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FAQ
CONFRONTATION 2

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Corrections made to the previous version.
Additions made to the previous version.

I. INTRODUCTION A LA METHODE

This document is presented both in the form of a compendium of rules and an FAQ. Each of the following chapters deals with one of the essential aspects of *Confrontation :* Movement, Shooting, Close Combat, Magic, etc. These sections always begin with clarifications of the rules, the need for which was highlighted by the questions that were asked of us. These clarifications are sometimes followed by an FAQ section which brings together questions relating to specific game situations.

The last chapters are devoted to FAQs regarding spells, miracles, artifacts, etc. In short, all special game effects.

We hope that this document will help you answer all your questions about *Confrontation* and its *Incantation, Divination, Fortification* and *Incarnation supplements.*

IMPORTANT ! This new version of the FAQ is not a simple update of the previous one but a redesign of it. Certain points set out in this document may provide different answers from those given in the previous FAQ or on the forums of the *Confrontation site. Confrontation* is a living and evolving game, rest assured that these choices and changes are made with a view to balance and comfort of play.

II. COMPOSITION DES ARMEES

1. Identical miniatures within the same army.

The rules of *Confrontation* specify that the same Character can only be played in one copy within the same camp. However, it is quite possible for two **opposing** armies to deploy the same Character in their ranks.

Miniatures other than Characters are not affected by this limitation. The same army can call on the same type of troops as many times as the PA it has allows it to do so.

2. Figures and reference cards.

HE   *Number of miniatures per reference card*

During the game, each miniature must be linked to a reference card.

The same reference card represents at most the number of figurines supplied in its original *blister* and at least one.

Example: *if you want to deploy 4 Swordsmen, you can use:*
• A card representing 3 miniatures and a card representing the last miniature; • Two cards each representing 2 miniatures; • Two cards each representing 1 figurine and a card for the other two; • Four cards each representing 1 miniature.

Miniatures sold in boxes are a special case: a box of Amok Killers, for example, contains in addition to the Character, 4 Amok Killers and 2 Amok Killer cards. An Amok Killer card can therefore represent a maximum of 2 of these warriors. Another example: an Alahan Guards box contains 8 Guards supplied with 3 cards. A Guards of Alahan reference card can therefore represent 1 to 3 miniatures.

HE   *Variable Profile Figures*

If a reference card is likely to represent fighters with different characteristics, all the miniatures linked to the same card must have the same characteristics.

Example: *The Guards of Alahan can choose between different armaments, each having a different effect on their characteristics. If a Lion army includes both Guards of Alahan with spears and others armed with swords, the two types of Guards must be linked to different reference cards.*

HE   *Identification des figurines*

If the same army brings together the same miniatures represented by different reference cards several times, the fighters must be clearly associated with a card. A colored dot on the base and on the card or a marker slipped into the card's protective sleeve are the most common means used to identify miniatures.

III. THE APPROACH

1.   Approach Jet

It is not possible to use the Discipline of an Ally to make the Approach roll. A Mercenary's Discipline can only be used if it is of the same people as the main army.

The value used for the Approach roll is always the highest Discipline within the army (excluding Allies and Mercenaries of a race other than that of the army). It is not possible to voluntarily choose a figure with a lower Discipline.

The miniature giving its Discipline to the Approach roll must use its own score. Under no circumstances can it use a value transmitted by a commander. It can nevertheless benefit from bonuses on this characteristic.

All the bonuses related to the presence of a Musician or a General Staff are taken into account for the Approach roll. The miniature whose Discipline value is used is then considered to be within the command range of the Musician or the General Staff. **The Commander, Musician and Standard Bearer miniatures must however be deployed in order to form a General Staff.**

2.   **Deployment**

No model can be deployed in such a way as to be able to charge or engage an opposing piece. In practice, this means that a miniature must always be deployed at a distance greater than twice its Movement (value written on the reference card). However, game effects that modify this value are not taken into account.

Example: *a Keratis Warrior has a Movement of 12.5 cm. When it is placed on the field, it must therefore be more than 25 cm from any enemy miniature. However, he has the "Mutagenic" skill. Thanks to this Skill which increases his Movement, he can modify this characteristic from the first turn to reach an enemy even before he has moved.*

A figurine can on the other hand be deployed within range of an enemy, ie at a distance less than twice the Movement of the latter.

Example: *a player must deploy a Dwarf Bugger, whose Movement value is 7.5, while a Wolfen Hunter, whose Movement is 17.5, is already deployed. The player in*

question places his Bugger 20 cm from the Wolfen. This placement is valid because the Dwarf is then at more than twice his Movement (15 cm).

FAQ

Q : During the Approach, should the **range of fire** be taken into account when deploying troops?

A : No, only load spans need to be considered.

Q : Is it possible to use the Discipline of a **Familiar** or an **Elemental** for the Approach **or Tactical** roll ?
A : Not.

IV. THE TACTICS ROLL The

Tactics roll follows the same rules as the Approach roll.

V. DICE ROLL

1.   Automatic Failure

On most dice rolls, a result of "1" is automatically a failure. This result can be obtained in 2 ways.

• **Natural result:** if the die shows "1", the roll is a failure, even if modifiers were to affect this result.

Example: *a fighter benefits from a* spell *that allows him to add 1 point to the result of all his Attack rolls. Suddenly, a "1" is rolled on such a roll for him. It is then an automatic failure; the +1 bonus does not apply!*

• **Modified result:** it often happens that the result of a dice roll is subject to modifiers. If the result after applying the modifiers is less than or equal to "1", the roll is a failure.

Example: *a fighter with a Serious Wound suffers a -2 penalty to all his Initiative, Shooting, Attack and Defense rolls. On an Initiative roll, the die roll is a "3".*
After applying the modifiers, the final result of this roll to be added to the fighter's Initiative value is 3-2 = 1. The roll is therefore a failure.

2.   Dice roll

On most dice rolls, a result of "6" can be re-rolled to improve the final result. Only a "natural 6", ie before applying any modifiers, can be re-rolled.

Example: *a fighter benefits from a* spell *that allows him to add 1 point to the result of all his Attack rolls. The die rolls a "5". The final result to be added to the fighter's Attack value is therefore 6 (5+1), but this result does not allow the die to be re-rolled.*

These modifiers still apply after the re-roll, so a "natural 6" can still be re-rolled.

Example: *a fighter with a Serious Wound suffers a -2 penalty to all his Initiative, Shooting, Attack and Defense rolls. On an Initiative roll, a "6" spell. The die is then re-rolled and results in a "4". The -2 penalty then applies. The final result of the roll to be added to the fighter's Initiative is therefore 8 (6+4-2).*

A natural result of "1" on a die re-roll is considered a failure.

Example 1: *A "6" is rolled for a Defense roll. The die is re-rolled and results in a "1". The Defense roll is then a failure.*

Example 2: *a fighter with a Serious Wound suffers a -2 penalty to all his Initiative, Shooting, Attack and Defense rolls. When defending, a "6" is given by the die. This is re-rolled and results in a "2". The -2 penalty then applies. The final result of the roll to be added to the fighter's Initiative is therefore 6 (6+2-2).*

In some cases, such as incantation or divination, multiple dice may be rolled. The rule then stipulates that only the best result is kept. If one of the re-rolled dice indicates an automatic failure, the player may keep one of the results given by the other dice(s).

Example: *An Incantation roll is made with three dice which result in a "2", a "5" and a "6". The effect of the spell being proportional to the result of this roll, the player decides to re-roll the "6" but then obtains a "1". He can still keep the "5" given by one of the other two dice.*

Who should roll the dice first?
When two opposing players obtain a result that they can re-roll, the player with the lower total for the test in progress must decide first whether or not to re-roll his die.
Depending on the result obtained, his opponent can then choose to imitate him or not. In the event of a tie, they both re-roll their dice.

