw a line of sight from any part of its own front edge to any part of the target stand. Note that you have to be able to draw a line of sight off the front edge and not from a corner alone. Some troops have the ability to shoot all round (eg Wolf Riders) in which case they can draw a line of sight from any edge.

Q. Are missile armed units obliged to shoot if they are able to do so? Do they have to shoot at enemy units that charge them (p25)?

A. No, a unit doesn't have to shoot – but if the unit shoots, all stands must do so if they can.

Q. A unit is the closest target to six enemy missile armed units. By the time four missile units have shot, the target unit is entirely destroyed. Two missile units have not yet shot – can they now shoot at another target or is their fire wasted because it has to be directed at the 'closest' target (p25)?

A. They can shoot at whatever target is now closest. Units have to direct their fire at the target that is closest when they come to shoot.

Q. If you shoot from a hill at a target that is also on a hill, and both are at the same height, does the target count as defended or 'in the open' (p26)?

A. In the open – a target infantry or artillery stand is only defended if it occupies higher ground than its attackers. However, this can be a hard call sometimes – especially if your terrain is realistically modelled – and occasionally, it may be practically impossible to tell whether one stand is on higher ground than another (in which case the best solution is to roll a dice to decide). Remember, defended and fortified status is worked out stand by stand so it is possible for some stands to be higher than the target whilst others are not – in these situations stands can always choose the least protected stands as targets even if other harder-to-hit stands from the same unit are closer (p26 para 3).

Q. I have two missile armed units shooting at the same target from different directions, one from the front and one from the back. How are drive backs worked out (p27)?

A. Total the hits and dice for distance, then work out the drive back relative to the closest enemy stand that shot. If two are equally close the player whose unit is being driven back can choose which is the closest.

Q. A unit must be able to see an enemy unit it wishes to charge at the start of its move. Which of the following is correct? 1) It has to be able to see the unit at the start of the Command phase. 2) It must be able to see the unit when it receives its first order and makes its first move. 3) It must be able to see the unit when it receives the order that moves it into combat (p32)?

A. 3. In Warmaster, a unit can make a move each time it receives an order – the same unit could conceivably make several moves during the Command phase. A unit has to be able to see the enemy unit it wishes to charge when it makes the move that brings it into combat.

Q. When a stand of troops has enemy stands touching both its sides and rear what is its Attack Modifier -1 or -2 (p37)?

A. -1, the penalty is only applied once.

Q. A defeated unit must retreat 5cm but due to the unusual placement of units in a multiple combat, some pursuing units don't need to move at all to stay in contact. What is the pursuit bonus – is it +1 for a '0'cm pursuit or +2 for a 3cm+ pursuit (p37)?



A. +2. *The pursuit bonus is based on the combat result not upon the actual distance moved by the pursuers, which will often be different. The situation described is not unusual where units are fighting to their front and side – as enemy positioned to the side may still be in contact once the defeated unit has retreated.*

Q. An infantry unit of three stands arranged in a line suffers two stands as casualties. Does the player have to remove both casualties from the 'ends' of the formation leaving the centre stand, or can he remove any two stands (p38)?

A. *In this situation he can remove any two stands. Stands that fall casualty are removed from the ends of a formation so that the units remain whole. In this case it's easier to think of removing one stand and then another – so they're both 'ends' when they're removed. In Warmaster it's usual to deal with one stand at a time like this.*

Q. A unit is involved in a multiple combat and its side wins the combat round. Can it choose to pursue an enemy unit it was not touching during the combat round (p42)?

A. *No. A unit can only pursue an enemy unit it was touching during the combat round. Note that it doesn't matter whether blows were struck against that unit, only that it was touching, even if that was only corner-to-corner.*



Q. Pursuers have been moved against a retreating enemy unit. The pursuers now find themselves touching other enemy units that they were not touching in the previous round. Can the pursuers attack these new enemies or must they attack the unit they pursued. If they attack other units how are pursuit bonuses worked out (p42)?

A. *The pursuers can attack any units they are touching. Pursuit bonuses apply against those units that have retreated from the same engagement in the previous round. Pursuit bonuses don't apply against units that were not engaged (eg, were supporting in the previous round).*

Q. Can monsters (movement 20cm) pursue retreating cavalry (movement 30cm) (p42)?

A. *Yes, they can. Pursuit moves are not based on tactical movement rates.*

Q. In a combat engagement, a unit has been charged in the rear but their side wins the combat engagement. Can these stands pursue? Can they be turned round to face their enemy (p42)?

A. *Yes, they can pursue and if they do so they must turn round so that their own front edge contacts the enemy. As no stands are able to pursue by moving directly forward (they are facing the wrong way!) take the closest stand and move it against the retreating unit. Place the stand against the closest edge of the closest enemy stand centre-to-centre as if charging. Then place the rest of the pursuing unit relative to the first stand.*

Q. If a unit must fall back by a minimum distance of 6cm, can it move 3cm in one direction and then 3cm back in the opposite direction – thereby moving 6cm but remaining in the same spot (p44)?

