



EFI FIGA 2026

OLDWORLDFEDERATION.COM

Additional Rules FAQ



E.F.I.G.A

(Extremely Frequently Important Given Answers)

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PREFACE

The following compendium was created with the intent of gathering the answers to the most recurring questions asked in the **Q&A chat** of the **Old Tilean Federation**, as well as some of the old **European Comfaqs**, in order to assist all players in their search for "forbidden knowledge."

We will strive to update this document on a regular basis by including new questions and answers.

Note on Updates:

1. New updates will be highlighted in **purple**.
2. Modifications to existing FAQs will be highlighted in **blue**.



GENERAL PRINCIPLES

Q: When the rules state "a model loses a wound," are Ward Saves allowed? For example, for wounds lost due to Dangerous Terrain.

A: No. Every time a rule says "loses", you cannot make Armor or Ward Saves. It is still possible to attempt to regenerate them if the model possesses Regeneration (X), except for wounds lost via the Unstable rule as clarified by the relative errata.

Q: If a unit is teleported, does it count as a move?

A: Yes.

Q: Do the effects of a Magic Standard that targets "a Unit" also affect any mounts?

A: Yes, unless specified otherwise within the description.

Q: If my unit has only one rank, during the Shooting Phase I must remove casualties equally from both ends. Does it work the same way in Close Combat? If I have one rank and lose models, can I choose which side to remove them from, or must I do it as equally as possible?

A: Units arranged in a single rank must always remove casualties evenly from both ends. In CC (Close Combat), if the removal of casualties causes a separation between the engaged units, they must be moved the minimum amount necessary to maintain base contact.

Q: Does Multiple Wounds (X) work against War Machines? Can they be applied only to shooting or also in CC?

A: It works in both cases. In CC, the crew is a token; for the unit, the crew's wound profile is unique, and if it has more than 1 W (Wound), then Multiple Wounds (X) can be applied.

Q: On page 103, it states a model always has Line of Sight (LoS) toward itself and its unit; does this apply between joined characters? For example, can a Wizard in the front rank of a unit target another character in the front rank of the same unit with a spell?

A: A model within a unit has vision of itself and the unit it is in (to cast Self or Unit target spells). However, for any other target, it must respect the Arc of Sight provided by its formation/troop type, keeping in mind that other models within the unit do not obscure LoS, verifying the arc from the character itself. A Wizard intending to cast a buff on another Wizard in the same unit must still see them directly, following normal LoS rules. For example, a Damsel inside a Bretonnian Lance positioned at the back can cast a buff on another character in the same unit if they are positioned in front of her (within her arc of sight), ignoring the models within the unit which, as clarified by the rules, do not obscure vision.

Q: Can you measure at any time?

A: You can measure everything at any time, and when we say everything, we mean EVERYTHING.

Q: If I want to join a Character to a unit at the start of the game, must I deploy them with the unit or with the other Characters as the last drop of deployment?

A: Characters are all deployed together as the last drop, simply by placing them inside the desired unit. Characters with the Scout special rule that the player chooses to deploy using that rule are deployed as part of the alternating Scout deployment process between the two players, even inside another unit with Scout, provided the rules for joined characters are respected. The only exception is Characters in Ambush with other units of the same rule. In



this case, the player must declare, when rolling for arrival at the start of the turn, if the character enters with a unit (one roll for both) or as an autonomous unit (one roll each).

Q: Deployment exactly at 24" on the first turn. Two units deploy at the limit, exactly 24" apart. Both are archers shooting 24". Can they hit each other?

A: If both units were deployed exactly 12" from the border and the distance is consequently 24", then they can shoot.

Q: If there are multiple options for units with the "0-1 unit may..." restriction, can multiple units each choose one of the options, or can only a single unit choose one or more of these options?

A: Multiple units can have one or more of these options, but in this case, no single option can be taken more than once.

Q: Does the Active Player choose the direction before or after rolling the dice to calculate the distance of a spell, effect, or model (e.g., a Fanatic) that moves a random distance?

A: You choose before rolling.

Q: When must you decide or declare if a unit is deployed with Scout or Ambush?

A: Units you choose to put in Ambush must be declared at the start of deployment. Scout, conversely, does not need to be declared in advance. Units with the Scout ability can be deployed as a normal unit during the normal deployment phase (not using the Scout rule) until characters are deployed.

Q: How do you remove models / assign hits "as equally as possible," for example, when shooting against Motley Crew units?

A: "As equally as possible" means respecting the proportions between different models so that each model is treated as equally as possible to the others. For example, if a unit with different weapons has 10 Archers and 5 Spearmen, every 3 hits received will be divided: 2 on the archers and 1 on the spearmen. If there are 3 models and a character, each model receives one hit before a second hit can be assigned, and so on. The unit owner decides how to assign odd hits while maintaining this principle as much as possible.

Q: Must a unit take a Peril Test if it overlaps the unit it is fleeing from after pivoting on its center to flee in the opposite direction?

A: Yes, the unit must take a Peril Test for every model that overlaps the unit it is fleeing from after pivoting to flee center-to-center.

Q: If a unit is not listed in the "Characters" section of the army list composition, but one of its troop types is "character," does it count toward the 3-unit minimum non-character requirement? (excluding swarms/war beasts/war machines)?

A: No, they are Character units.

Q: What happens when a model belonging to a unit with multi-wound models takes a hit or wound, particularly from a source that hits specific models (Dangerous Terrain, Peril Test, Cannon fire)?

A: With the exception of the Champion, always use the rule for removing casualties from multi-wound models (p. 102). Resolve hits against the specific model, but if another model is already wounded, that model suffers the lost wounds: always assign wounds one model after another. If a model loses more wounds than it has in its profile from such attacks, it only loses the wounds necessary to remove it; the remainder are lost for that hit.



Q: Can a model with a single wound in its profile suffer the effects of attacks with "Multiple Wounds (X)"?

A: No, a model cannot lose more wounds than it has in its profile, except for Champions involved in a challenge (see next FAQ).

Q: Are Champions characters?

A: No, they are not characters. They do not trace LoS through friendly models of the same unit. However, they can issue and accept Challenges and are protected from Impact hits and Stomps like characters. This means they are subject to all rules regarding challenges (p. 210). Therefore, against Champions, excess wounds caused by MW (Multiple Wounds) during a challenge are not discarded but multiplied to count toward Overkill. NOTE: A Champion with a single wound remaining and the Regeneration rule must regenerate once for each attack suffered, but will always multiply wounds for combat resolution (up to a maximum bonus of remaining wounds + 5).

Q: Does a Large Target on a hill, with a unit in front of it that is closer to the crest of the hill, see over the unit?

A: Large Target covers normal-sized models. While hills have "levels," we deem them applicable between models of the same size. The Large Target sees over.

Q: If a model's base size has a range of measurements, can I choose any measurement between the indicated min and max?

A: To avoid issues, the Judges have decided to limit the choice to the two min/max measurements indicated in the unit description.

Q: GW FAQs clarify that with a Wheel, you can pass through other units, provided you don't do it with the front and you finish 1" away. Is it possible to pass through Impassable Terrain with a Wheel (again, not through the front and not ending movement on top)?

A: Rules and FAQs only allow this exception between units. Currently, it is not possible to cross an impassable element with the rear corner of a unit.

Q: How do stat modifiers from abilities/spells etc. relate to stat caps?

A: Bonuses and penalties are all applied simultaneously when verifying the required stat value. At the end of the calculation, if the value exceeds the cap provided by an ability, the value is adjusted to the indicated cap. If multiple cap values are present, use the most restrictive one.

STRATEGY PHASE

Q: Start of the Turn timing: who decides what activates first when two rules have the same timing?

A: As specified in the rulebook, actions occurring "at Start of Turn" are performed in the order decided by the Active Player.

Q: For abilities in the Command sub-phase, can models use the General's Discipline?

A: No, the model must use its own Discipline.

Q: In my Conjuring sub-phase of the Strategy Phase, can I attempt to dispel only one "Remains in Play"/Vortex or all of them?

A: In the Conjuring sub-phase, you can attempt to dispel all "Remains in Play" spells with a Wizarding Dispel if you have a wizard within dispel range of the enemy wizards keeping them active or the Vortex templates. You also have a single Fated Dispel attempt. Obviously, only one dispel attempt per spell (either Wizarding or Fated).



MOVEMENT PHASE - CHARGE

Q: What is the exact sequence for the Leadership test for Terror and the relative Flee Move if the test is failed?

A: The Leadership test is performed as soon as the unit causing Terror has declared a charge, even before all other charges have been declared. The Flee Move is performed along with other charge reactions after all charges have been declared.

Q: Is Swiftstride part of the Charge Roll for abilities that allow a re-roll?

A: No, Swiftstride is a modifier to the result. Abilities that allow you to re-roll the Charge Roll cannot be applied to modifiers.

Q: Must a unit subject to Frenzy/Impetuous declare a charge if a friendly unit is in its way, if the friendly unit can declare a charge and move?

A: No, the frenzied unit must declare a charge only if the blocking unit is declaring a charge itself, but the blocking unit is not obliged to do so. The same applies to units failing the Ld test for Impetuosity.

Q: How exactly does the charge of formed units against Skirmishers work? The text and diagram seem to contradict each other.