Example: *During an Initiative test, a player has an INI of 3 and his opponent a 5 in this characteristic. Both roll a "6". The first, who therefore has an initiative of 9 against one of 11 for his opponent, must announce the first if he re-rolls his die.*

VI. STANDARD CARDS AND ACTIVATION OF FIGURES

1.　　　Reserve Cards

It doesn't matter who won the Approach or Tactics roll, a player who draws one of his own cards can always decide to keep it in reserve, unless a particular game effect prohibits it. If he already has in reserve the maximum number of cards to which he is entitled (one, if he lost the Tactical roll; two, if he won it), he can, if he wishes, replace the one of his reserve cards with the one he has just drawn. He must then activate the figurine(s) represented by the replaced card.

2.　　　Activating cards

It is possible to activate several reserve cards at the same time. There are two scenarios in which such an action is possible. **• If a player draws one of his own cards,** he can then play it and activate all or part of the cards he has in reserve at the same time. He can also place the drawn card in reserve and activate all or part of the cards he already had in reserve.

• **If a player sees one of his cards drawn by his opponent,** he must activate this card, but he can also activate all or part of the cards he already has in reserve at the same time.

FAQ

Q: When it's my turn to draw a card, can I play my reserve cards before drawing?

A: Not.

Q: When I have just drawn a card from my opponent, can I play my reserve cards?

A: Not.

Q: When I have just drawn one of my cards, can I play my reserve cards before playing the one I have just drawn?
A: Yes.

Q: When I have just drawn one of my cards, can I play my reserve cards instead of the one I just drew and place this one in the reserve?
A: Yes.

Q: When my opponent *has just* drawn one of my cards, can I play my reserve cards too?

A: Yes.

Q: When my opponent *has just* drawn one of my cards, can I place it in reserve?
A: Not.

VII. FIGHTER SIZE

There are four different sizes for figures and scenery elements. These can in particular have an influence on the shots.

• **Small Size:** Goblin, Dwarf, Baron Samedi, Dwarf Bomber, Battle Toad, Familiar, Ridgebearer of No-Dan-Kar, Flesh Plague. • **Normal size:** Human, Giant Barbarian, The Executioner, Melmoth, Alderan, Sasia Samaris, Spectre. • **Large Size:** Wolfen, Centaur, Elemental, Son of Uren, Great Skull, Minotaur, Goreth the Massive, Sophet Drahas, Tiger of Dirz, Troll, Clone Dasyatis, Aberration. Any cavalry model is considered to be Large, unless the mount itself is Very Large. • **Very Large Size:** Belial, Dragon.

The size of some war machines is specified on their reference card. Otherwise, it is the size of the servants of the machine that serves as a benchmark.

FAQ

Q: How tall is Elghir on his cauldron?
A: Even though he is mounted on his cauldron, Elghir is of Small Size.

Q: How tall is Golborak in his armor?
A: Despite his heavy armour, Golborak is Small in Size.

VIII. LINE OF SIGHT

1.   Line of Sight Obstacles

Miniatures have a 180° line of sight to the front of their base. (A dot on the base can designate the front face of the base to be taken into account for the lines of sight when the position of the miniature on the base is not explicit.) Certain obstacles can nevertheless block the line of sight of the fighters. To determine whether or not an obstacle prevents a figurine from seeing its target, three parameters must be taken into account: • The size of the "source" (the fighter trying to see over the obstacle); • The size of the obstacle itself; • The Size of the "target" (the piece of scenery or the figurine that the source is trying to see).

If the "source" or the "target" is of a Size greater than that of the obstacle, then the "source" can see its "target".

Example: A Griffon Rifleman (Regular Size) wishes to shoot a Minotaur (Large Size), but a Fianna (Regular Size) is in the path of the shotgun blast. The target (the Minotaur) being of a greater Size than the obstacle (the Fianna), the source (the Rifleman of the Griffon) can shoot at it. The Minotaur is still considered partially visible and the Griffon Fusilier suffers a penalty on its Shooting roll.

The fighters, whatever the position of their figurine, are associated with Size categories. With regard to the decorative elements, reference is made to the following data. • Less than 1 cm: ignore the obstacle. • From 1 to 3 cm: Small Size. • From 3 to 6 cm: Normal size. • From 6 to 8 cm: Large Size. • From 8 to 10 cm: Very Large Huge Size. • From 10 to 14 cm: Very Large Colossal Size. • Greater than 14 cm: Very Large Gigantic Size.

If the obstacle is slightly offset with respect to the trajectory between the source and the target draw an imaginary line between the middle of the base of the source and that of its target. If the line is not intersected by the obstacle, the target is considered partially visible.

2.   Line of sight in the scrum

In the heart of the scrum, the rules on line of sight are the same. A miniature engaged by the four sides of its base is therefore visible to any fighter located on one of the diagonals defined by the angles of its base. However, it is considered to be only partially visible.

3.   Altitude stops

The distance between the ground and a figure determines the Landing it is on. To determine this, reference is made to the following values. • Floor (up to 10 cm in height): Landing 0. • Decorative element with a height between 11 and 30 cm: Landing 1. • Decorative element with a height greater than 30 cm: Landing 2.

Shooting, Incantation and Divination penalties relating to the difference in Level between the source of the effect and a target also apply depending on the height of the scenery elements. Thus, if a sniper on the ground targets a fighter located on a tower 15 cm high (therefore at Level 1), the sniper suffers a -2 to the result of his Shooting roll.
A figurine located at a different Landing from another cannot prevent the latter from passing below it or even from stopping vertically.

IX. THE DIFFERENT MOVEMENTS

Regardless of the type of movement chosen, a fighter is not obliged to move in a straight line, he can freely go around obstacles. The distance traveled must be measured taking into account any detours.

A figure cannot move "through" another figure, friend or enemy, with one exception: if the reference cards of the figures are activated at the same time, then they can move "one to through the others", even if some remain motionless. It is then considered that the latter let the others pass by a simple set of feet.

1.   walking

This movement consists of moving over a maximum distance equal to the fighter's MOU. This value can however be different from that indicated on the miniature's reference card if the latter benefits from a Movement bonus. This is then added to the distance traveled during the walk.

Example: *a Magician uses Mutagen points to increase his MOV value. This goes from 10 to 13 under this effect. The Magician can therefore move 13 cm this turn before casting a* spell.

2.   Disengagement A

model cannot attempt to disengage during a turn in which it was charged or engaged. A fighter in contact with the maximum number of opponents that can be attached to his base cannot attempt to disengage either.

Failure of a disengagement

A fighter who fails the roll required for a disengagement remains in place and must place his combat dice in defense during the next Close Combat phase. He can however perform Counter-Attacks or use the "Ambidextrous" Skill.

If a game effect forces a miniature to place all or part of its dice in attack, this applies even if the fighter has just failed the roll necessary to disengage.

However, a fighter who fails such a maneuver cannot voluntarily choose to resort to an effect that would force him to place all his dice in attack. For example, a fighter who failed to disengage cannot use the "War Fury" skill.

Successful Disengagement

A model that manages to disengage can move a distance equal to its MOV. She can perform a dodge move but not a physical prowess or even a run or charge.

This move still allows him to engage an adversary, with the exception of those who were in contact with him before disengaging.

FAQ

Q : A model that has just successfully untapped wants to tap a **fearsome creature.** She then fails her Courage test. What's going on ?

A : The model remains in place, but it is no longer considered to be in contact with its first enemy. He can then charge it or engage it if it has not yet been activated.

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3. **the race**

A fighter performs a run if he moves a distance greater than his Movement value without exceeding twice it. As with walking, all movement bonuses are taken into account.

4. **Load**

The movement made during a charge is in all respects similar to that of a race.
However, a charge can only be declared if the figurine has a line of sight on the target of its charge when its card is activated, i.e. before beginning its movement.

A Creature base figure can charge two Infantry base figures or two Cavalry base figures from the front of their bases if those targets are side by side. The two opponents then suffer the charge penalties.
A charging figure must imperatively use **the front** of its base to make contact with its target. For example, a Cavalry base model cannot use the wide side of its base to charge two opponents at once. However, it can do so to engage two pieces. In this case, no penalty is obviously inflicted on the engaged opponents.

