



**F.A.Q.**

**1.2**

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*The previous answers are in black and italic.*

The new questions are in red.

The new answers are in green.

Remarks are in blue

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## ARMY COMPOSITION

### •Warlord

Q: Why isn't the skill "Commanding Presence" given to an independent character?

A: That works only in the case of a Leader becoming a Warlord. If its unit is present on a battlefield, Warlord grants 1 additional Command Point. For example: Firstborn Swordsman Leader becoming a Warlord and acts as an independent model, and in your army list you have 3 Warbands of Firstborn Swordsmen, so until there is a minimum of 1 Swordsman left on a board, the Warlord gives 1 additional CP.

Q: When a Leader is chosen to be the Warlord, becomes independent, or is it always part of his unit?

A: When a Leader is chosen to be a Warlord, it becomes independent and is no longer part of the unit.

## GAME PLAY

### •Pre Battle

R : The Step must be

1-Choose the Mission/Secret Mission

2-Initial Initiative Phase

3-Deployment Phase

4-Weather

5- Activation Phase:

## ACTIVATION PHASE

Q: Do we have the possibility to pass an activation, without using the Training Dummy rules?

A: No. That is why Dummy cost points.

Q: When activating a unit, must I totally activate a model? For example, I choose to activate an Elf Archer unit, I select one model, and I decide to move and shoot. I must finish the move and the shoot before selecting another model, is that right?

A: Yes, that is a correct rule-wise way to play, but in Army Level and Grand Army Level it is allowed, and we even encourage doing a movement with all your models and then shoot with X dice at once (to fasten game play).

Q: If just one model is panicked, the unit of this model doesn't give CP?

A: No. Unit still gives CP. Every model in the unit has to be under the influence of Panic to stop giving CP.

### •Basic Movement

#### ▣Run Away

Q: Why is it not a movement for Army Level?

A: It is. There is a simple line missing in the text, splitting the columns.

### •Advanced Movements

#### ▣Charge

Q: The movement of the charge doesn't need to be a straight line?

A: No. You can make zig zag during movement, but you have to remember about 2 things. 1st – beginning of your movement your model needs to be further than its Movement value to the target model, and you need to have target model in LoS.

## SHOOTING

### •Target Priority

Q: Do I have to make a roll each time a model in a unit tries to shoot a model over a target priority, or for the entire unit just once?

A: Yes, you have to do a test for each model.

## CLOSE COMBAT

### •Determining the Clash

Q: What happens in this sub-phase? It's a bit abstract. Should we just fly over the battlefield and tell which miniatures are fighting against which miniatures? Or should we select a miniature and see who the miniature is fighting with, and right after determining the fight of the miniature, we make the dice rolls (going to the sub-phase Simultaneous Fights), and then we move on to the following miniatures?

A: It is important for the Break Test. Because you are doing a Break Test by Clash Fights, it is good to fly over the entire battlefield and specify who is fighting whom. It takes no more than 20 seconds.

### •Simultaneous Fights

Q: Since the fight is simultaneous, can an attack be allocated to a figurine that has been killed? For example, we decide to roll one attack at a time. My opponent kills one of my models with one model (I will strike back after his attacks), and another of his models is engaged with two models: one with high AG and the other is the killed model with low AG. He doesn't want to attack the high AG. Can he attack the already "killed" model?

A: No. You can attack the alive model, or do not attack if you wish. Only Sons of Kronos Berserkers can do so and gain the Overkill rule.

### •More than one attack

Q: In this situation, one of my models is in a Clash with two opponents, I focus one model with all my NdA, roll the dice at once and all of them Hit. My opponent saves none of them. The models of my opponent have just one wound. What's happen with the two remaining wounds? I lost them or can I affect the second model?

A: If you decided to roll all of your dice at once (to make the game faster), you are losing the ability to use the spare attacks; however, there is a rule, Overkill p.77, where any extra inflicted wound in a dead model in a Clash can negate the Immune to Panic Skill. Which means if you win the clash, all Immune to Panic models have to take a Break Test.

### •Engaging a Panicked Model

Q: Is Agility modifying the Dex Test?

A: No, Agility does not modify a Dex Test

### •Cavalry/Monster Charge

Q: What happens in the case of a Cavalry charges another Cavalry/Monster that countercharges? Both are doing their capacity Ram Attack? If yes, both must make a Dex Roll?

A: No. Because the Cavalry Charge is treated as a Ram Attack. Ram Attack can be made only to Infantry type models, so Cavalry are immune, unless you spend 1 CP to remove that restriction. Page 86.