A: When a formed unit (Close Order or Open Order) charges Skirmishers, it must try to move as directly as possible into contact with the nearest visible model of the target unit. As usual, the charging unit may perform a single Wheel at any time during its movement. This means you wheel the minimum distance necessary to contact the nearest visible skirmisher model and then charge forward in a straight line. Once reached, the skirmisher unit forms up as described in the skirmisher rules, aligning to the charging unit.

Q: A Skirmish unit charging a model without a base (TK Ark or Dwarf Anvil) can only bring one model into the Fighting Rank, right? Since only 1 model will find correct base contact?

A: As in all cases of skirmishers charging skirmishers, the Fighting Rank (FR) will consist of as many models as have enough movement to reach the required position. In the specific case of the Ark, models actually in contact with the model will be considered such; the rest will perform Supporting Attacks. The Ark and Anvil models do not have regulated base sizes; considering the original model sizes, OTF Judges recommend mounting them on a 75x75 mm base.

Q: How do you handle a charge with a unit that straddles two arcs at the time of the charge declaration? Which arc must it charge?

A: The rules clarify that if the charging unit is not entirely within one enemy arc, it must charge the arc where the majority of the front rank models lie. Models partially in an arc are determined by where the majority of the model is. If it cannot be determined, the charge must be made against the arc offering the least tactical advantage (e.g., front instead of flank, flank instead of rear). For single models, check based on the front of the model's base.

Q: When I charge a formed unit with Skirmishers, the rules say to take the nearest model and move as directly as possible into base contact. Must this be the shortest path, or can I widen out to leave more room for models charging after me?

A: The first model moves via the most direct path possible toward the enemy, even if this results in less space for other models. Subsequent models then fill the available space in base contact. If a character in the unit did not enter the FR due to movement (but wasn't removed for coherency), they can be moved into combat at the start of the CC phase following the "Fighting an Enemy" rules.



Q: A Drilled unit in Marching Column declares a charge. To make the charge move, it must widen its frontage, which might cause a Multi-charge. What happens?

A: The unit must bring the minimum number of models to the front to change formation and complete the charge. If it still cannot avoid a multi-charge, it may widen up to the maximum allowed by Redress the Ranks and charge.

Q: What if I declare a charge with unit X on an enemy unit next to another, but maximizing would cause accidental contact with the second? So I should declare a multi-charge on both? If so, and they have Counter-charge, could they both react with it?

A: Per the rules, when charging you should do everything to avoid engaging more than one unit, altering the trajectory and potentially bringing fewer models into contact if necessary. However, if the wheel required to avoid multiple units takes you out of charge range or you cannot position otherwise, you must declare a Multi-charge, and all units involved can declare their charge reaction.

Q: Can a Drilled unit declare a charge and use the free Redress the Ranks to widen its frontage to impact other units on its path?

A: As specified in multi-charge rules, a unit must do everything possible to avoid engaging multiple targets. You may only extend the front to the point where the charging unit can complete the charge only on the designated target without involving others.

Q: Can a Chariot troop type charge through Skirmishers engaged in combat using the Chariot Runners rule?

A: No. Skirmishers in combat are in "Form Up" (p. 185) and are no longer in Skirmish Formation, which is what normally allows chariots to pass through them.

Q: Do modifiers to Charge Rolls (Swiftstride, Waaagh Banner, etc.) count when determining the movement of a Failed Charge?

A: Yes. The Failed Charge move is equal to the result of the Charge Roll. Since these are modifiers to that roll, they are included.

Q: Does the free Wheel to align count toward the charge distance for rules like Furious Charge and Impact Hits?

A: No. The free Wheel occurs after contact. It is separate from the charge move for both distance and Initiative bonuses. The target has already been reached; the charge has ended.

Q: Can you modify the charge path to avoid terrain that would make you discard high dice, even if it's not the "shortest" path?

A: Yes. You define the path after rolling the dice (as is the case with the wheel to maximize contact), but you must still follow the shortest possible path to reach the target. If possible, charges must always be completed.

Q: If a Multiple Charge is declared, is it considered failed if you only contact one target via the free alignment Wheel?

A: No, it is still considered a valid charge.

Q: What happens if a unit contacts a non-target unit during the free alignment Wheel?

A: Use the rules for "Accidental Contact during charge." If there is any way to avoid it (e.g., wheeling during the charge to hit a different point), the unit must do so. If impossible, you may choose to stop (leading to a Disordered Charge) or continue (leading to a Disordered Charge where the accidental unit may attempt to align). If you contact a fleeing unit, it is destroyed.



Q: Can I contact (and thus charge) an enemy unit if I have already redirected this unit's charge to another target this turn?

A: Yes.

Q: Must Frenzied (or Impetuous) units always use Swiftstride or Fly (X) when charging?

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

Q: If a unit with Fly (X) declares a charge, when must it state which movement characteristic (Fly or normal) it will use?

A: Specify which M characteristic will be used when the unit declares the charge.

Q: Multi-charges against Skirmishers: what if the side formed toward your unit is "full"?

A: You go to the side of that "arc" ("flank" - remember, skirmishers have all-around front arcs), but you must be able to get there with a single Wheel, otherwise the charge fails.

Q: How do Skirmishers charge Skirmishers?

A: Move the nearest charger directly toward the nearest visible model. Charge in a straight line. Upon contact, align the defending model to the charging model (perpendicular to the charge direction). Then form the Fighting Rank; every model able to reach the rank does so. Finally, the defending unit forms up.

Q: Can Skirmishers charge around units by changing direction multiple times?

A: Yes. Skirmish models must move (in linear segments, maintaining orientation without pivoting on the center) as directly as possible to reach the target. They can change direction multiple times as long as it's the shortest possible path, provided they do not charge an arc different from the one they started in.

Q: Can Chariots and the Steam Tank charge units defending a Low Linear Obstacle (LLO)?

A: Yes. They contact the LLO, lose Impact Hits, and are limited to one attack per model. Note that for a Steam Tank and Iron Daemon, LLOs count as open ground, so they effectively ignore the LLO.

Q: Is it possible to touch the flank of a unit to charge the front corner if the entire front arc/rank is already occupied?

A: If the entire front arc is occupied, you cannot charge the front. If even the smallest part of the front is free at a corner, you can perform a Disordered Charge against the corner, but you must remain in the starting charge arc.

Q: Characters ignore unit models for LoS. Does this work for the 50% requirement of a skirmish unit needing LoS to charge?

A: Yes. When checking a Character's LoS, ignore their own unit. However, the requirement that 50%+1 of the models must have LoS on the target must still be met, counting the characters in the total model count.

Q: Unit A charges Unit B (mostly in a wood, 15" away). Unit B declares Stand & Shoot with 8" range weapons. How many shoot and when?

A: S&S is resolved at the moment of declaration. Use the position of the charging unit at that moment to check LoS and Cover model-by-model. The shot is taken even if the enemy is beyond the weapon's range.

Q: Frenzied Scout unit on turn 1 in charge range... must it charge?



A: Frenzy obliges units "able to declare" to do so. Scout specifically prevents declaring a charge on the first turn, so the unit is not "able to."

Q: If I charge a fleeing unit that causes Fear/Terror with higher US than mine, must I test?

A: Yes. The rules do not specify that Fear/Terror are deactivated while fleeing.

Q: Unit A charges Unit B, which reacts with Fire & Flee and kills X models. Unit A then redirects into Unit C. Are the wounds from B's S&S counted in the combat resolution against C?

A: Yes. Any wounds suffered by the charging unit due to an S&S reaction count toward the Combat Result.

Q: If I charge a Skirmish unit and it has no room behind it to form ranks, what happens?

A: As specified in the GW Errata, skirmish models that cannot reach their required position during a "form up" are removed for loss of coherency.

Q: Before a charge move, can I use Drilled if it brings me within 1" of an enemy unit?

A: No. You cannot end movement within 1" of an enemy. Drilled is a free move and must respect this rule.

Q: Does First Charge count as "used" if the first reaction is a Counter-charge?

A: No. Counter-charge is a reaction; no charge target is taken, and no successful charge is completed (contacting the target). First Charge activates on classic declarations, redirected charges, and pursuit/overrun. The only exception is if the D3+1 move of a CC reaction results in accidental contact with an enemy.

Q: How do Heroes and Command Groups (CG) behave in Skirmish charges? If the Hero is closest but only they and one troop model reach contact, what happens to the CG which must be in the front?

A: Skirmishers follow their own charge rules. If the character is the first and only model to contact, the rest of the unit goes behind. Then, at the start of combat, the "Too Many Characters" rule activates. If the FR consists of only one model (the character), they must "Retire" to the back to make room for a troop model (in this case, one from the CG).

MOVEMENT PHASE

Q: If a unit marches through Difficult/Dangerous terrain, how is the movement calculated?

A: The terrain reduces the unit's M characteristic by 1". Therefore, in the case of a March, reduce the movement by 1" and then double the updated M value.

Q: When performing a Redress the Ranks maneuver, must you add/remove models as equally as possible, or can you choose (e.g., adding 5 models to one side only)?

A: You must add/remove models as evenly as possible to keep the Command Group models centered.

Q: How do you perform a Turn with models that do not have square bases?

A: Perform the Turn with the central model of the unit so the center position remains unchanged, and align the rest of the models according to the required number of ranks and files (provided that no model moves more than double its M value).



Q: How is the Wheel distance measured?

A: It is measured by tracing a straight line from the outer front corner of the starting position to the outer front corner of the final position of the outermost model. For Wheels exceeding 90 degrees, measure by repositioning the tape every (up to) 90 degrees.