A figurine charged by several fighters during the same turn only suffers the charge penalties once. These nevertheless apply until the end of the turn, even if the fighter who charged is no longer in contact with the targeted piece.

5. **Engagement**

If a miniature comes into contact with an opponent after walking or running (if it did not see this opponent before starting to run), this move is considered an engagement.

When a player wants one of his miniatures to engage an opponent's piece, he must announce it before even measuring the distance between the two opponents. If the engaging target is frightening, the Courage of the one attempting to engage it must be tested before the move is played, even if there is no line of sight to the target to be seen.

6. **Positioning of miniatures following a charge or an engagement**

When a miniature comes into contact with an opponent, it must stick as much of its base as possible against as much of its opponent's base as possible. In addition, she can position herself in contact with any side of her base (and therefore not necessarily the side closest to her) as long as her Movement value allows her to reach it. • A **Creature base** figure can charge or engage two Infantry base figures (or two Cavalry base figures from the front or rear) at a time if their positioning allows it. • A Cavalry figure **on a base** can do this, but only with the side of its base and it is then not possible for it to charge its opponents, only an engagement is allowed.

A model charged or engaged from behind or from the sides does not reorient itself to face its opponent. However, this has no effect on the course of the fight.

Maximum number of miniatures that can be attached to a base.
The type of base of a miniature determines the number of fighters that can be attached to it. Each plinth side represents a number of slots.

- Sides, front and rear of an Infantry base: 1 space.
- Front and rear of a Cavalry base: 1 space.
- Sides, front and back of a Creature or Large Creature base: 2 emplacements.
- Sides of a Cavalry base: 2 slots.

For each side of its base, a miniature can never be in contact with more slots than the side in question represents.

Two miniatures are considered "in contact" with each other if at least half of the base of one of them is attached to the base of the second.

FAQ

Q : If two Goblins are 1cm apart, can a Wolfen declare a Charge on both at the same time knowing that it will have a maximum contact of its base with one of the goblins but only partial contact with each other?
A : Yes, if the two Goblins are lined up and the Wolfen can definitely come into contact with both, then such a maneuver is possible.

Q : Let's imagine that two figures form a right angle through one corner and that the only sides of their bases still free are those located inside this angle. A opponent wanting to engage one of the two miniatures, must he engage the other?
A : In this specific case, yes.

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7. dodging

A figure can dodge while standing still. It is on the other hand impossible to dodge while running.

A model that dodges cannot do anything else for the rest of the current turn. However, if it is charged or engaged, it can fight normally, but the movement of prosecution is prohibited.

Dodging is a Shooting modifier like any other. In addition, modifiers relating to the size of the target or its position on the battlefield apply normally.

8. Physical Prowess

The value to be tested for a Physical Prowess is equal to the Movement of the divided model by 2.5. The result is rounded if necessary and gives the following table for the values of MOU most commonly used.

MOU	Physical Prowess
0 to 1	0
1.5 to 3.5	1
4 to 6 6.5	2
to 8.5 9	3
to 11	4
11.5 to 13.5	5
14 to 16	6
16.5 to 18.5	7
19 to 21	8

Penalties due to Wounds only apply to Initiative, Shooting, Attack and Defense. Physical Prowess checks are not affected.

A **fleeing** fighter cannot use his Physical Prowess. If he encounters an obstacle, he must go around it.

If a fighter must perform Physical Prowess to **charge or engage a frightening opponent,** Courage is tested before Physical Prowess. If this first roll is a failure, the fighter does not perform his move.

The different jumps

All types of jumps can be combined with a load. When a fighter comes into contact with an opponent at the end of a jump, he only inflicts penalties on him if it was actually a charge. The fighter must therefore see his opponent when he is activated.

Jumping rules cannot be used to inflict penalties on a model that could not be charged.

If a jump is performed during a charge, all the benefits of the charge (increased STR, Bestial Charge, Assassin, etc.) are acquired.

Once a jump has been made, whatever its type, the movement of the fighter is over.

Long jump A long

jump is a Physical Prowess intended to cross an inaccessible passage such as a crevasse, a river or an area of difficult terrain (a marsh for example). If an obstacle with a height greater than or equal to 2 cm is in the path of the jump, a long jump must be combined with a high jump.

Before performing a long jump, a fighter must first gain momentum.

For this, he must cover a distance on the ground at least equal to that which he wishes to cross with the jump.

WARNING ! A long jump cannot in any case allow a figurine to move over a distance greater than the maximum which its Movement authorizes.

If this condition is met, when the miniature reaches the edge of the area to be crossed, it must attempt a Physical Prowess roll with a difficulty of 4+1 per full length of its own base.

Example: *a Guard of Alahan wishes to jump over a 5 cm wide crevasse on the board. The miniature representing him is 7 cm from the edge of this obstacle. It can therefore cover a sufficient distance (at least equal to the width of the obstacle (5 cm)) before the jump is in question. Once at the edge of the crevasse, a Physical Prowess test is attempted for this model. The difficulty of this roll is 4 + 1 per length of its base. Since the length of the base of an Alahan Guard is 2.5 cm and the width of the crevasse is 5 cm, 2 lengths of its base separate it from the other side. The difficulty of the Physical Prowess test is therefore 4+2 = 6. The Guard of Alahan has a Movement of 10, so its Physical Prowess is 4. be a success.*

Failure of the long jump In

case of failure at a long jump a fighter always falls back **halfway** the distance to be crossed and his movement stops at the place where he "falls". However, the consequences of failure vary according to the nature of the obstacle to be overcome.

• **If the fighter jumps over a body of water,** he does not immediately suffer a Wound, but another physical prowess (swimming) must be attempted. If this new test is successful, the fighter does not move and does not suffer any Wounds. If it fails, he suffers a Light Wound.

• **If the fighter jumped over a crevasse or a precipice,** a Damage roll with a STR equal to the depth in centimeters of the precipice. This Wound is localized to the legs, regardless of the result of the dice.

• **If the fighter jumped over a flat surface,** to avoid difficult terrain for example, a STR 0 Injury roll localized to the legs takes place.

High jump

A high jump may simply be intended to land on an elevated surface. It can also be used to overcome an obstacle with a height greater than or equal to 2 cm. In the latter case, a **long jump** is combined with the leap.

As with a long jump, a fighter must gain momentum before performing a high jump. The distance to be covered is equal to the height of the obstacle.

Once at the foot of the obstacle, a Physical Prowess is tested at a difficulty equal to the fighter's RES plus the height in centimeters of the obstacle. If this test is successful, the fighter sets foot on the obstacle and his movement is over. If he fails, he falls back to his fulcrum and suffers a wound to his legs with a STR equal to the height of the obstacle.

Long jump and high jump combined If a

fighter wishes to jump over an obstacle and fall further than the vertical of his fulcrum, he must combine a high jump and another long jump. This type of jump allows you to pass over one or more figurine(s), or a piece of scenery, and to land further than after a simple high jump.

In this case, the distance to be covered to gain momentum is equal to the highest value between the height of the obstacle and the distance in length that the fighter wishes to cross. Once at the foot of the obstacle, the fighter must begin by performing a high jump as described in the previous section. If several obstacles of different heights stand in its way, the difficulty of the test is calculated according to the highest.

If this first test is successful, a long jump is then resolved as described above. If this second test is successful, the fighter is placed at the place he was supposed to reach.

If one of these two tests fails, the fighter falls back at his fulcrum and suffers a wound to his legs with a STR equal to the height of the obstacle; its move is then complete.