A. *No! At least one stand has to make a measured move of 6cm from its starting point to where it finishes.*

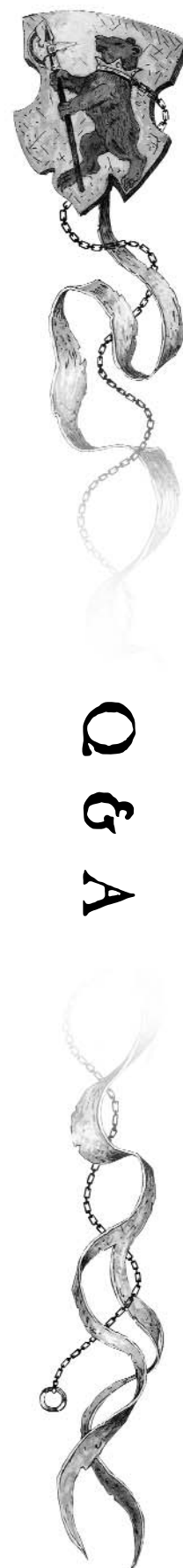
Q. When two opposing infantry units face each other on a hill with no advantage of height, does either side count as defended (p45)?

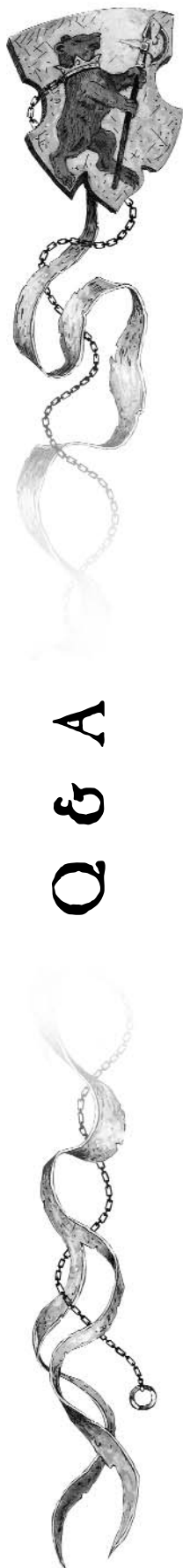
A. *No. However, bear in mind that defended status applies to individual stands so it is possible for some stands to be higher than the enemy whilst others are not. There are further notes on using hills on p147 of the rulebook.*

Q. Do units on hills count as defended when engaged by flying units – or does the fact that the flying stands are descending upon their enemy cancel out the advantage (p45)?

A. *If the flying stands are positioned on a lower level than the infantry/artillery stands, then they are still defended. Flying stands don't cancel out defended positions – even on a hill.*

Q. If an infantry unit supports during a combat but does not touch any enemy (and is therefore not technically engaged) can it reform at the end of the Combat phase (p45)?





A. *No. Only units that are actually engaged can reform at the end of the Combat phase.*

Q. A unit charges an enemy cavalry unit that is behind a hedge and/or on a hillside. Does the charging unit get the bonus for charging an enemy that is 'in the open' (p45)?

A. *Yes it does. Cavalry and chariots always count as in the open even if placed in this way – only infantry and artillery can claim defended or fortified status.*

Q. Two friendly units are engaged in a multiple combat. One unit is destroyed and the remaining unit loses the combat and must retreat. Does the defeated unit retreat the full distance or the distance divided by 2 because two units were engaged throughout the combat (p46)?

A. *The distance divided by two. Retreats are always worked out including casualties on destroyed units, and destroyed units are always counted when dividing by the number of units engaged.*

Q. A unit is driven back 8cm into a combat engagement 6.5cm away. The unit is therefore confused and must halt 1cm from the closest engaged stand. What happens if the same unit were to be driven back 6cm in the same direction? Does it have to halt 1cm from the closest stand? Is it confused (p49)?

A. *The driven back unit simply moves back 6cm and ends its move 0.5cm from the engagement. It is not confused. The only reason for specifying the 1cm gap is that it is a convenient distance to separate units that are not touching. Occasionally, it may prove impossible to leave a full 1cm gap in which case a smaller gap can be left. The important thing is that it is clear that stands are not touching.*

Q. When a cannon fires at a unit in a wood and scores 2 hits, how many dice are rolled for drive backs? Is it two because defended stands count as 'in the open' to cannon fire, or one because defended targets 'discount the first hit' when rolling for drive backs (p68)?

A. *One, although the cannon only requires 4+ to score a hit because it counts defended targets as in the open, the target is still defended as far as the target itself is concerned and disregards the first hit for purposes of working out the drive back.*

Q. Can the Steam Tank use its cannon to shoot overhead in the same way as a cannon artillery piece? If so, can a Gyrocopter shoot overhead with its gun (p71)?