## •Dazed

Q: Flip the Daze token, is it just to know when we can discard or not the token?

A: Exactly. It determines the flows of time (ooch those Chronomancers)

## •Fight Results

Q: Do we count the entire wounds of the Fight Phase?

A: Only those dealt within a Clash Fight, that is why you determine it in the previous phase. It does not have much meaning with small clashes, but it has a lot in bigger fights.

Q: What happens in case of a tie? Nothing special?

A: Nothing happens in case of a tie. Warriors will continue to fight in the next turn (unless they try to Run Away).

## •Break Test

Q: What happens when a model that must run away in a straight line reaches an impassable terrain?

A: You must use common sense. The model will run around impassable terrain in the shortest possible way.

squad will lose 50% or more models since it started the game. That test is made before Combat Resolution, and the whole Warband is involved. If the test is successful, you won't need to do a Break Test (because it is treated as a Panic Test and you can take it only once per turn).

Q: The Panic test for being below 50%, does it have to be done immediately? For example, my opponent activates his Archer Unit, the first model hits and kills one of my models, and right now I'm below 50%, do I have to make the Panic Test now, or after the whole activation of the Archer?

A: By the rules, you need to do a Panic Test when circumstances occur, so after the number is reduced below 50%.

## •Recovering from Panic

**Q: The rule says that we have to do an Advanced Movement, is it a Run?**

**A: Run or Fly Away (if there are criteria met). You cannot make a Charge.**

## •Fear

Q: Do we need to make a Fear Test for every model that is engaging or charging a model with the Fear Skill? For example, in my unit of Firstborn Swordsmen, I decide that 3 models will charge, I select one, make the charge, make the Fear Test, select another one, and keep going like that. Or I charge with the 3 models, and make one Fear Test?

A: No, the Fear and Terror Test is always made once for a whole Unit.

Q: Is Fear Skill still working when a model with the Fear Skill is panicked?

A: Yes.

Q: What happens if I engage a unit with Fear Skill with some models in a turn, I pass the fear test, I lose one model during the fight, pass the break test, and in the next turn, I engage the same unit with Fear Skill with another model of my same engaged unit? Does this model make a fear test, or from the moment a model of its unit is already engaged with a Fear unit, the test is passed?

A: A Warband needs to pass the fear test only once per game per fear-causing model, so if it has been passed, you do not need to do the test again.

## END PHASE

### •Sequence of the End Phase

Q: Do we remove Terror Token or, like Fear Token, stay in play until a Terror/Fear test is passed?

A: Tokens stay till the test is passed. You can take a test every time you activate a feared/terrorised unit.

**Q: What's happen if a model have 3 or more same token, do we remove just one token or reduce to one token?**

A: There are no tokens that you can stack. You can have multiple different tokens - for example, 1 daze, 1 frozen, 1 terror, and 1 panic, but you cannot have 3 daze tokens. (There is a small exception with one spell that can create a stack of Dazed Tokens).

If you have to receive a Daze token and you already have it, the only way it will work is if you are half dazed, turn back to daze.

## PSYCHOLOGY

### •Panic

Q: What happens for the rest of the unit when models of a unit that are panicked fail the recovery test? The panicked models run away towards the nearest edge of the battlefield, but the other models?

A: The other models (if they are not Panicked) act as normal.

Q: If a model makes a Break Test (and it's successful), but at the same time the unit is below 50%, does the unit make a Panic Test? The rules say one Panic Test per unit per game turn. To make it simple, Break Test and Panicked Test are they different kinds of tests?

A: No. They are the same type of test, and you cannot make more than one per turn.

Q: If a Unit with few models is in Clash Combat, and loses the Fight, and the unit is below 50%. Which test must be made for the models involved in the Clash, or the Panic Test for 50%, and in this case, the whole unit is involved before the Fight Results?

A: You need to make a Panic Test exactly when your

## USING COMMAND POINTS

Q: Can we use CP several times in the same activation?

A: Yes, you can, but some of them have restrictions to be used once.

**Q: When I spend PCs to use against charges, it is said that it counts as activation. Is it for the whole unit or only for the model that is countercharging?**

**A: Only for the model.**

**Q: Does this count as the activation of my turn?**

**A: Yes, but only for that model. You can still Activate the rest of the Warband.**

**Q:** When I spend PCs to move under a template, it means that we can move under a template without suffering the effect of the template?