Q: How is the "rear corner" defined that can move through units? (from previous FAQs).

A: If there are no alternatives, a unit may move through other units, provided the front edge does not touch the other unit.

Q: How should a unit of Skirmishers entering as a reserve be positioned?

A: Every model in the unit must have at least part of its base within 1" of the table edge.

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

A: No. The Fly rule states a model can fly using the M characteristic given by flight or move normally on the ground. Units subject to Random Movement are obliged to generate their M value and move up to that value in the Compulsory Moves sub-phase; they cannot charge, march, or perform other maneuvers granted by the Fly rule.

Q: When a unit performs Give Ground, do you move it in the opposite direction or center-to-center?

A: The rule says to move "directly away", without Wheels, Turns, or changes in angle. This means moving center-to-center along the line connecting them, maintaining the unit's orientation perfectly.

Q: If a character wants to join a unit, is the Movement distance calculated to the point where they touch the unit or to the spot they would occupy inside it?

A: To the point they must reach to make contact with it.

Q: Can I cast a spell that grants "Fly" to a unit so that a model associated with the "Dragged Along" rule also benefits?

A: No. The Fly rule is on the unit it is cast upon. The Dragged Along rule makes a model move based on the base Movement characteristic of the nearby unit; consequently, the model will use the M value of the "Fly" rule but will not be able to fly.

Q: Is a unit with Random Movement always obliged to move, or can it choose to stay still?

A: Models with Random Movement determine their M by rolling. As per the errata, this roll represents the maximum movement they can perform; you are not obliged to move if you do not want to.

Q: Can I cast a Conveyance Spell on a unit with Random Movement?

A: Yes, provided the Conveyance does not cause the model to move (teleportation counts as movement), unless specified otherwise. Rules clarify that units moving with Random Movement in the Compulsory Moves sub-phase cannot move further in the Remaining Moves sub-phase.



Q: Can a Random Movement unit contact (and thus charge) an unit that was out of its LoS at the start of the Movement Phase?

A: Yes, however, as clarified by a GW FAQ, it cannot contact the enemy on a front that was not the one it was originally facing.

Q: How do I position characters with different base sizes inside a Skirmish unit engaged in CC?

A: After moving the first model into contact, continue forming the FR (Fighting Rank) ignoring the base difference and any gaps. If the character is not in the fighting rank, they can move during sub-phase 1.1 of CC, ensuring there are not more characters than troop models in the FR.

Q: Since only one maneuver is allowed in the movement phase, if I use Drilled, can I then do a Wheel?

A: Drilled grants a free maneuver, which does not count toward your limit of one maneuver and does not consume movement. It remains, in all effects, a Redress the Ranks.

Q: Can a Random Movement model "move into contact" after rallying at the start of its turn?

A: A model cannot charge in the turn it rallies. GW equates contacting via Random Movement to a charge; therefore, the model can move in the Compulsory Phase but must stop 1" away from the enemy.

Q: If a unit returns after pursuing off the battlefield, must it be placed more than 8" from enemy units like Ambushers?

A: No. That restriction is for units appearing for the first time. In this case, the unit returns as close as possible to the point where it left the field in a legal position (e.g., 1" from enemy units).

Q: Does a unit with Random Movement arriving as reinforcement or via Ambush move during the Compulsory sub-phase?

A: Yes, as it hasn't moved using its random rule yet. If it contacts an enemy, it counts as a Charge.

Q: Can a unit start/declare a March after performing a maneuver not normally allowed during a March?

A: No. A unit either Marches or it doesn't.

Q: What happens when a Random Movement model contacts a fleeing unit?

A: The unit is destroyed; no charge reaction occurs when contacted by Random Movement.

Q: How do you defend a Low Linear Obstacle (LLO)?

A: You must advance until your front rank is in contact with the LLO. If you lack sufficient movement, you cannot defend it.



Q: If a unit cannot perform a Charge Move (due to spells like Earthen Ramparts or Marching Column), can it still contact an enemy via Random Movement?

A: No. Since Random Movement counts as having charged upon contact, those units must stop 1" away if they are currently forbidden from charging.

Q: Does Fleeing or Pursuit/Overrun through Difficult/Dangerous terrain reduce movement?

A: No. Rules clarify that fleeing/pursuing units ignore movement penalties from terrain (though Dangerous Terrain tests are still required).

Q: How do you flee through Impassable Terrain?

A: Pivot multiple times and move along its edge until you can return to the original flight path. The pursuer moves center-to-center toward the fleeing unit but stops if they touch the impassable terrain.

SHOOTING PHASE

Q: How is Cover determined for a unit?

A: Cover is verified using LoS (Line of Sight), traced from base-to-base. This allows for an objective check of what is seen and what % of the unit's profile is obscured. Consult the map pack for specific terrain cover rules.

Q: Does a unit on a hill ignore cover on a target on flat ground?

A: No. LoS and Cover are not the same. Being on a hill allows you to see over other models, but if the LoS line is interrupted by other models or terrain, the target gains Cover.

Q: Does shooting from a Large Target ignore cover?

A: No. It allows tracing LoS over normal-sized models, but if a unit intervenes, you must determine the % obscured to apply Cover.

Q: What is a Shooting Attack? Are spells included?

A: All attacks performed in the Shooting Phase are Shooting Attacks, including spells.

Q: When determining the "Moved" penalty, is it the whole unit or individual models?

A: Individual models. Note that Marching applies to the whole unit, except for characters joining/leaving.

Q: Can I use "Sniper" abilities to kill War Machine crew?

A: No. The War Machine is a single model entity.

Q: Can an unjoined character be targeted if the "protecting" unit is in Close Combat?



A: Yes. A unit must be a valid target to protect a character. If it is in CC, it cannot be targeted, making the character the only valid target.

Q: Do "passing attacks" (e.g., Gyrocopter bombs, Terradon rocks) suffer the same target restrictions as shooting?

A: No. Restrictions for protecting targets refer only to Shooting and Magic.

Q: What happens if a cannon shoots directly at a hill?

A: Per GW Errata, the moment a cannonball's crunch trajectory (the second artillery die) hits a Hill/Impassable/High Linear Obstacle/Monster, it stops immediately. It only hits the model directly under the impact point.

Q: If a unit shoots from a wood at a target in the same wood, is there a penalty?

A: Yes. Being inside a wood grants Cover regardless of the shooter's position.

Q: Do Skirmishers always have -1 to be hit?

A: Only if the models have US (Unit Strength) 1. A single character with US 1 also benefits. The last model of a non-skirmish unit does not get the bonus.

Q: Can a cannon target a point it cannot see?

A: No. A cannon must have LoS to the target point. It might see the top of a Large Target, but intervening models block the LoS to the ground point.

Q: Can a champion cast Magic Missiles at a target other than their unit's target?

A: Yes, the exemption for characters also applies to Champions.

COMBAT PHASE

Q: When are weapons chosen and Impact Hits resolved?

A: Weapon setup is chosen in sub-phase 1.1. Impact Hits also occur in 1.1 before challenges.

Q: If a Wizard refuses a challenge, does a "Self" spell affecting their unit end?

A: Yes, as the model "retires" and ceases to confer bonuses to the unit.

Q: Can a Wizard cast Assailments if they are in an engaged unit but not on the fighting side?

A: No. The Wizard must be in the Fighting Rank.

Q: How many Supporting Attacks does a model with a split profile get?



A: One for each entity (e.g., horse + rider = 2 attacks; chariot = 1 for beast + 1 for crew).

Q: Can cavalry use Lances if they are charged in the opponent's turn after an Overrun?

A: No. Lance bonuses only apply to the models that performed the Charge.

Q: Can I Stomp/Impact Hit a character inside a unit?

A: No, unless there are fewer than 5 troop models in the unit and you are in base contact with the character.

Q: Does the +1 Combat Resolution for Close Order stack?

A: Yes. As long as the unit has US 10+, each unit adds +1.

Q: Can I use Fly (X) during Pursuit or Overrun?

A: No, as per GW Errata 1.5.

Q: If a character has a mundane Lance and a Magic Weapon, can they use the Lance on the charge?

A: No. A Magic Weapon must always be used over a mundane one.

Q: Can an opponent attack the troop if the front rank is entirely made of Heroes?

A: Per the "Too Many Characters" rule (p. 209), you cannot have more characters than troop models in the FR unless in a single rank; there is always a way to attack the troop.

Q: If an engaged unit dies before the Combat Phase (e.g., Banshee Howl), can the unit it was engaged with Overrun/Reform?

A: No. Since no CC occurred, the unit remains stationary.

Q: Can a character who "retired" from a challenge return to the Fighting Rank?

A: Yes, but only if the unit shrinks or takes casualties such that the only available position to maintain formation is the Fighting Rank.

SPECIAL RULES

Q: Do other Special Rules apply to units that are not yet on the battlefield (or have left the battlefield for a turn)?

A: No. Units not on the field do not exist for game purposes.

Q: Does the modification to Regeneration (X) mean I can use it whenever a model loses a Wound, even if an ability or rule specifies the model simply "loses a wound"? For example, can I attempt a Regeneration save against a Peril Test, Unstable, Daemonic Instability, Dangerous Terrain, and similar cases?



A: Yes, as long as it is not specified that you cannot make Regeneration saves against those attacks. Please note that, given the current wording of Regeneration, Killing Blow, Monster Slayer, and similar abilities DO NOT allow Regeneration saves against wounds lost due to these Special Rules.