Climbing

Climbing an obstacle can extend over several laps. A fighter clinging to a wall cannot strictly do anything else (neither fire nor cast spells nor perform countermagic nor recover mana nor call miracles nor censor an opposing Faithful nor use an artefact). He also loses the "Leadership" Skill until he completes his ascension. It can however be targeted by shots, spells, miracles and all ranged game effects. He can be attacked in close combat by flying creatures located at the same Level as him (see *Altitude Level,* to determine the climber's Level). A climbing fighter can only be engaged or charged from the sides and rear of his base. In hand-to-hand combat, he has no combat dice, not even if he has specific equipment (such as Dorsal Blades).

A climber's opponents must still make their Attack rolls, a "1" remaining an automatic failure.

Once the fighter has reached the top of the obstacle, his movement is over.
He must wait for the next turn to move again.
A miniature that has a mount in its equipment cannot resort to climbing.
Likewise, the Keltan and Acheron Centaurs cannot either. On the other hand, Abyss Stalkers can use such a Physical Prowess.

9.   **The pursuit movement** At

the end of a fight, if the adversary is killed, all the figurines having taken part in the fight can make a pursuit movement, not only the fighter who delivered the fatal blow.

If a figure performs a pursuit movement and comes into contact with an **isolated** figure that has already fought during the same turn, the fight is still resolved.
If two miniatures A and B are in contact with each other but are separated at the end of the melee separation, they are still considered to be in contact. If A eliminates all of her opponents, she cannot perform a pursuit move. She can however use this movement to participate in the fight against B if it has not been resolved.

Pursuit moves can only be made during the Close Combat phase.
If the figurine in contact with a fighter is killed during the Shooting, Incantation or Divination phase, it cannot resort to a pursuit movement.
A fighter cannot use the pursuit movement to change Level.

Order of resolution of pursuit movements When,
following a pursuit movement, a miniature comes into contact with an isolated opponent or in an unresolved melee, combat takes place immediately.
The arrival of a new fighter in a melee can change the way it is separated. Furthermore, it is always the winner of the Tactics roll that separates clashes from melee before anything is resolved.
If several fighters carry out their pursuit movements at the same time and come into contact with different enemies, the winner of the Tactical roll chooses which confrontation is resolved first. He must first designate the combats which result from a pursuit movement.

Example: *A Fianna and a Keltois Hunter are in contact with a Keratis Warrior.*
Near them, two more melee wait to be resolved: a Fury Warrior against a Dirz Clone and a Keltan Warrior against a Dawn Warrior. Finally, near the Fury Warrior, a Biopsisist awaits the opportune moment to act.
The Keltois player has won the Tactics roll and decides to resolve the combat between the Keratis Warrior and the Fianna and the Keltois Hunter before any other confrontation. At the end of the fight, the Keratis is killed.
The Fianna makes a pursuit movement to come into contact with the Dawn Warrior while the Keltois Hunter pursues the Clone of Dirz. The Keltois player therefore has the choice between two fights. He chooses to resolve the one that opposes the Clone of Dirz to the Fury Warrior and the Keltois Hunter first.
The Clone is killed. The Keltois Hunter can no longer perform a pursuit movement, but the Fury Warrior uses his to engage the Biopsisist. The Keltois player therefore still has the choice between two fights. He does not have to resolve the combat between the Dawn Warrior, the Fianna and the Keltan Warrior first, even if the Fianna's pursuit movement took place before that of the Fury Warrior. On the other hand, he is obliged to resolve all the combats which result from a pursuit movement before designating another melee.

X. COURAGE AND FEAR

1.   **Courage Tests**

When a Courage test must be made, the Courage and Fear values must be calculated **before** the figures involved move. Thus, a fighter cannot benefit from the Fear or Courage bonuses of a Commander, a Standard Bearer or a

General Staff only if he is within Command range of the latter **before performing his move.**

A figure under the influence of fear must attempt to rally the moment its reference card is activated. To do this, a Courage test of the same difficulty as the one the miniature failed is made. If unsuccessful, the model flees a distance in centimeters equal to twice its MOV. If the model is in contact with one or more enemies, it must attempt to disengage if it has the possibility (i.e. if it has not been engaged or charged during this turn and if it is not in contact with the maximum number of miniatures that can be attached to its base).

If the test is successful, the model is rallied; she can act normally.
Attention ! Rallying does not make the model immune to the Fear value tested.

If a model under the influence of fear is charged or engaged by a frightening fighter before its reference card has been activated, a rally test immediately takes place. In the event of a failure, the fighter flees immediately and cannot attempt to rally before the following turn.

If the rally test is successful, the fighter's Courage is then tested against the Fear of his new assailant if he is not immune to it.

Example: *a Keltois Warrior failed his Courage test against a Morbid Puppet. He is on the run at the start of the turn. Even before his reference card is drawn, he is charged by a Wolfen Zombie. He must first make his rally test against the Fear of the Morbid Puppet. If he succeeds, he must then test his Courage against the Fear of the Wolfen Zombie.*

If a model under the influence of fear manages to kill the opponent who frightened it, it still suffers fear penalties until the end of the turn. However, his rally test is automatically passed when his reference card is activated the next turn. The fighter is then immune to the fear of the figurine that frightened him.
A frightened fighter cannot perform any pursuit movement, even if he has eliminated the opponent who frightened him.
Some game effects mention "fighters who ignore all forms of Fear". These fighters are… • The Hyperians; • The fair ; • Beings of Light; • Beings of Darkness • Constructs • Fighters who possess the "Immunity/Fear" Skill • The Undead (the "Fear" caused by the Hyperians to the Undead is similar to a repulsion of mystical origin).

If several frightening miniatures charge or engage the same enemy at the same time, the Fear taken into account is the highest among those of all the assailants, plus 1 point for each miniature in addition to the one whose Fear score is used.

Example: *if a Wolfen Zombie (Fear: 8) charges an opponent at the same time as 2 Morbid Puppets (Fear: 5), the Fear used for the Courage test of the target of their charge is 10 (8+2).*

Similarly, when several brave miniatures charge or engage the same frightening enemy at the same time, the Courage taken into account is the highest among those of all the attackers, plus 1 point for each miniature in addition to that whose score of Courage is used. A single Courage roll is then made. The result applies to each attacker.

Example: *if a Royal Guard (Courage: 6) charges a frightening opponent at the same time as two Guards of Alahan (Courage: 5), the Courage used for their Courage test is 8 (6+2).*

If a frightening figure charges or engages several brave figures at the same time, the latter make only one Courage test. The Courage taken into account is the highest among those of all the assailants, plus 1 point for each miniature in addition to the one whose Courage is taken into account.

Example: *if a Wolfen charges two Guards of Alahan (Courage: 5) at the same time, a single Courage roll is made to determine the reaction of the two Lancers and the Courage taken into account for this test is 6 (5+1).*

Special cases: •
If a frightening figure charges or engages a brave opponent at the same time as other brave fighters, its Fear is not increased.

Example: *a Minotaur (Fear: 8) and two Kelt Warriors (Courage: 3) charge the same brave opponent. The Fear to take into account is that of the Minotaur, i.e. 8.*

• If a brave miniature and a fearsome miniature charge or engage the same fearsome miniature, the Courage to be taken into account is equal to the highest Fear or Courage score among the attackers plus 1 point for each miniature in addition to the one whose score is used.

Example: *a Keltois Warrior (Courage: 3), a Fianna (Courage: 4) and a Minotaur (Fear: 8) charge a Wolfen Warrior (Fear: 6). The value used for the Courage test is the Minotaur's Fear (8) plus 2, i.e. 10. In this case, if the Courage test is failed, the Fianna and the Keltois Warrior do not charge while the Minotaur charges anyway .*

• If a courageous figure that does not have to perform a Courage test (thanks to the "Just" or "Immunity/Fear" Skills, for example) charges a frightening figure at the same time as other courageous figures on its side, his Courage is still taken into account if it is the highest. If this is not the case, the fighter in question still grants a +1 bonus to the Courage of his companions.

