



## F.A.Q.

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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.

### •Engaging a Panicked Model

Q: Is Agility modifying the Dex Test?

A: No, Agility does not modify a Dex Test

### •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.

## 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.

## 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.

### •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.

## 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.

## SPECIAL SKILLS

### •Skills List

#### ☞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.

#### ☞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.

## 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 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.

### •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:

### •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.