Q: If a unit must take a Restrain or Impetuous test and wants to use the General's Inspiring Presence (who is not in the unit but has a Leadership modified by a Warband unit), can the unit use the General's modified Ld value?

A: Yes. The unit uses the General's modified Leadership via Inspiring Presence and does not use the Warband modifier directly—the General does. GW FAQs specify that only "a unit with Warband" (the unit itself) cannot use it.

Q: Can models with Lumbering perform a Free Pivot at the end of a Give Ground move?

A: No. The Give Ground rule clearly specifies that the movement is resolved without performing turns, pivots, or otherwise altering the unit's orientation.

Q: How are situations resolved where a character without the First Charge rule joins a unit that has it, and vice versa?

A: As long as a model with the First Charge rule performs its first charge of the game within a unit, the Special Rule is used and counts as used for all models that participated in \square charge and have the First Charge special rule in that unit.

Q: Do Ethereal units have to take a Peril Test when fleeing through another unit?

A: Yes. Although they cannot be wounded by non-magical attacks, Peril Tests cause a unit to "lose a wound" rather than "suffer a wound." Therefore, units with the Ethereal special rule must take the Peril Test just like any other unit.

Q: In the case of Fall Back in Good Order (FBIGO), can a unit with Swiftstride use the extra D6?

A: Yes. The Swiftstride bonus D6 (declared before rolling the dice) can be used during charges, flights, and pursuits. Fall Back in Good Order is effectively a flight, just more controlled.

Q: Are one-handed Magic Weapons, which do not count as any other weapon type, eligible for the Infantry Parry special rule?

A: Only if the weapon is specifically classified and counts as a "Hand Weapon."

Q: If a unit with Counter Charge and Drilled is charged in the front, can it use Drilled to move into a Column and reduce the number of models in the front?

A: Yes. The unit was able to react with Counter Charge because it was in Combat Formation. It uses Drilled before moving to enter a column; at that point, it can no longer move for the Counter Charge, so it waits in place for the enemy's arrival and will not benefit from charge bonuses (e.g., Initiative bonus or lances) as it did not actually charge.

Q: If a unit that does not cause Terror contains a model that does, must the charge target test?

A: Yes. In case of a failed test, they flee in the opposite direction of the model causing Terror.

Q: Is it necessary to announce the use of the General's Leadership before a Break Test or Leadership test, or after the test has been made?

A: Since the sequence for Break Tests indicates to roll first and then compare, you can roll first and then use Inspiring Presence (or not), depending on the result. For Leadership tests, Inspiring Presence is also optional, as the rule specifies "may."



Q: If a unit is charged simultaneously by multiple units causing Terror, how many tests must it take?

A: One test for each unit causing Terror that is charging it.

Q: Can the Swiftstride D6 be used during a Counter Charge?

A: No. The bonus D6 applies to the Charge Roll in a charge; the D3+1 of the Counter Charge is not a Charge Roll.

Q: How is the -1 to Hit penalty from Fear applied in multiple combats if the Leadership test fails?

A: The -1 is applied to the unit that fails the test against all units that cause Fear and have a higher Unit Strength (US) than the unit that failed the test in that combat.

Q: Does Counter Charge count as a charge for the purpose of activating Furious Charge?

A: Yes, since the rule specifies that once this reaction is performed, both units count as charging, provided the unit moved at least 3" with the Counter Charge.

Q: Do those who are Immune to Psychology or Immune to Terror ignore the tests but still suffer the -1 to the Break Test if they lose combat? Does this also apply to a unit that causes Terror itself?

A: Units Immune to Psychology simply pass Fear and Terror tests. Therefore, they suffer the rest of the Terror rule and have -1 to the test. Units that are Immune to Terror (units that cause Terror or Fear are immune to Terror themselves) suffer no effect from the Terror rule, including the -1 Ld.

Q: How do I calculate the Initiative in Close Combat (CC) for models subject to "Strike Last"?

A: The Strike Last rule reduces the model's base Initiative to 1, to which any bonuses from charging, items, spells, or special rules are added.

Q: Is Dragon Breath considered a Shooting Weapon? Is a dragon considered equipped with a shooting weapon regarding the Bretonnian Banner of Honourable Warfare?

A: Yes. Per GW FAQ, breath is considered a type of Missile Weapon; consequently, it counts for the banner.

Q: If a unit has multiple Magic Resistance values, do they stack?

A: Magic Resistance does not stack; you take the best of the values unless items or abilities specify otherwise.

Q: Can a Drilled unit in a 2x3 March Column, if blocked on the sides, use Drilled to move everyone to the back rank and effectively have a new single rank a few inches back?

A: No. The Redress the Ranks rule granted by Drilled allows changing the number of models in the Front Rank, not shifting the position of the Front Rank.

Q: How do I calculate the correct Armor Save (AS) if I have Parry and other rules modifying Armor Value or roll modifiers like Armor Piercing (AP)?

A: Using Parry cannot improve the Armor Save beyond a 3+ value. This means when calculating the base Armor Save (before any roll modifiers), Parry will limit the value to 3+. However, if the unit is affected by rules that increase/decrease the Armor Value itself (e.g., Plague of Rust or Rune of Oath and Steel), you can balance the positive and negative modifiers. Note that roll modifiers—like AP or Totem of Rust—do not interact with this 3+ limit; they apply after the AS value is determined and reduce the final result needed for success.

Q: If an infantry model has an Armor Save of 2+ (without Parry) and fights with a hand weapon and shield, must it use Parry and thus only have a 3+ AS?



A: The model uses Parry automatically, but as specified, the rule does not allow improving the AS beyond 3+. However, if the model already possesses a better AS (2+ in this case), it uses that instead.

Q: Is Regeneration against fire attacks always allowed unless the unit has the Flammable rule? Can magic items providing Regeneration (like Trollhide Trousers) work against fire attacks if they don't have Flammable?

A: Regeneration is negated in the presence of Flaming Attacks + Flammable, or Magical Attacks + Warp Spawned, or other rules where it is specified that the save is not permitted.

Q: If I am charged and declare Counter Charge (and I have Terror), must the unit that initially declared the charge test to avoid fleeing?

A: No. Counter Charge is by definition a charge reaction. Terror activates upon a Declaration of Charge, which does not happen here.

Q: Is it possible to Overrun if a unit is destroyed due to Unstable or Daemonic Instability?

A: The condition to Overrun is completely destroying the engaged enemy before the Break Test. While the Undead Unstable rule clarifies that extra wounds are applied before the Break Test (allowing Overrun), for Daemons, Daemonic Instability requires the test before Give Ground, making it equivalent to a Break Test in timing (disallowing Overrun).

Q: When Skirmishers Overrun, do they maintain their previous combat formation or revert to Skirmishers?

A: Skirmishers who Overrun maintain the formation they had in the previous combat until they are disengaged at the end of any combat phase. At that point, they must be moved the minimum distance necessary to return to a "separate" formation.

Q: Can a Disrupted unit with Warband still add its rank bonus to Leadership?

A: No.

Q: Does Move Through Cover allow charging while ignoring terrain penalties?

A: Only the Movement (M) modifier; you must still take the lowest die on the Charge Roll.

Q: Does the Ethereal rule allow charging while ignoring terrain penalties?

A: For movement purposes, the unit treats all terrain as Open Terrain.

Q: Regarding "Insignificant" (ignoring Swarms): does this apply to targeting characters if the character is in a unit and the swarm has at least 5 models?

A: The rule refers to targeting a Lone Character. If a character is joined to a unit, they cannot be targeted directly (unless special rules apply).

Q: What happens if a unit with Evasive moves out of range or line of sight (LoS) with its reaction?

A: The attack was already declared; if the conditions are no longer met, it is lost. In the case of a Magic Missile, the wizard may choose not to cast the spell.

Q: If a wizard casts a spell on a unit with Evasive and they move out of range, can the wizard change targets?

A: No.

Q: If a unit with Poisoned Attacks and Hatred attacks a unit that forces rerolls of 6s to hit, how does it behave on a 6?



A: It rerolls misses due to Hatred and 6s due to the other rule, accepting the second result for each die.

Q: Does Killing Blow work if the delta between Attack Strength and Target Toughness is greater than 6? (e.g., Str 4 vs T 10)

A: Killing Blow requires a natural 6 to wound. If the table does not allow valid results (not even a 6+), then Killing Blow does not activate.

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

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

Q: Can I use the Shieldwall ability if a joined character is not using a shield?

A: Yes. Ignore the character for the purpose of the Shieldwall rule. The unit can use the special rule.

Q: How does "Resurrecting the Fallen" work with Skirmish formation?

A: You can use the rule and resurrect models, but they must be placed within 1" of the models present at the start of the phase.

Q: Does the Veteran rule grant a reroll for tests made "against the unit's Leadership characteristic" (e.g., Panic Test)?

A: Yes.

Q: What happens when a unit with Random Movement performs a Pursuit, Overrun, Flee, or FBIGO?

A: It uses Random Movement only during the Compulsory Movement subphase or for any move based on the unit's Movement characteristic. For all other movements (FBIGO, fleeing, pursuit, etc.), follow the standard rules for those movements, including distance rolls.

Q: Can a unit with Random Movement reform during a Restrain & Reform test, after a Rally, or when destroying a fleeing enemy?

A: Yes. Restrictions on maneuvers only apply when moving using the Random Movement rule itself.