Example: *a Praetorian Guard (Courage: 6; "Just" Skill) and a Griffin Conscript (Courage: 3) charge at a frightening opponent. The Courage to consider is that of the Praetorian Guard + 1 for the presence of the Conscript, for a total of 7. If the Courage roll is a failure, only the Conscript is considered to have failed, the Praetorian can still charge.*

• If a Hyperian charges a frightening figure at the same time as a courageous fighter from his side, the courageous fighter must make a Courage test using the highest Courage value between his own and that of the Hyperian fighter +1. The Hyperian's Courage becomes a Fear value and the frightening fighter must make a Courage test. The Fear of the Hyperian is however not increased by the presence of the other brave fighter.

Example: *Kelen the Thirteenth Voice (Courage: 7; Skill "Hyperian") and a Fianna (Courage: 4) charge at a frightening fighter. For the Fianna Courage test, Kelen's Courage +1 is used, i.e. 8. A Courage test is made for the frightening fighter at a difficulty of 7 because of Kelen's "Hyperian" Skill.*

FAQ

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Q : Can a figure in the grip of fear make a **rally test** during the turn it failed its Courage test when its card is activated?
A : No. She must wait until the next turn to perform her rally test.

Q : If a Keratis Warrior increases his **Fear** using **Mutagen** for a total of 10 and causes a Griffon Lancer to flee, does a Courage test of difficulty 5 (Fear of Keratis) have to be made for the Lancer or must one consider the increased level, i.e. 10?
A : The difficulty of the test is 10 in this case.

Q : A model with Fanaticism fails its Courage roll for rallying. Is she entitled to a Fanaticism roll not to disengage?
A : Yes. If the test is successful, the Fanatic suffers the Fear penalties, but he is not forced to disengage.

Q: Can you charge or engage an opponent with a fear-inducing fighter by voluntarily deciding not to force your opponent to take his test?
A: No. The rules regarding Fear must be applied in all cases. The Predator Wolfen approaching the Goblin trying to convince him that he means him no harm and that everything will be fine is not an acceptable scenario.

Q: Can you decide to **voluntarily fail** your Fear roll when being charged or engaged?

A: No, it is not possible to flee automatically.

Q: Is the "Leadership " skill of a fighter in fear (free flight or petrified) temporarily deactivated until he is rallied? And when one of the staff members fails a Courage roll, is the staff temporarily disbanded?

A: No. Command is not disabled under the effect of fear.
A General Staff is only disbanded if one of its members is no longer within Command range of at least one other member.

Q: When a miniature flees from an opponent who is charging it but is still within charging range at the end of its movement, does the charging miniature have to come into contact with it or can it designate another target ?
A: A frightening figure that causes the target to flee from its charge can only designate another target if the first one is out of range. Otherwise, it must end its movement in contact with its initial target.

Q: When a miniature flees from an enemy and the latter redirects its movement towards another opponent, does the type of Movement remain the same? For example, if the creepy fighter was charging, does it also charge against its new opponent?
A: Yes, in this case, a charge remains a charge, provided however that he has a line of sight on his new target from the place where he made the previous one flee (i.e. where it came into contact with it). Otherwise, a charge becomes a simple commitment.

Q: Is it possible to decide to make three separate Courage rolls for three brave fighters charging the same frightening miniature? Even if it means not benefiting from the numerical superiority bonus?
A: Not.

Q: If a fighter under the influence of Fear is affected by an effect that transforms his Courage into Fear, is he automatically and immediately rallied?
A: No, he will still have to make a Rally roll.

Q: A fighter under the influence of Fear automatically passes his rally test if he managed to kill the opponent who frightened him. But if he was frightened by several opponents who charged him at the same time, does he have to kill them all to successfully rally automatically?

A: Yes. He must then kill them all himself.

2. **Leak**

If a model fails its Courage test while engaged or charged by a frightening opponent, two scenarios are possible.

> 1) If it has already been activated previously, it does not flee, but it suffers the penalties related to fear.
>
> 2) If it has not been activated yet, it is leaking.

The escape is always done in the opposite direction to the side of its base by which it is in contact with the figurine which frightened it. A fleeing figurine bypasses the obstacles, but it returns to the axis of its escape as soon as possible.

3. **Rally**

A Rally test involves a Courage roll of the same difficulty as the previously failed Courage roll. As with any Courage roll, the result obtained must be **higher** than the difficulty.

Example: *a fighter fled from a Fear value of 7. For his Rally test, he must obtain a total of 8 or more on his Courage roll to rally.*

XI. LE TIR

1. **Counter-Fire**

A fighter can only perform a Counter-Fire if his reference card is in the reserve of the player controlling him.

A Counter-Fire is only possible if the shooter has a line of sight to his target. It is sufficient for this that the target enters the field of vision of the shooter during his movement.

It is not possible to perform a Precision Shot during a Counter-Fire.

During a Counter-Fire, if the shooter's card represents other miniatures on the field, these must be activated immediately after the charge has been resolved. These pieces can move normally, but only the figure targeted by the charge performs a Counter-Fire.

A fighter who has performed a Counter-Fire is obliged to place all his combat dice in defense during the Close Combat phase that follows. However, he is authorized to carry out attacks following a Counter-Attack or thanks to the "Ambidextrous" Skill.

If the figure charging or engaging the shooter engenders fear, the shooter must make his Courage test **before** counter-firing. In the event of a failure, the shooter flees (since his card had not yet been activated) and Counter-Firing is then impossible.

FAQ

Q: Fear, Fanaticism and Counterfire. If a frightening figurine charges a shooter with the "Fanaticism" Skill, the Courage test is failed but the Fanaticism test is successful, can the shooter perform a Counter-Fire if his card is in Reserve?
A: Yes.

> **Q:** The rule states that the difficulty of a Counter-Shot is fixed at 6. Does the Size of the target modify this difficulty?
> **A:** Not.

2.   Precision Shooting

It is possible to perform a Precision Shot with a shooter whose Initiative is 1 or 0.
This value is then considered as negative to determine the order of the shots.
The INI penalty caused by Precision Shooting only lasts for the duration of the Shooting phase. From the start of the Close Combat phase, the shooter's INI returns to its normal value.

3.   Shooting into the fray

When firing into melee, only miniatures **in contact with the target** have a chance of being hit. It is completely authorized to target a miniature of its camp in the hope of hitting an opposing miniature following the localization in the fray.

FAQ

Q : A shooter **charged at the start of the turn** but having no more enemy in contact following a shot or a spell having eliminated his opponent, can he shoot during his INI rank?
A : No. A miniature that has undergone a charge or an engagement cannot shoot during this turn, even if it finds itself without an opponent in contact with it, unless it benefits from rules that authorize it to shoot during the Close Combat phase.

Q: A marksman who attempts to charge or engage a frightening opponent fails his Courage test and remains stationary. However, can he fire during the same turn if he has not been charged or engaged in the meantime?
A: Yes.

Q: In what order do you announce fast/long shots/casts?
A: A good solution is to perform a countdown. Take the highest INI value among all the Magicians/Shooters on the battlefield, add 2 to it (in case of any Quick Cast) and announce the values in descending order. For each "level" the players then announce which of their shooters or Magicians will act.
For example, Enoch, with 6 of INI can act in 8 or in 7 if he performs a Quick Incantation,
in 6 or in 5 if it makes a normal Incantation or in 4 or less if it makes an extended Incantation.

Thus, the players are not obliged to reveal their strategy. In the event of a tie between shooters/Magicians on both sides, the player who won the tactics roll resolves his shots/spells first, and in the order he wishes.
This method can also be applied during the Divination phase by replacing INI with Discipline.

Q: Does shooting at a target that hits an obstacle result in a +1 shooting difficulty penalty?

A: Not.

XII. BODY TO BODY

1. Separation of fights

If at the end of the separation of combat two opposing miniatures in contact with each other do not fight together, they are still considered to be still in contact. This therefore means that the first to have finished its combat cannot under any circumstances make a move during its pursuit movement. It can nevertheless participate in the fight against any adversary in contact with it if it has not yet been resolved. It is then considered to have made its pursuit movement.