A. *No. The rule for shooting overhead only applies to artillery and not to machines. Machines tend to have very variable rules because they are so unusual, so it is possible that one day we may create a new machine that has the ability to shoot overhead, but the Steam Tank and Gyrocopter cannot do so.*

Q. When a new unit of Skeletons is created by a *Raise Dead* spell does this increase the number of units in the army and therefore the number of units that must be lost before the army withdraws? How are Victory Points calculated for such units (p73)?

A. *Skeleton units created by a *Raise Dead* spell are ignored for purposes of working out the withdrawal level of the army and for calculating Victory points.*

Q. A Giant that has been *Doom and Despaired* by an enemy Wizard fails his Order roll, goes wild, and must charge the nearest enemy within a double move as a result. As these two results are contradictory what happens (p73 & 137)?

A. *The Giant goes wild as described in the special rules for Giants. The more recent Giant Goes Wild result overrides the Doom and Despair.*



Q. If the High Elf spell *Heaven's Fire* is cast on a unit that has been joined by a Hero on a Dragon, can the Dragon shoot again along with the rest of the unit (p74)?

A. *No – the spell applies only to the target unit and not to any accompanying characters.*

Q. If a High Elf Wizard casts a spell with a single dice roll, and the spell is subsequently dispelled with a *Scroll of Dispelling*, can the High Elf Wizard roll again using his standard re-roll for a failed spell (p74)?



A. No. *The High Elf Wizard cannot re-roll once the spell has been dispelled or anti-magicked by a Dwarf Runesmith – he can only re-roll if he fails his original Casting roll.*

Q. When are Dwarf 'anti-magic' attempts rolled – before the Wizard rolls to cast a spell or after he has successfully cast a spell (p75)?

A. Dwarf anti-magic rolls and dispel rolls from a Scroll of Dispelling are made after a spell has been successfully cast – ie, after the Wizard has rolled the appropriate score in order to cast the spell.

Q. The two spells *Light of Battle* and *Anger of the Gods* affect units within 30cm of the Wizard. Does this mean that units within 30cm of the Wizard when the spell is cast, or units within 30cm of the Wizard during the following combat phase (LOB) or command phase (AOTG) (p74 and 75)?

A. *Light of Battle* affects every friendly stand within 30cm of the Wizard during the Combat phase – so a stand can potentially move in or out of range during pursuits, advances, etc. *Anger of the Gods* affects all enemy units within 30cm of the Wizard for the duration of the enemy's Command phase – so a unit can move into or out of range as it moves during the Command phase.

Q. Is the Bone Giant able to engage enemy on ramparts in the same way as a Giant (p93)?

A. No – *the rule applies only to the Giant itself which is a significantly larger model.*

Q. An Empire unit has an additional skirmisher stand – if this stand falls casualty no Command penalty is incurred. If this unit has the *Banner of Shielding* or *Banner of Steadfastness*, does the bonus from the banner cease to work if the skirmisher stand falls casualty? Do the bonuses apply to the skirmisher stand (p129)?

A. *The bonuses apply to the whole unit including the skirmisher. The standards cease to work once a stand falls casualty – whether it is a skirmisher or otherwise.*

Q. In the Empire army, can a unit of Flagellants include a skirmisher stand (p129)?

A. Yes. *The Flagellant rules apply to the entire unit, including its skirmishers.*

Q. An Empire unit includes a skirmisher. If the unit suffers casualties and its original stands are all removed, leaving only the skirmisher, can the skirmisher continue to operate independently? Is the unit considered destroyed for working out withdrawals? How are VPs calculated (p129)?

A. *A skirmisher becomes part of the unit it is added to. The unit is not destroyed until all stands, including the skirmisher are removed. A single remaining skirmisher could continue to operate with a -3 command penalty. In the case of a skirmisher attached to a Flagellant unit, it would still be a Flagellant unit and still subject to the appropriate special rules. The VPs for a single remaining skirmisher stand would be half the total value of the unit including the value of the skirmisher and any magic item the unit might have. – eg, Halberdiers + skirmisher destroyed = 70 VPs, reduced to a single stand = 35 VPs (see p63).*

Q. What is the correct points value for Orc & Goblin Shamans (some language versions have different points values) (p136)?

A. *The English language version is correct – Orc Shamans are 45 points, Goblin Shamans are 30 points.*

Q. What is the correct armour save for a Giant (some language versions have different values) (p136)?

A. *The English language version is correct – 5+.*

Q. On the Giant Goes Wild chart, the Giant's Attacks are doubled on the roll of a 6. Are bonus attacks from charging also doubled (p137)?

A. No. *Only the Giant's own Attacks value is doubled – ie, from 8 to 16.*

Q. What happens if a Blunder roll comes up with a 'no sense in getting killed, sir' result for Dwarf Troll Slayers (p141)?

A. *The normal result ie the Troll Slayers move up to half pace and don't charge. Obviously a case of having serious doubts about their chosen vocation.*

Q. Do Troll Slayers get their +1 attack bonus when fighting non-monster units that have been joined by a character riding a monster (p141)?

A. No. *They only get the bonus when fighting monster units.*