Q: Can a character attempting an ability that requires a Leadership test use the "Hold Your Ground" ability of an Undead Battle Standard Bearer (BSB) to reroll?

A: Yes.

Q: For Monster Handlers, does the D6 roll to see if a wound removes a handler or the monster apply only in combat?

A: The roll applies to all unsaved wounds. The phrasing "in combat" in the rulebook only clarifies how handlers behave in CC.

Q: Can Heroes with the Hidden rule be hidden in a unit not deployed at the start (e.g., Ambushers)?

A: Yes, if they also have the Ambushers special rule. If the scenario allows units in reserve (Drawn Battlelines), you can hide the character in that unit even without Ambushers.

Q: When is the unit containing Hidden characters decided?

A: When the characters are deployed.

Q: Motley Crew: How do you determine which victims are removed based on the majority of the Fighting Rank?



A: Check at the start of each Initiative Step when attacks are made; determine which model type constitutes the majority, then proceed with attacks. Repeat for each step.

Q: How many attacks do models make against a unit defending a Low Linear Obstacle?

A: If it's a physical terrain piece: 1 attack per entity, no Stomp, and no Impact Hits. If it's a spell/ability, it depends on the description or FAQ (e.g., Earthen Ramparts = yes, Dwarf Dig In = no).

Q: Can Counter Charge be used in response to a Redirected Charge?

A: No. Against a Redirected Charge, the only possible reactions are Flee or Hold.

Q: Is it possible to Counter Charge on Turn 1 after using Vanguard?

A: Yes. The rule states you cannot declare a charge on your first turn. A Counter Charge occurs during the opponent's first turn.

Q: If I redirect a charge and the new target was already charged by another unit, can the target declare Flee now even if it previously declared Hold?

A: Yes. A Redirect is a new Charge Declaration requiring a new reaction (Hold or Flee).

Q: Does a Skirmish cavalry unit need to rotate to face the enemy with its "visual front" when charging or being charged?

A: Yes. The Skirmish formation rule says models arrange themselves "edge-to-edge and front corner-to-front corner," which implies a "visual front."

Q: What happens if only some Skirmishers end up off the table?

A: The entire unit is removed from play.

Q: How do Skirmishers Give Ground?

A: Determine the center/direction of the unit and move all models parallel in that direction. If any model hits an obstacle, the whole unit stops.

Q: Do Skirmish units rotate around their center before fleeing?

A: No. Skirmishers move on a model-by-model basis. Do not rotate the unit unless they flee from combat (where they have already "Formed Up").

Q: How do Poisoned Attacks work? Can I choose which attacks get the bonus?

A: Only dice that roll a natural 6 on the To Hit roll benefit from the +2 to the subsequent To Wound roll.

Q: What happens to a unit subject to Stupidity that fails a Break Test?

A: It cannot move in the Movement Phase or Shooting Phase (Reserve Move) as these are voluntary. It can perform movements required by the Combat Phase as they are consequences of combat.

Q: Can Skirmishers defend a Low Linear Obstacle (LLO)?

A: Yes. Move as many Skirmishers as possible into contact with the feature.

Q: Can I choose not to roll for Regeneration?

A: Yes, you are not forced to regenerate wounds (e.g., to avoid combat resolution).



Q: Regarding TIMBERRR!: Does a monster destroyed by being caught while fleeing count as losing its last wound to activate the ability?

A: No. Timberrr! activates when reduced to 0 Wounds. Being caught while fleeing simply removes the model from play.

Q: LLO and Flank Charges: Does a unit defending an LLO get the bonus from all arcs?

A: Only the Front Arc is considered defended. However, Skirmish units under an effect like Earthen Ramparts get the bonus from any direction. Note: "Forming up" against a charger counts as moving and may end some LLO effects.

Q: Can non-magical Killing Blow/Monster Slayer (on a 6 to wound) hurt an Ethereal model?

A: No. These rules require you to "wound" the model to activate. Since non-magical attacks cannot wound an Ethereal model, the rules never trigger.

Q: If multiple models in a unit are subject to Stupidity, how many tests are taken?

A: One test. The unit and joined characters are one entity for rules purposes. If failed, the whole unit is affected.

MAGIC

Q: Are hits from Miscast considered Magical Attacks?

A: Yes. Any damage caused by a spell (or miscast thereof) counts as magical.

Q: When items increase a spell's range, does it increase the range of effects inside the description?

A: No. Only the targeting Range is extended. Effects described within the spell text (or "Self" range spells) are not increased.

Q: Do Universal Special Rules apply to Magic Missiles and Vortices?

A: No. They do not benefit from the wizard's special rules unless specified.

Q: Do Bound Spells get casting bonuses from the wizard's level?

A: No, unless specified (e.g., Casket of Souls).

Q: Does a Miscast result of 8+ prevent casting Bound Spells?

A: No. The wizard is prevented from casting, but the item casts the Bound Spell, and casting a bound spell does not make a model a "Wizard."

Q: Does a wizard in a unit hit by a Miscast template get "Look Out Sir"?

A: No. Look Out Sir is for Shooting Attacks; miscast templates are not.

Q: Do spells that prevent charging stop Random Movement units from entering contact?

A: Yes. If Random Movement would bring a model into contact, it is treated as a charge. The model must stop 1" away.

Q: Can a wizard cast all the spells they know in one turn?

A: No. A wizard can cast a number of spells equal to their Wizard Level per turn, in the appropriate phases, and only once per spell.



Q: Can multiple versions of the same Enhancement/Hex/Conveyance be cast on the same unit?

A: No, they do not stack. You can, however, cast multiple copies of the same Magic Missile at the same target from different wizards.

Q: Can a wizard in combat but not in the Fighting Rank dispel?

A: While engaged, the wizard can only dispel spells targeting them or their unit.

Q: Can I target infantry models with Steed of Shadows if a mounted character is in the unit?

A: No. The unit must consist entirely of infantry.

Q: Does the Assailment spell "Spectral Doppelganger" need to roll to hit?

A: No. Like all Assailments, it only rolls To Wound.

CHARACTERS

Q: If I have multiple Characters on different bases in the same unit (e.g., 30mm bases in a 25mm unit), can they stand adjacent to each other on the same side?

A: No. They must be on different sides because they must be adjacent to the 25mm models. If you have three such characters, one would have to go to the rear.

Q: If a unit containing multiple Characters is completely destroyed, do the Characters separate or stay together?

A: The unit ceases to exist and the characters are treated as Lone Characters. Any spells cast on the unit cease to affect the characters.

Q: Can a character leave a joined unit using a Reserve Move?

A: No. A character can only leave a unit during the Remaining Moves sub-phase of the Movement Phase. Reserve Movement occurs at the end of the Shooting Phase.

Q: If a character has an ability cast on themselves that also affects their unit, what happens if they leave the unit during the movement phase?

A: The unit stops benefiting from the effect, as it is tied to the character's presence within it.

Q: Can a character making a FBIGO move use "Evade" to prevent a pursuing opponent from re-engaging them?

A: No. Pursuit is part of combat. Until the end of Step 4 of Close Combat (CC), both units are considered engaged. Evade can only be used if the character was not already engaged (to avoid enemies pursuing from a different combat).

Q: Where is a character placed when joining a unit in a single rank?

A: The rules don't explicitly state this, but we apply the principle used for Undead adding models: the character is added to the single rank (extending the front) or replaces a standard model (not the Command Group), who then moves to form a second rank.

Q: Does a character hit by shooting within 3" of a unit benefit from "Look Out Sir!"?

A: No. To benefit from this rule, they must be inside a unit of at least 5 rank-and-file models of the same Troop Type.

Q: Can a character join a War Machine?



A: Since War Machines are Skirmishers, a character can only join if they share the same troop sub-type (i.e., the character is also a War Machine) or has a Special Rule allowing it.

Q: Can I change the position of characters within the front rank during normal movement?

A: No. To move a character within a unit (not in combat), you must perform a Reform. During a Redress the Ranks, you can move characters from the front to the back and vice versa, provided there is no room in the front (due to Command Group/other characters). A character not in the Front Rank confers no bonuses to the unit.

Q: Can a character join a unit or move within it using the "Infernal Gateway" spell?

A: Yes. If teleported into base contact, they can join (provided the unit isn't engaged or fleeing). Since the spell allows movement after teleporting, a character could leave a unit via the spell and then use their M to rejoin it. They will count as having moved.

Q: When a character leaves a unit, do they measure from the unit or their own model?

A: Unlike joining, a character leaves from the exact point they occupy within the unit. They may exit from the rear/flank only if they do not pass through friendly models.

Q: A character is moved to the rear because they refused a challenge. Does the model taking their place get to attack?

A: Yes. This is not considered Stepping Forward because it occurs in sub-phase 1.1 before CC begins.

Q: If a Wizard is in the rear rank because the front is full, can they cast Magic Missiles/Spells?

A: Yes, provided the target is in their Front Arc and they have Line of Sight (LoS) from their position. However, they confer no bonuses (Ld, abilities, etc.) to the unit while in the rear.

Q: Can a character on a Chariot (Open Order) join a Close Order unit?

A: Yes. The formation rule for the mount ceases to apply once they join; the character adopts the unit's formation.

Q: Do characters/crew on mounts benefit from Special Rules (Poison, Flaming, etc.)?

A: Yes. Unless otherwise stated, special rules apply to the entire model (Chariot, Character, Crew, and Beasts). Effects are shared.