2. Test d'Initiative

For the Initiative test, the player can choose to make the roll in the name of any of the fighters of his side involved in the confrontation. It is not always more advantageous to choose the fighter with the highest INI, if the latter is injured for example or if another model has Quickness.

3. Distribution of combat dice

The number of combat dice a fighter has is calculated when he must distribute his dice between attack and defense. Subsequently, if one of the opponents in contact with the miniature is killed before it has attacked, this disappearance does not change the number of combat dice it has.

4. Acquisition of additional dice

All Characters as well as fighters with the "Chain" Skill can lower their ATT and DEF values to acquire one or more additional combat dice (only one in the case of a non-Character fighter with the "Chain" Skill).). This choice occurs when the fighter distributes his combat dice.

When a fighter lowers his ATT and DEF to acquire additional combat dice, the modifications apply for the rest of the turn.

Example: *a Character with a 6 in ATT and a 5 in DEF decides to take an additional combat die during the first combat in which he participates during the turn. The ATT and DEF therefore increase to 4 and 3 respectively. At the end of the confrontation, this fighter kills his opponent and engages a new opponent thanks to his pursuit movement. For this new combat, its values remain 4 and 3. The fighter still has an additional combat die. He can acquire a second if he wishes, but he cannot give up the first to increase his ATT and DEF values.*

5. Resolution of attacks

Regardless of the number of opponents in contact with the attacker, he can, if he wishes, assign a different difficulty to each of his attacks. Attack rolls must then be resolved separately. However, the minimum difficulty of the attacks is always equal to the highest DEF among all the opponents who placed at least one die in defense.

Example: *a Ströhm Warrior is in contact with three opponents: a Khor Warrior (DEF 4), a Khor on Razorback (DEF 6), and Kael the Irascible (DEF 7). The Ströhm is in attacking position. The Khor Warrior placed one die in defense, the Khor on Razorback also and Kael placed all his dice in attack. The minimum difficulty of Ströhm's attacks is therefore 6 (the Khor's DEF on Razorback).*

If the attacker is in contact with several opponents, his attacks do not have to be directed against a specific opponent before the Attack rolls are made. The targets of Hand to Hand attacks are only designated when rolling for Wounds.

6.   **Resolution of Defenses**

Since the attacks are not directed against a particular opponent, if several defenders are in contact with the same attacker, they can all try to defend the attacks made by the attacker.

Example: *A Lancer of Alahan (DEF 2) and a Swordsman of Alahan (DEF 3) fight an Orc Jackal Warrior. The Jackal Warrior has made two attacks, one of difficulty 7 and the other of 8. The Lancer has two defense dice and the Swordsman has only one. The Lancer assigns one of his dice to the attack of difficulty 7 and the other to that of 8. The Sword player assigns his defense to the attack of difficulty 8.*
The Lancer first makes the Defense roll of difficulty 7 and gets a "6". The first attack is therefore cancelled. He then tries to defend the attack of difficulty 8, but he only gets "4" which is insufficient. The Swordsman then makes his Defense roll and gets a "5". Thanks to its DEF of 3, the difficulty of 8 is equal; the Jackal Warrior's second attack is canceled.

If attacks with different difficulty thresholds have been successful, the defender must distribute his defense dice before making his Defense rolls. The defense dice thus used must be dedicated to a precise threshold and the die rolls are then made separately for each difficulty threshold.

Example: *An Alahan Guard (DEF 2) is battling a Jackal Warrior and an Orc Bruiser. The Guard has placed his three combat dice in defense and must now defend against two attacks of difficulty 8 and two Attacks of difficulty 5. He chooses to devote two dice to attacks of difficulty 5 and only one to those of difficulty 8.*

The defender is not forced to use all his defense dice to defend against the first attacks that are made against him.

Example: *a Wolfen Warrior fights against an Acheron Ghoul. The latter won the Initiative roll. The Wolfen Warrior has placed two dice in defense and one in attack.*
The Ghoul of Acheron has placed one die in attack and another in defense. She attacks first and succeeds in her attack. The Wolfen Warrior then has a choice: he can either use his two dice to defend against this attack or use only one and keep the other to defend himself in case the Ghoul of Acheron manages to place a Counter-Attack thanks to his "Ambidextrous" Skill.

However, the combat dice (attack or defense) not used at the end of a combat are lost, they cannot be kept to be used during another combat (after a pursuit movement for example).

7.   **Sustained defense**

If a fighter faces several opponents at the same time and he has placed at least as many dice in defense as in attack, he can attempt to carry out a sustained Defense.

He then proceeds to his Defense rolls as normal. If at least one of the defenses is successful, then the defender gains a Sustained Defense die.
Warning: the Defense roll used to generate a Sustained Defense cannot under any circumstances also generate an attack thanks to the Counter-Attack or Ambidextrous Skill.

Example: A Griffon Inquisitor (DEF 5) fights against four Goblin Marauders.
The Inquisitor places his five combat dice in defense. Confident in the strength of numbers, the Goblins place their eight dice in attack. Hoping to crush their opponent under a hail of blows, the Goblins opt for a minimum difficulty threshold of 5 equal to the Inquisitor's DEF. With an ATT of 2, the Goblins must therefore roll at least "3" on their Attack rolls. Of the eight Attack rolls, only seven are successful. The Inquisitor therefore now has five dice to defend against seven attacks. He announces that he assigns two dice to the normal defense and that he will attempt a Sustained Defense. The other three will be dedicated to the Counter-Attack because the "Warrior-Mage" Skill allows the Inquisitor to perform it.

The Inquisitor first makes the Counter-Attack rolls. Since the difficulty threshold for Goblin attacks is 5, the Inquisitor must attempt Defense rolls of difficulty 7 to succeed in his Counter-Attacks. Thanks to his DEF of 5 he must roll "2" or more on his Defense rolls. He rolls his three Counter-Attack dice and rolls "4", "3" and "1". Two attacks are therefore parried and the Inquisitor benefits from two Counter-Attacks if he survives the last five Goblin attacks.

He rolls his two normal defense dice. This time the difficulty of the defense rolls is simply equal to that of the Attack rolls, ie 5. Again, the Inquisitor only needs a "2" or higher. He rolls "2" and "5". He defends two attacks and gets a Sustained Defense die. For the Sustained Defense roll, the difficulty is increased by 2 points.
This therefore becomes a 7. This time again the Inquisitor only needs a "2" or more. He rolls a "3": a new attack is defended and he rolls another Sustained Defense die.
The difficulty is again increased by 2 to 9. This time the Inquisitor needs a result of "4" or more to succeed. He rolls a 6, parries the sixth attack, and gains another Sustained Defense die. The difficulty of this last roll is further increased by 2 to 11. The Inquisitor therefore needs a "6" on his Defense roll, but unfortunately he only gets a "4". The last attack is not parried, but of the seven attacks at the start the Inquisitor defended six and obtained two Counter-Attacks. The Wounds roll due to the undefended attack is resolved, but thanks to the low STR of the Marauder and the high RES of the Inquisitor, it results in a simple STUNN. The Inquisitor can now perform his two Counter-Attacks.

A Sustained Defense die can very well be assigned to defend against an attack with a different difficulty threshold than the one that caused it.

Example: *a fighter with a DEF of 5 has one defense die to defend against two attacks. The first is a difficulty of 8 and the second a difficulty of 5.*
He chooses to defend himself first against the difficulty of 8. He rolls a "4": the defense is successful and he rolls a Sustained Defense die. The attack of difficulty 5 therefore changes to a difficulty of 7, but thanks to its DEF of 5, the fighter only needs a result of "2" or more. If he had acted the other way around, he would have defended the first attack on a "2" or more, but the second would have had a difficulty of 10 (8+2). Well-calculated risk-taking.

If a fighter who was outnumbered at the start of the fight is no longer outnumbered when performing his Defense rolls, he cannot resort to Sustained Defense.

