

# WiP GAMES and MINIATURES

## RULES QUESTIONS AND OFFICIAL ANSWERS – Updated 03-01-2026

**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 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 distance to their target due to an evade reaction, can they both attempt to redirect a charge?**

A: Yes.

**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 units armed with crossbows of any type use massed archery?**

A: No.

**Q: Can you use massed archery if you have moved?**

A: Yes, although 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.