Q: In a challenge, do Regeneration saves count toward Combat Resolution even if they exceed the "Overkill" (+5) cap?

A: No. Regardless of the source of the wounds, the maximum contribution to combat resolution in a challenge is +5 beyond the wounds required to kill the model.

MAGIC ITEMS

Q: Can unit Champions with access to magic items use items restricted to "Characters"?

A: Yes. If a restriction isn't specific (e.g., "Necromancer Only"), the champion follows the same general restrictions as a character.

Q: Can I buy Magic Armor/Shields if the character doesn't have the option for the mundane version?

A: No. You must have the option for (or already be equipped with) the mundane version to buy the magical equivalent. Natural Armor (Calloused Hides) does not count as an armor option for this purpose.



Q: Armour of Meteoric Iron: It provides a 5+ AS that cannot be improved or reduced. What if a weapon "Ignores Armor"?

A: The armor is unmodifiable by modifiers, but abilities that negate armor entirely still function.

Q: Can I choose NOT to use a Magic Standard's power?

A: Only if the description says "may." Otherwise, the effect is mandatory.

Q: Wizarding Hat: Which Lores can I choose?

A: You can choose any of the 8 standard Lores or army-specific Lores (6 spells + signature). You generate spells normally and can swap for the Signature Spell. You cannot take race-specific signatures unless you have the "Lore of..." rule for that race.

Q: If a Magic Spear requires the user to use a "Hand Weapon" on turns they don't charge, can I use a second "Extremely Common" Magic Weapon instead?

A: Yes. Magic weapons take priority over mundane weapons. If you have two, you choose which to use on the charge; in subsequent turns, you must use the one that isn't the spear.

MATCHED PLAY GUIDE

Q: Do characters count toward the minimum Unit Strength (US) for Strategic Locations?

A: Yes.

Q: Can a single unit score from multiple Strategic Locations/Baggage Trains at once?

A: No. A unit can only control one "Object" at a time.

Q: When does an unit start destroying a Baggage Train?

A: The unit must enter contact during the Remaining Moves sub-phase. Reserve Moves or other phases do not count as the start of the destruction process.

Q: How many Victory Points (VP) does a unit give if it is fleeing AND under 25% of its initial US?

A: You take the higher of the two values (in this case, 50% VP).

Q: Do units with Ambush that are not on the field at the end of the game concede VP?

A: No. There is currently no rule stating that units in reserve/ambush concede VP if the game ends before they arrive.

WARHAMMER ARMIES

DISCLAIMER: Since Legacy factions are officially unsupported by GW, the Judge team has decided—in light of FAQs and Errata that have modified core rules for items, units, spells, etc.—to update corresponding elements of Legacy factions accordingly. Specifically:

- Weapons will follow Errata 1.5 (e.g., Flails grant Strength and Armor Piercing bonuses only against the enemy charged).
- Magical Vortexes from army-specific Signature Spells of Legacy armies will cause damage even when passed through.



· "Hull Mounted" weapons such as the Skull Cannon of Khorne / Iron Daemon have a 90° Line of Sight (LoS) for shooting purposes (extending the GW Errata for the Steam Tank).

Empire of Man

Q: Can the Master of Ballistics rule be used by an Engineer on the cannon shot from the Steam Tank?

A: No. The rule targets a unit whose troop type is "War Machine." The Steam Tank, as its name suggests, has Heavy Chariot as its troop type; therefore, the rule has no effect on it.

Q: Can a Steam Tank fire both of its missile weapons (Steam Gun and Steam Cannon) in a single Shooting phase?

A: No, it must choose which one to fire. However, the Engineer on top can still fire his own weapons in addition.

Q: Can I use the Laurels of Victory ability on mount attacks or Assailments cast from a character's item?

A: No. The item specifies it is usable only on attacks caused by the wielder. Spells cast via Bound Spells are cast by the item, not the wielder, so they do not count. It would be different if the model were a Wizard who knows an Assailment spell.

Q: Can an Engineer use a Pigeon Bomb in combat?

A: No.

Realms of Man - Renegade Crowns (Aol)

Q: How many Bonegrinder Giants can the Mercenaries of the Renegade Crowns Aol take?

A: The army composition for Renegade Crowns states that any unit with the "Dogs of War" rule can be taken as Mercenaries. If the restrictions for such units do not specifically refer to the Border Princes Aol, then the Combined Arms limit of 2x for mercenary units applies.

Vampire Counts

Q: How many "howls" can a Mortis Engine perform?

A: ONE.

Q: Can a unit of Zombies summoned with the Raise Dead spell be increased up to 40 models?

A: No. The limit is the maximum specified in the unit size; for the zombies in question, this is 2d3.

Q: Does the casting bonus of Mortis Engines stack if more than one is within range? Does the same apply to Miscasts?

A: The casting bonus stacks, as it is specified to function based on being within range of "this model." Regarding Miscasts, the rule indicates an absolute value, specifying that you roll twice on the table; therefore, being in range of multiple Mortis Engines does not change the effect.

Q: Wand of Jet: Is the +1 to cast/dispel optional? Is the "breaks on a double" clause linked to the +1?

A: Since the wording says "may," applying the bonus is optional. The correct use is: declare before casting/dispelling if you intend to use the Wand of Jet. If you do, you apply the bonus and risk it breaking.



Q: Does the effect of the Chalice of the Dark Rain affect the Wailing Dirge?

A: No. The Chalice only affects the range of "missile weapons" and "war machines." The Wailing Dirge belongs to neither category; it is a "missile attack."

Q: Is it possible to use Wailing Dirge after a charge, a failed charge, or a march?

A: No. Although Charge and Failed Charge are not exclusively specified, since the Wailing Dirge is a Shooting Attack, it cannot be used after a Charge (even if it is a special rule) because permission is not granted by the special rule.

Q: The "Resurrecting the Fallen" rule says you can heal a wounded unit. Zombies have "Newly Born," so when healed, they can exceed their starting number. Does this mean they cannot be healed (and increased in number) until they suffer a wound?

A: The unit's special rule specifies that models can be resurrected beyond the base number; consequently, it doesn't just allow for recovering lost models but adding new ones. Therefore, you can use magic to increase their number (up to a max of 40) even if they haven't suffered wounds previously.

Q: Can a Banshee be added to a unit of Spirit Hosts?

A: Yes, there are no limitations regarding this.

Kingdom of Bretonnia

Q: Can the Green Knight be summoned from hills?

A: No, there is an official FAQ clarifying this.

Q: Does the Green Knight have Swiftstride? Is it a typo or am I missing it?

A: No, the Green Knight does not have Swiftstride. Additionally, the lords of the realm inform you that he also lacks the Finest Warhorse rule.

Q: If the Green Knight's magic sword is "destroyed" by Vaul's Unmaking, does he still lack the sword when he returns to play after being defeated?

A: Correct. The Knight is the same individual; he simply returns more resentful of the loss of his sword.

Q: Does a model with an Ironspike Shield and the "Monster Slayer" Virtue apply it to hits the enemy suffers from the shield's special rule?

A: No. The hits come from the shield according to the profile described in the item; they are not "struck" by the character.

Q: Does a model with the Seal of Parravon ignore only the WS difference or also -1 to hit modifiers from spells?

A: The skill only functions regarding the WS comparison; any other penalties are applied normally.

Q: Grail Pilgrims with a Reliquae and a character with Virtue of Empathy and the Grail Vow. Can the character join the unit?

A: Even with the Virtue allowing him to join Peasantry units, Unbreakable units cannot be joined by characters who are not themselves Unbreakable. If he were a Hero with a different Vow and the unit was more than 12" from a model with the Grail Vow, it would be technically possible. In this specific case, no.



Q: What happens when a unit's Unit Strength (US) drops below 10 after a Handmaiden has retired to the rear?

A: The US 10 condition is checked at the moment the Handmaiden retires. If satisfied, the effects remain active until the end of combat, even if the unit later drops below US 10.

Q: Does a Champion count for the Blessing in the Exiles of Bretonnia Aol if killed in a challenge? Or can a Champion gain the Blessing?

A: No. Only non-champion characters count, and a champion cannot obtain the Blessing separately from the unit.

Q: Does a unit with the Banner of Chalons also block Fire & Flee reactions?

A: No. As clarified by the wording of "The Banner of Xen Wun" in the Cathay AJ, GW considers the two reactions different. The Banner of Chalons only works against standard Stand & Shoot reactions.

Q: Do I need to perform a wheel to maximize a Lance's charge against another unit?

A: Yes, if necessary. Charge rules require maximizing contact for both units. The Lance always counts as being in contact, but for the target unit, only models within their M value from the lance count. A wheel may be necessary to bring more enemy models within that distance.

Q: When fighting against a unit in Lance formation, can infantry models in the second rank (using "Press of Battle") use all their attacks?

A: The GW FAQ clarifies that models are removed starting from the first rank of the two that constitute the Fighting Rank. If the Lance causes enough casualties and only models from the second rank of the Fighting Rank survive, they strike back with 1 attack per model as per the rules.

Q: Can you take the Virtue of Duty or Virtue of the Ideal even if it means your General does not have the highest Ld in the army?

A: Yes. Only the BSB is mentioned in the GW FAQ regarding highest Leadership. This means you can include mercenaries or other characters with higher Ld than your General.

Q: Does the Bretonnian Bombard have Grapeshot?

A: The Bombard fires like a Cannon using the Cannon Fire rule; therefore, yes, it can use Grapeshot.