FAQ

Q: Does the Sustained Defense die have to be designated before rolling all the defense dice (and therefore must be differentiated from the other dice) or if at least one of the defenses is successful, the miniature then has a defense die? supported.
A: A Sustained Defense die is rolled when at least one defense is successful.

Q: Can you perform Sustained Defense with a certain die and Counter Attack/Ambidextrous with other dice?
A: Yes, but a Defense die obtained thanks to Sustained Defense cannot in any case give rise to a Counter-Attack, not even thanks to the "Ambidextrous" Skill.

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8.   Counter attack

An attack obtained thanks to a Tale-Attack can be directed against any adversary in contact with the attacker, not necessarily against the one whose attack led to the Counter-Attack.

FAQ

Q: The difficulty of the Defense roll increases by 2 points if the defender attempts a Counter Attack. Which jets are affected? The Defense roll of course, but also the Attack roll obtained in this way?
A: Only the difficulty of the Defense roll intended to generate a Counter-Attack is increased by 2 points.

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9.   injuries

Once all attacks and defenses within a single combat have been dealt with, the attacker must announce against which opponent his unparried attacks are directed.
All unparried attacks must be assigned before rolling for Damage.
If two attacks are directed against the same fighter and the latter is KILLED NET from the first Wound roll, the second attack is lost and cannot be redirected against another opponent.

Damage rolls must be made one after the other.

Example 1: *a fighter must suffer two Damage rolls. The first indicates a Light wound and the second a Critical wound. At the end of these rolls, the fighter is therefore in Critical wound (Light followed by Critical = Critical).*

 Example 1: *a fighter must suffer two Damage rolls. The first indicates a Critical injury and the second a Light injury. At the end of these rolls, the fighter is therefore KILLED NET by increasing the level of Injury (Critical followed by Light = KILLED NET).*

FAQ

Q : Are all **results on the Wounds Chart** Wounds?
A : No, STUNNED and KILLED OUTLET are not Wounds. They therefore do not aggravate the damage (in the case of the STUN). These two results are not affected by spells or Skills affecting Wounds (example: Whisper of Pain, Regeneration, Badass, etc.).

XIII. DIVINATION

1.   **General**

A bonus that can apply to all characteristics cannot, however, affect the Aspects of a Faithful. These values can only be changed by effects that explicitly affect them.

When a Faithful must call a miracle during the Casting phase, his Discipline determines his speed of resolution (his initiative in a way). By comparing this to the INI of a Magician, the order of resolution of calls and Incantations is determined.

2.   **Calculation of Temporary Faith**

Only miniatures on the same Tier as the Faithful count towards his aura of faith.
The TF is calculated at the start of the Divination phase of each round. The points obtained are kept until the start of the next Divination phase. Therefore, miracles called during the Movement phase are called using TF points from the previous turn.

Mercenaries and Temporary Faith
Mercenaries count only in calculating the TF of Faithful friends of their original people or opposing Faithful Iconoclasts.
If a Mercenary is not affiliated with any people, he counts in the calculation of the TF of the Faithful friends of the same Path of Alliance as him.

Allies and Temporary Faith
Allies do not count in the calculation of the TF of the Faithful on their side.

FAQ

Q: Are Reapers of Mid-Nor summoned during the game then counted in the Aura of Faith of the Faithful?

A: Yes. They are called from the Divination phase following the one during which they were summoned.

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3.   **Melee Faithfuls** With the

exception of Warrior Monks, Faithfuls cannot call their melee miracles. However, some miracles are not subject to this rule and some artifacts or other effects can also be circumvented.

FAQ

Q: If multiple Followers on the same side have the same miracle, can they all use it in the same turn, or can only one of them use it each turn?
A: Multiple Faithfuls can have the same Miracle and use it each turn, regardless of whether or not Miracles are called successfully or unsuccessfully by other Faithfuls. Unless of course the contrary is indicated on the card of this miracle.

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4.   **Faithful and Fear**

The Faithful continue to be able to use their Miracles and Censorship as normal, even when Feared. A Faithful who has fled double his Movement cannot call a miracle, unless he is a Warrior-Monk.

XIV. INCANTATION

1. General

As with all other characteristics, a "1" on an Casting roll, whether to cast a spell, perform countermagic, determine a Familiar's reaction, or recover mana, is an automatic failure. .

FAQ

Q: A wounded Magician applies the Wound penalty for his Casting or mana recovery rolls?

A: No, Wound penalties should not be applied to Incantation and Divination rolls.

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2. Allocation of spells

FAQ

Q: What are the limits on the spells a magician can select? Can he acquire all the spells of the Elements and the paths he masters or must he limit himself to his path of magic (such as Hermeticism or Shamanism)?
A: A Magician can cast spells from the paths of magic to which he is affiliated, as well as Primagic and Elemental spells that he masters. Before a battle, he can acquire spells from different paths.

---

3. Prolonged and Rapid Casting

A prolonged or rapid Incantation can only be performed during the Magic phase. Spells cast outside of this phase cannot therefore benefit from these types of Incantations.

INI changes caused by these types of Incantations only last until the end of the current Magic phase. The Magician's INI returns to its normal level at the start of the next phase.

It is not possible to perform a Quick or Long Cast when casting a spell without difficulty. For example, no difficulty is defined for the Gift of the Moon spell, the effect is simply determined by the final result of the Casting Roll. It is therefore not possible to perform a Quick or Prolonged Casting on this type of spell.

FAQ

Q: Does being the last or the only one to act during a Shoot and Magic phase automatically result in a Precision Shot or an extended Summon?
A: No, Precision Shot and Extended Cast remain a player choice.

---

4. Improved spell mastery

FAQ

Q: Can the same gem be used to both increase the effects of a spell and gain an additional mastery die?
For example, in the case of the Thousand Tears where the number of gems indicates the STR of the spell, can the latter (therefore the same ones) also be used as reroll dice for the success of this spell?

A: If a spell specifies that its effect is proportional to the number of gems invested for its Casting (as is the case for the Thousand Tears), then yes, these gems are used to increase both the mastery and the power of the spell. . On the other hand, some spells specify that gems must be spent in addition to those used for the Incantation, to increase its effects.

5. Magicians in the fray

A Magician in contact with one or more opponents can continue to cast spells and perform Counter Magic in the normal way. It is then considered that he has a line of sight on any miniature in contact with his base, even on the back and the sides.
A hand-to-hand Magician can also cast spells on miniatures that are not in contact with his base, as long as he has a line of sight on them.

6. Range of spells

"Contact" range spells.
A spell whose range is "Contact" can be cast on any miniature in contact with the Magician's base, including those on the back and sides. This type of spell can also be cast on the magician himself, unless otherwise specified in the description of the spell.

Spells with range "0" and "None".
All spells with a "0" or "None" range are now considered to have a "Personal" range.

7. Frequency of spells

Unless otherwise indicated on the spell card, a Magician cannot possess the same spell several times in order to increase its frequency.

8. Spell maintenance

The effects of some spells can be maintained from turn to turn by spending mana gems at the end of the turn. If no other precision is mentioned on the spell card, this mana expenditure takes place **after** the Mana Recovery Roll.

9. Countermagic

To counter or absorb a spell, a Magician must have a line of sight to the caster of the spell and be within range of the spell.
Spells whose range is "Contact" or "Personal" can be countered or absorbed by a Magician in contact with the caster's base.
A Magician can perform countermagic even after running, charging, or performing a Physical Prowess.

FAQ

Q: What happens if I cast an **area of effect spell,** such as Tornado, in melee? Who is affected?

A : Only miniatures covered by the card are affected.

Q: Can Darkness absorb Darkness?
A: Yes.

Q: When calculating the gems needed for an absorption, should we take into account the gems used to increase his mastery or the effects of the spell?
A: Yes.

Q: Is it possible to spend additional gems to improve the chances of a successful Counter roll?

A: Not.

Q: Can a Magician attempt to counter or absorb a spell if he is the target of it but cannot see where the incantation is coming from?
A: Not.