**A:** Yes. You move out from the template to do not suffer its effect.

battlefield, and don't necessarily have to be exactly there, where the template or other effect will land. Miniatures cannot be affected by any effect while they are hidden.

## **SPECIAL SKILLS**

### **•Skills List**

#### **▣Brace**

**Q:** If I spend 1 CP to keep the token for the next turn, will my model be able to move with the token or stand still?

**A:** To keep the Brace Token in Next Turn, your model can do only a Basic Move or not move at all.

#### **▣Commanding Presence [X]**

**Q:** Is the command point given to unit [X], or is it only won if unit [X] is on the battlefield? And what happens if there are two units [X]?

**A:** It is "won" only if the unit of type [X] is on the battlefield. Doesn't matter if there are 2 or more units with the same name; you will get only 1 extra Command Point.

#### **▣Frost Base Attack**

**Q:** Do I have to make a Dex roll every hit or just one regardless of the NoA of the attacker?

**A:** 1 Test per successful hit. So, if 3 Number of Attacks hits, the target needs to do a Dex Test 3 times.

#### **▣Ranger**

**Q:** Does this skill bypass the effect of a terrain feature? For example, a forest (difficult terrain) under the spell Below Zero, which gives Frost Base Attack to the terrain, my ranger model wants to move inside the forest, so I treat it like open ground, but what about the Frost Base Attack?

**A:** Ranger skill only negates the modifier to movement, not Frost-Based Attack from the spell or other source.

#### **▣Swipe Attack**

**Q:** Must I make one Hit Roll for the entire Swipe Attack, or a hit roll for each model in the range of the swipe?

**A:** Separate roll for each model (you can have different modifiers)

**Q:** If I make a Swipe Attack with one of my models, and another of mine is in the swipe attack, do I have to make a Hit Roll for my model in addition to my opponent's?

**A:** No, your models are safe.

### **•Secret Missions**

#### **▣Watch Tower**

**Q:** Does the miniature have to stand correctly on the surface, or can we mark the position with a die?

**A:** It all depends on the terrain feature you have. In-house play, of course, you can mark it by dice, but in competitive play, the model needs to stand correctly on a surface of a terrain feature, but only where it is possible. For example, if the tallest terrain feature is a volcano, treated as Impassable Terrain, and any model cannot stand on its base, then the model needs to touch the volcano blueprint (base) to be treated as standing on top.

### **•Deployment**

#### **▣Deployment Cards**

**Q:** How do we choose our territory? Blue for the 1st player?

**A:** The player with Initial Initiative has to deploy first by marking its territory (blue or red). It means that the player with Initial Initiative can choose the side of the table. Remember that what needs to be set up first on the table depends on a style of deployment: "Unit by Unit", "Basic Troops, Elite Troops, Remaining", "Individuals, Elite Troops, Basic Troops, Remaining Units", or "Whole Army by Whole Army."

## **FACTION SECTIONS:**

### **•Elven Houses**

**Q:** For the spell Ice Wall, it can be placed anywhere on the game board in LoS, as a model can be? For Example, my Silver Lotus Eater casts Ice wall, and he had an Archer Unit in LoS. Can he place the template just in front of this unit?

**A:** Yes, he can.

### **•Devout**

#### **▣Warped Spell**

**Q:** The spell Summon Greater Demon states that the demon acts like a Separate Warband. I think it should be a separate Unit. Because if it's Warband, we could understand that it gives CP during the End Phase.

**A:** Yes, should be Unit. Remember that only Basic Troop generates CP.

**Q:** With the spell Summon Greater Demon, is it possible to summon a Tormented (or future Demon with Monster as a keyword) in a Patrol Level? In this game format, we can't have a monster.

**A:** No. If the type of play forbids you from including Monsters / Warmachines in your army list, it means you cannot summon them either.

## **MISSIONS**

### **•Main Missions**

#### **▣Fog of War**

**Q:** What happens when an effect afflicts a unit unrevealed (card face down on the battlefield)? For example, a vortex template hits a unit card, the unit takes a Damage 3 Attack, and maybe a Dex roll is the unit revealed? And if it's not a condition to reveal a unit, if a condition affects the unit, how do we know which miniature is affected by the Daze effect (always for the vortex example). To make the question easier to understand, can an effect reveal a unit or just the Spot Action, and of course, if the cards touch?

**A:** Yes, you can reveal the hidden unit only using Spot Action or by touching the card with your card or your unit. It's intimidating that the models are hidden on a