Q: Does the Green Knight concede Victory Points (VP) if he is off the field when the game ends?

A: Yes. His rules specify the only condition for conceding VP is not being on the field at the end of the game.

Dwarfen Mountain Holds

Q: Does the Rune of Hesitation block Swiftstride or the Initiative bonus from charging?

A: No. Swiftstride effects apply when rolling the charge (before moving), and the Initiative bonus is not a special rule, so the rune has no effect on it.

Q: Is the Doomseeker considered a Character?

A: No longer, as per the GW Errata.

Q: If I give a +1A Rune or Tattoo to a Doomseeker (2d3 random attacks), does it become 2d3+1?

A: Yes, it becomes 2d3+1.

Q: Whirlwind of Death: Do Impact Hits also apply weapon runes?



A: Yes.

Q: If I equip a Forgefather with the T10 Rune (Rune of Fortitude), does the whole model benefit?

A: No. The model is a Character with the troop type War Machine. It follows Split Profile rules. Against shooting, the Anvil's Toughness is used. The Forgefather is crew; his T10 activates only in close combat.

Q: Does the Sapper's "Dig In" rule apply only to the front?

A: The unit benefits from Partial Cover on all sides. It counts as defending a low linear obstacle only if engaged in the front. Note: an engaged enemy unit will always count as being in base contact.

Q: Does a Lord/Thane on Shieldbearers have US 4?

A: No. The Lord/Thane is a single Heavy Infantry model. His Unit Strength remains 1.

Q: Do hits from the Rune of Flight apply character rules like Dwarf-Crafted, Dragon Slayer, or Killing Blow?

A: The rune allows a shooting attack with a defined profile. If special abilities work on shooting attacks, they apply. Dwarf-Crafted: No (only works in Shooting Phase, not Stand & Shoot). Slayer of Dragons: Yes. Killing Blow: No. Gromril Weapons: No (the weapon becomes magical).

Q: Does a Slayer of Legend apply "Slayer of..." rules to Deathblow hits?

A: Yes.

Q: Can a Dwarf with a runic weapon use Parry?

A: Yes, provided the weapon is categorized as a Hand Weapon.

Q: Does a War Machine lose Entrenched/Dig In if charged (due to aligning/skirmisher rules)?

A: No. As clarified by the GW FAQ, skirmishers under Dig In do not lose it when charged.

Q: Can a Royal Clan AoI Champion take 25pts of extra runes?

A: No, only "Characters" can.

Q: Does a character/champion moving for a challenge or through ranks count as the unit moving for "Entrenched" rules?

A: No (GW FAQ).

Q: If a Sapper uses Dig In and then leaves the unit, does the unit remain entrenched?

A: Yes. Cover is only lost if the unit moves; a character leaving does not count as the unit moving.

Q: Is the Anvil of Doom deployed with Characters or War Machines?

A: It is both. It must be deployed at the earliest possible moment for its troop type. If other War Machines are present, it deploys with them; otherwise, it deploys with Characters.

Q: Does an Unbreakable unit (via special character) lose Stubborn after the first lost combat?

A: Unbreakable units do not take Break Tests; they automatically Give Ground. Stubborn only comes into play if the unit loses Unbreakable for some reason.

Q: How does the Master Rune of Stormni Redbeard work on a standard bearer instead of a BSB?

A: It does not. Command Range is a characteristic of Characters; troop models do not have a Command Range.



Tomb Kings of Khemri

Q: Can the Casket of Souls move via Reserve Move or teleportation spells?

A: It can use Reserve Move (Shooting phase) but is Immovable in the Movement phase (no teleportation).

Q: If a Tomb King uses Armor of the Ages (Light Armor) for its reroll effect, can he use his mount's (Bone Dragon) armor for the save?

A: No. If a character uses a magical armor's effect, they must use that model's Armor Value, not the mount's.

Q: How does Glittering Robe interact with the Casket's enhancement?

A: Glittering Robe cancels any enhancement active at the time of casting but does not prevent new ones from being applied afterward.

Q: Can a unit in Ambush that rolls a 4+ still be summoned via "Beneath the Sands"?

A: Yes. A unit in Ambush is in Reserve until it enters the field. If the Priest fails the test, the unit cannot be summoned again that phase and remains in Ambush (must roll 4+ again next turn).

Q: Do double Caskets grant +2 to cast?

A: No. The rule grants +1 to cast if within range of any Casket. Being in range of multiple Caskets provides no additional benefit.

Q: If a Royal Herald takes hits for a King via the "Royal Bodyguard" rule, do those hits count for combat resolution?

A: Wounds count for the combat resolution of the unit that inflicted them, not for the unit that suffers them if they are in a different combat.

Q: Are Ld penalties from two different Screaming Skull Catapults cumulative?

A: Yes.

Q: Can I use the Icon of Rakaph to Reform during an Overrun?

A: Yes, but you cannot change the direction of the Overrun, as the reform happens "during" the movement. Overruns must proceed straight.

Q: How many Wizards can use "Sepulchral Animus" per turn?

A: Once per turn.

Q: Can Terror Below target Lone Characters within 3" of another unit?

A: Yes. Terror Below is not a shooting attack; the Lone Character rule only protects against shooting and spells.

Q: Can Incantations of the Mortuary Cult be bought in any Khemri army?

A: Yes, there is currently nothing restricting them to the Mortuary Cult list only.

Q: If a King with the Destroyer of Eternities uses the D6 auto-hits and is in the Fighting Rank (but not base contact), how is it resolved?

A: It is a "Scything" attack causing D6 hits against the target unit. Since he is not in base contact with specific models, hits are resolved against the unit. (It is NOT a Stomp or Impact Hit).



Q: Are Mortuary Cult Incantations bought using the Magic Item allowance?

A: No, they do not belong to a common category and are currently considered separate purchases.

Orcs & Goblins

Q: Does a Black Orc Boss with "Quell Impetuosity" benefit from his own rule when using the Berserker Blade?

A: Yes. A model with a "bubble" effect is always in range of itself.

Q: Can I use both Glittering Wotknots and the Glowing Green Amulet on the same spell?

A: No. Both items replace a Wizardly Dispel, and you can only attempt one dispel per spell.

Q: Does the Whaaag! bonus persist if the character who called it dies?

A: No. The character's presence is the condition for the buff. If he dies, leaves the unit, or refuses a challenge, the effect ends.

Q: Do flyers flying over Fanatics take hits?

A: No.

Q: If a unit Fleeing/FBIGO moves through a Fanatic, what happens?

A: The unit suffers D6 hits for moving through the Fanatic + a "Peril Test" for every model that touches the Fanatic.

Q: Can Ogdruz Swampdigga choose spells from both lores with a Lore Familiar?

A: Yes (GW FAQ).

Q: Does a Doom Diver firing indirectly get the -D3" correction AND the D3" steer?

A: Yes.

Q: Spider Banner: Does the unit wound automatically?

A: No. They gain Poisoned Attacks on a natural 5+ instead of 6+ (if they already had Poisoned Attacks).

Q: Big Smartz: Is a unit still "Stupid" if it fails one test but passes another before the next turn?

A: No, a unit ceases to be Stupid if it passes a Stupidity test.

Q: Can a Fanatic be hit by a Cannonball?

A: Yes.

Q: Do Fanatics die when moving through Entrenched units or Earthen Ramparts?

A: No, neither is a terrain feature that causes their death.

Q: Where are Nasty Skulkers placed if the front rank is full of characters and command?

A: If the front rank has no room, they are placed in the rear rank.

Warriors of Chaos

Q: Does a Giant Spawn of Khorne apply Killing Blow to Stomps and Impact Hits?

A: Yes.



Q: Can you take the Signature Spell with the Grimoire of Ogvold?

A: No (GW FAQ on Lore Familiar).

Q: Does a Hero with Gaze of the Gods roll on the table while in Ambush?

A: No, models in reserve do not exist on the table and cannot use abilities.

Q: Can a Champion in Ambush challenge/accept in a Warriors Duel?

A: Yes, the rule does not require them to be on the battlefield.

Q: Can Assailments be cast during a Warrior's Duel?

A: Yes, but only if the model personally knows the spell. Spells granted to the unit (e.g., Sister of Thorns) cannot be used.

Q: How long does Galrauch's failed Ld test last?

A: Until the start of his next turn.

Q: Can a Chaos Character on a Chariot or Dragon buy magical light armor to bypass Chaotic Trait limits?

A: The Dragon has Full Plate, so it blocks the trait. The Chariot has no armor classification, so the character is free to buy magical armor to take a Trait.

Q: What type of "suit" is the Armor of Silvered Steel?

A: It is generic magical armor (3+ save) and does not limit Chaotic Traits.

Beastmen Brayherds

Q: Does Many-Limbed Fiend (+1A) on a Dragon Ogre allow 4 Great Weapon attacks and 1 Ensorcelled attack?

A: Yes. The extra attack is made with a Hand Weapon at the model's Initiative (unmodified by Strike Last), benefiting from Ensorcelled Weapons.

Q: Does the Chalice of the Dark Rain affect Sky Lantern bombs?

A: No. They are not missile weapons; it is a movement phase ability.

Q: Does the Chalice affect Casket of Souls or Anvil of Doom?

A: Yes. Any attack in the shooting phase is a Shooting Attack, and since they are War Machines, the Chalice prevents them from firing.

Q: Can a Wild Herds Champion take 25pts of extra items/mutations?

