WiP GAMES and MINIATURES

RULES QUESTIONS AND ERRATA – Updated 03-11-2026

RULES QUESTIONS

Q: Where a unit is engaged by a single enemy formation to either its flank or rear zone, when is it able to realign to face that enemy, so that it is now engaged to its front zone?
A: The unit is able to realign only after either winning the previous round of combat, or after a successful 'stand fast' result is achieved. Note: A unit may not realign after a drawn combat result.

Q: If a unit charges into an enemy that is already engaged in combat, who will fight once the charge is completed?
A: Every unit that is engaged in the combat will fight, as the charge triggers a new round of combat.

Q: In a consecutive combat, do cavalry spears negate both the -1 to hit and +1 armour save modifiers of large shields?
A: Yes

Q: Can I measure distances and ranges at any time, and for any reason?
A: Yes.

Q: Do I have to move my units during my player turn?
A: No, movement is always optional.

Q: What happens if my movement tray doesn't fit through a gap?
A: A unit that has a movement tray that cannot fit through a gap must stop their movement at a point where they would normally be able to do so, and may move no further (they may still be able to pivot). All units must abide by all normal rules that may effect this, such as 'keep your distance'.

Q: What happens if I need to roll a modified leadership of 12 or more to pass a stand fast test?
A: In the rare case a unit needs to get higher than a modified leadership roll of 12 on 2D6 to pass a stand fast test, they will suffer extra casualties equal to the number the test was failed by. For example, a unit with Leadership 9+ loses a combat and their opponent has 5 momentum. This would mean that the unit would need 14+ on 2D6 to pass their test. If they rolled a 7 on 2D6 they would then suffer 7 extra casualties. If, however, they rolled 12 on 2D6, they would pass the test using 'insane courage' and suffer no casualties.

Q: If two of my formed units that are attempting a co-ordinated charge are no longer within the charge distance to their target due to an evade reaction, can they both attempt to redirect a charge?
A: Yes. It's important to remember though that a unit may only redirect when initially declaring a charge against a formed unit.

Q: If a model is armed with a shield but is using a weapon in combat that does not allow them to use their shield, do they still benefit from the shield modifiers?
A: No.

Q: If a model is armed with a shield and a weapon that does not allow them to use their shield in combat, do they still benefit from the shield modifiers when targeted by shooting?
A: Yes, unless they are targeted whilst in combat.

Q: If my unit has only pivoted during my player turn, do they still count as having moved for the purposes of shooting attacks?
A: Yes.

Q: Some of my models have weapons modelled onto them that are different to those that I have equipped them with. Is the allowed?
A: Yes, but you must notify your opponent before the game starts.

Q: Can a unit make a surge move after making a successful charge move into battlefield bystanders?
A: No, Battlefield Bystanders are not a unit and so a surge move cannot be made.

Q: Can you move after a failed charge?
A: Yes, although a unit that has failed a charge is no longer able to march during the current turn by any means.

Q: Can formed units armed with crossbows of any type use massed archery?
A: No.

Q: Can formed units that are armed with crossbows of any type shift after shooting?
A: No.

Q: Can you use massed archery if you have moved?
A: Yes, although they will suffer additional modifiers, and a unit that has marched may not use missile weapons during that turn.

Q: When using massed archery, do all members of the unit suffer the -1 to hit modifier?
A: No. Only the specific miniatures in a unit that are using massed archery suffer the extra modifier to hit.

Q: What is the cavalry charge bonus that mounted infantry do not gain?
A: Mounted infantry do not benefit from the 'Rank bonuses and cavalry' rule.

ERRATA

CAESARS CAMPAIGNS
Q: Does the Numidian army have to have at least 50% cavalry?
A**:** No, This should read 'Up to 50% of the points value of the army **'may'** be spent on Cavalry'.
Q: Is it correct that the Iberian Guard Cavalry may not outnumber any cavalry unit in the army?
A: No, This should read 'May not outnumber any other 'Formed' Cavalry unit in the army.

THE NEW KINGDOM
Q: Is the points cost for Pharaoh correct?
A: No, Pharaoh should cost 123pts, not 223!
Q: Can chariot crews have shields?
A: Yes, all chariot units should have an option to add shields for 2pts per model.

THE RISE OF MACEDON
Q: Can a Phalanx only fight in a single rank when charging?
A: No, The Phalanx keyword has had a general update which allows the unit to fight in one extra rank, depending on the weapon being used.

THE SENGOKU JIDAI AND IMJIN WAR
Q: In the Character Design section, are the points by wound value correct for hand weapons?
A: No, The points by wound stats for hand weapons and hand cannons should be swapped.

THE ITALIAN WARS
Q: In the HRE list, where are the points for Reiters, Mounted Arquebusiers and crossbowmen?
A: These points missing by mistake. The Reiters are 20pts, Arquebusiers 14pts and Crossbowmen are 15pts.
Q: Is the 'Hatred' keyword correct?
A: No, there is some text missing. The keyword should read: Re-roll all failed to hit dice in **any consecutive** combat when targeting the troop type listed in brackets.

THE SUDAN
Q: Is the description of how to break a square correct?
A: Almost! The word 'not' is missing from the end of the first sentence. So, units are no longer in square when one or more of the individual units that are part of the same formation are 'not'.

If you have any rules questions for us, or believe there may be a mistake in your rulebook, please feel free to get in touch with us on: **wipgamesandminiatures@gmail.com**