A: No, only "Characters" can.

Q: Does a Shaman with Chaos Full Plate and a Braystaff get a 2+ save?

A: No. The Braystaff provides an armor value (Heavy Armor equivalent), it does not improve an existing one. You use the best available.

Q: How does a Miscast (8-12) affect Dark Coven?

A: Only one spell was cast. The initial Miscast effects apply only to the caster. However, the secondary effect (unable to cast further spells) applies to all wizards in the Command Range.



Q: What happens if a Drunken hero joins a non-Drunken unit?

A: The unit is affected by whatever state the character is in.

Q: Can I buy common Chaos Armor and a non-common magical armor and swap them?

A: No. A model can have only one set of armor. You can buy a magical armor and a magical shield if one is Extremely Common, but you still only have one of each.

Q: Is the Herdstone a Special Feature for Matched Play?

A: Control of the Herdstone must be verified moment-by-moment whenever a bonus is used. Its specific rules for control take precedence.

Skaven

Q: Does the Warp Lightning Cannon fire even if it lacks Line of Sight (LoS), such as behind terrain? Does the shot pass through terrain?

A: The Warp Lightning Cannon declares a direction and rolls 8d6 for range. Everything under that line is hit (friends, enemies, models engaged in combat), passing through everything on the field within that range.

Q: Does the negative effect from a Warpstone Token activate on a natural 1 on a D6, or a 1 or 2?

A: The ability specifies it activates on a result of a natural 1 on a D3. When rolled on a D6, this corresponds to results of 1 or 2.

Q: How do Skaven Weapon Teams concede Victory Points (VP)?

A: Weapon Teams are upgrades to the parent unit, much like Night Goblin Fanatics. As clarified in the GW FAQ (Ravaging Hordes 1.2), their cost is included in the parent unit's value. Therefore, killing a Weapon Team grants no VP; the parent unit must be destroyed regardless of the Weapon Team's fate.

Q: Can a Doom-Wheel fire its Zzap! bolts while fleeing?

A: Yes. There are no restrictions, as the lightning is independent of its ability to perform standard Shooting attacks.

Q: Does the Verminous Valor rule allow a character to "Retire" at any time, or only in the Combat phase?

A: Only in the Combat phase. The rule specifies the character leaves the Fighting Rank (FR), which only exists in close combat. The "any time" wording refers to Step 1.1 of combat. If the character does not Retire then (and is not in a challenge), they are part of the combat for subsequent steps. If they Retire, they cannot return to the FR in the same sub-phase but may use Move Through Ranks in later turns.

Note: If a character Refuses a Challenge and is forced to retire, they cannot return to the FR as long as the unit is engaged with the model that issued the challenge.

Q: The Skaven Weeping Blade has Poisoned Attacks, but the rules say Poison doesn't work with Magic Weapons. Is this an exception?

A: While the core rules state Poison doesn't work on magic weapons, Rule Priority dictates that specific army book rules or magic items take precedence over the core special rules.

Wood Elves

Q: If a Wizard is on a Unicorn and has Glamourweave, does the enemy test twice?

A: Yes. These are two different abilities. Models in base contact must test for each; if they fail either, they only hit on a natural 6.

Q: Can a character with "Hawkeye" or a similar ability target a Skaven Weapon Team? The rule says it only targets "Characters."

A: Yes. These rules were written for the main factions where only characters benefit from Lone Character status. It functions against any model using that specific mechanic.

Q: Are Parry (Infantry) and Parry (Guardians of Talsyn) cumulative?

A: Yes, but remember standard Parry is only granted if fighting with a hand weapon, not an Asrai Spear.

Q: Must the Wood Elf forest respect distances from other terrain pieces?

A: No. It only needs to follow the conditions listed in its own description (e.g., not in the enemy deployment zone and more than 12" from the center). This also applies to the Chrace list for High Elves.

Q: Can all Tree Kin in a unit target the same model with Tree Whack even if they aren't all in base contact with it?

A: A model can direct its Tree Whack against any enemy model within a unit it is engaged with (i.e., in base contact in the case of multiple combats).

Q: What is the sequence for Impact Hits, Murder of Sprites, and Challenges?

A: The sequence is: Murder of Sprites – Impact Hits – Challenges. Note that Murder of Sprites must be resolved against the engaged unit and cannot be directed at a specific model.

Daemons of Chaos

Q: Trappings of Nurgle is "a suit of armour," but the Great Unclean One has no armor in its profile. Can it take it? If so, can it still cast?

A: Daemonic Gifts are categorized as common magic items. Since the Great Unclean One lacks the Chaos Armor special rule, it cannot cast or dispel spells while wearing armor.

Q: Does the Great Standard of Sundering affect a Wizard on a chariot using the Firing Platform rule if the BSB is on a hill?

A: The banner does not specify a activation timing. Whenever an enemy Wizard attempts to cast and can trace Line of Sight to the banner (following all LoS rules at that moment), they suffer the effects.

Q: Are "Infestation of Nurglings" attacks resolved with the model's equipped weapon?

A: No. Treat attacks that explicitly list Strength (S) and Armor Piercing (AP) as hand weapon attacks with that profile. Universal special rules (like Armour Bane or Poison) apply, but weapon-specific rules do not.

Ogre Kingdoms



Q: Can the Ironfist be used alongside a magic weapon to get +1 Attack or +1 Armor Value (AV)?

A: The Ironfist grants its AV bonus while equipped. However, once in combat, if the model has a magic weapon, it must use it. Therefore, it loses the Ironfist bonuses (+1A and +1 AV) during that combat.

High Elves

Q: If I use a Power Scroll, can I use the High Elf reroll ability? If so, is it 3d6?

A: The Power Scroll boosts the roll to 3d6. The High Elf blessing allows a reroll of a failed cast. Per the rules, this is a multiple dice reroll, meaning you must reroll all dice, including the extra d6.

Q: If a character is in a Lothorn Sea Guard unit with Vess, do they benefit from Precision Strikes?

A: Yes.

Q: How does the Bow of the Seafarer interact with Arrows of Isha?

A: Choose the better of the two profiles. This effectively gives the Bow of the Seafarer AP -3 and Armour Bane (1).

Q: Can a Wizard using Spectral Doppelganger use the Star Lance profile in turns they didn't charge?

A: No. A magic lance can only be used in the turn the wielder charged. If the Wizard cannot use the weapon normally, they cannot use it for the spell.

Q: Does a Lion Cloak improve the AV of a character on a Chariot? Does Korhil benefit from The Pelt of Charandis on a chariot?

A: The Lion Cloak is a special rule shared with the whole model, so it works. The Pelt of Charandis is equipment that only benefits the wearer; it does not improve the chariot's AV.

Lizardmen

Q: How does Temple Guard "Sacred Duty" work against a Fireball hitting a Slann?

A: You roll a D6 for every hit the Slann suffers. For a Fireball causing 2d6 hits, you determine the number of hits first, then roll for each hit individually; on a 2+, it transfers to the Temple Guard.

Q: Can a unit of Salamanders (War Beasts and Infantry) benefit from Inspiring Presence?

A: No. The War Beast troop type grants the unit the Undisciplined special rule.

Cathay

Q: Must a Sky Lantern end its move within 6" of a target to use Sky Lantern Bombs?

A: Yes. The lantern must end its movement within 6" of the unit it intends to bomb (RAI interpretation).

Q: Do "Thunderous Impact" or "Heavenly Beacon" abilities stack?

A: No (GW FAQ).

Q: How do you resolve shooting against a Cathay Cannon with an Ogre Loader?

A: Per Errata 1.5.2, the Ogre Loader is a crew member, not a character. The whole thing is treated as a single unit.



Q: Does an Ogre Loader add to the Unit Strength (US) or Wounds of the Cannon?

A: The Ogre is a crew member (token). It grants its special rules and Leadership to the War Machine. The US remains 3, based on the War Machine's wounds.

Q: Do Learned Fen Shi Bo and Scrolls of Wei-jin grant 2 extra spells?

A: No. Both specify the character knows 1 extra spell relative to their level (Level + 1). They do not stack to Level + 2.

Q: How does Mastery of the Elemental Winds work?

A: It can be used once per turn by one Wizard in the army (GW FAQ).

Q: What happens if a Maw Shard user rolls a double 6 to cast?

A: Any double on a casting roll results in a Miscast. The spell fails, and the Wizard rolls on the Miscast table.

Dark Elves

Q: Does "Goad Beast" affect the rider?

A: No, only the mount. The rule specifies the character can target their own "Monster" type mount.

Q: What happens if the Beastmasters die but the Hydra remains?

A: The Hydra remains in play but loses the handlers' statistics, such as their Leadership value.

Q: Does the Pendant of Khaeleth work against Wailing Dirge?

A: No. The Pendant's Ward Save scales based on the Strength of the attack. Since Wailing Dirge hits do not have a Strength value, the Pendant does not function.

Q: Does the Shield of Ghronn work if the wielder uses a Great Weapon?

A: No. To use a magical shield's power, you must actually use the shield in combat (choosing the Hand Weapon + Shield combo in Step 1.1).

Chaos Dwarfs

Q: Does "Curse of Hashut" allow a "Look Out, Sir!" roll?

A: Yes.

Q: Does the Lumbering Destruction 1d6 move for an Iron Daemon affect its charge range?

A: No. This rule is an alternative to Marching. Charge declarations happen in an earlier step, before this movement bonus can be applied.



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