Q: Some spells have an explanation in case the Casting fails (Brain Atrophy for example). Is it considered a failure if the spell is successfully countered or absorbed?

A: No, the effects of a failure only apply if the Casting roll is failed.

10.   mana pool

A Magician's mana pool represents the maximum number of gems the Magician can have "on him". However, if sources other than his personal reserve are available to him (a source of Fire, a Battle Toad, etc.), he can absolutely use these gems when casting a spell.

If the Magician's Reserve is full, he can still use other additional gems when performing the Incantation. On the other hand, always if his Reserve is full, he cannot, for example, take gems from the Battle Toad, move around and then use them to cast a spell.

11.   Warrior-Mages

Warrior-Mages can shoot and cast spells during the same phase. They can even do this after moving more than their Movement value or performing a Physical Prowess. Unless otherwise specified, however, they cannot shoot while in close combat.

FAQ

Q: Can Orcs use Primagics?
A: Yes.

Q: Can Orc Magicians such as Törk and Tamaor use Orc Warrior-Mage spells?

A: Yes, unless the spell is reserved for a specific caste of Warrior-Mages.

Q: Can a Warrior-Mage with a ranged weapon carry out a Prolonged Incantation and a Precision Shot by reducing his Initiative by 4 points?
A: Yes

Q: Can a Warrior-Mage receive an artifact?
A: No, unless it is a Character or it is specified on the artifact card that it can be used by a non-Character. Warrior-Monks are subject to the same rule.

12.   **Wizards and Fear**

Wizards continue to be able to use magic normally, even when in fear. Obviously, a Magician who has fled double his Movement cannot cast a spell, unless he is a Warrior-Mage.

XV. FORTIFICATION

1.   **Artillery and Rank**

On the reference card, when nothing is specified after the mention "Light Artillery" or "Heavy Artillery" it means armor-piercing artillery. Accuracy/Area is only added to characterize area effect artillery.

2.   **Movement and shooting**

Only Mobile War Machines associated with a Weight value can move more than their normal Movement and fire in the same turn. Dwarf Bombers and Goblin Skirmishers cannot run and shoot.

3.   **Measurement of shooting distances**

The distance for shots from war machines is measured, as for other shooters from the edge of the base of the machine. However, if the war machine does not come with a specific base, like the Dwarf Tank for example, measure the distance from the end of the weapon used.

4.   **Armor piercing artillery**

A piercing artillery projectile that kills or destroys its target continues its course in a straight line. However, it cannot travel a distance greater than its maximum range.

Example: *A Dwarf Bomber's steam cannon has a range of 90 cm. The first target hit is killed and a second is on the same trajectory, 65 cm from the shooter. This second target is therefore also affected. She is killed and a third figurine is in the path of the projectile at a distance of 98 cm from the shooter. This third target is too far away to hit.*

If artillery fire hits a miniature in a melee after random location, consider the line between the shooter and the target actually hit to determine the projectile's trajectory.

5.   **Area effect artillery**

If an area effect artillery fire misses its target and deviates, no miniature can be considered as directly hit by the projectile, even if by chance the template finds itself exactly centered on a miniature at the end of the dispersion.

If after dispersion the initial target still finds itself under the template, the chances of it being hit are exactly the same as those of the other miniatures. She will also suffer the same type of Wounds.

Counter-

Fire War Machines can perform Counter-Fire under normal conditions.

As for the other shooters, the difficulty of the Counter-Fire is fixed at 6. For the resolution of a

Artillery fire which requires the use of the dispersion gauge, the target is placed at half the distance which separates it from the machine.

Some War Machines cannot fire at a target that is too close to them. During a Counter-Fire, if the shot must be resolved while the target is too close to the machine, the Counter-Fire cannot be carried out.

FAQ

Q: When an Area of Effect War Machine counterfires a miniature that was not visible at the start of its move, where should the target be considered to be in order to resolve the fire?

A: When Counter-Firing by an Area Effect War Machine, the target must be placed half the distance away from the machine. If this target was not visible at the start of its movement, calculate the distance which separates it from the machine from the place where it enters the line of sight of this one.

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6.   movement of war machines

Turns

When a war machine makes a turn, it can reorient itself from 0 to 45 degrees. It is not forced to reorient the full 45° allowed. It is not possible to perform a reorientation of more than 45° during a turn.

Penalties due to terrain type War machines are subject to the same penalties as other fighters regarding the nature of the terrain.

They are not subject to any special limitations on sloping ground.

Physical prowess

War machines subject to a Weight value cannot perform any physical prowess. They also cannot dodge.

Pursuit Movement In order to be able to reorient itself during a Pursuit Movement, a war machine subject to a Weight value must first cover the distance necessary to make a turn.

Example 1: *A war machine with a Movement of 20 and a Weight value of 5 has a Pursuit Movement of 10 cm. It can therefore move forward 5 cm, reorient itself for the first time, move forward another 5 centimeters and make a second turn.*

Example 1: *A war machine with a Move of 15 and a Weight value of 8 has a Pursuit Move of 7.5cm. She cannot therefore reorient herself.*

Obstacles

If a war machine collides with an obstacle during its movement, it itself does not suffer any damage. If the obstacle cannot be destroyed, it is simply stopped.

7.   Melee War Machines When two War

Machines are in hand-to-hand combat with each other, combat proceeds as normal.

FAQ

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Q: In a melee, how many figures does the Dwarf Armored Tank count for?
A: The Dwarf Armored Tank counts as one model.

Withdrawal in force
Example: *a Dwarf Armored Tank is in contact with 4 adversaries: - 1*
Mid-Nor Scourge Carrier at the front.
- 2 Mid-Nor Halberdiers on the sides, in contact with the Razorbacks.
- 1 Despot's Incubus at the back.
The player controlling the Tank announces that he will attempt a Disengagement in force. Such a Disengagement is automatically successful for the Tank if the total of the cumulative Force values of the adversaries in contact with it is less than 20. This is however 24. A Disengagement roll is therefore necessary.
The difficulty of this roll is 4+2 per opponent in contact with the Tank, i.e. 12. The Strength characteristic taken into account for this test is that of the Tank, increased by a possible Pressure roll, minus the highest Resistance value opponent. In this case it gives: 5 (Strength of the Chariot) + 4 (result of the Pressure roll) - 6 (Resistance of the Incubus) = 3.

To match the test's difficulty of 12, the Dwarf player must therefore roll a 6 followed by a 3 or more. He makes his roll and obtains a 6 followed by a 4. The Disengagement is therefore successful. The Scourgebearer in front first suffers a Strength 5 Wounds roll resulting in a CLEAN KILL. If the Scourgebearer had not died, the Chariot could not have moved forward, but in this case it can move its Movement value. During this movement, the scythes placed on its sides touch the two Halberdiers of Mid-Nor who each suffer a Strength 5 Wounds roll.

8.   **War Machine Skills**

Impact: If two war machines with the Impact / X Skill come into face-to-face contact, two scenarios are possible.
A/ If the Charged or Engaged machine does not have a "speed" marker thanks to the Unstoppable Skill, only it suffers a roll of damage due to the impact.
B / If the Charged or Engaged machine has a "speed" marker thanks to the Irrepressible Skill, both machines suffer a damage roll.

Unalterable: A fighter with this Skill cannot be personally affected by game effects other than melee attacks or shots. This means that spells and miracles or other abilities have no effect (positive or negative) on him. His characteristics cannot be modified unless he has special equipment mentioned **on his reference cards.** He cannot be endowed with any equipment or artefact other than those to which his reference cards give him access.

Unalterable and Transport: Unalterable does not apply to miniatures on board a War Machine with the "Transport" Skill. However, effects involving movement of these figures do not apply.

The effects that affect miniatures in contact with the initial target can therefore affect the transported miniatures without affecting the machine itself.

Example: *if a Dwarf Armored Tank is targeted by the Fireball spell, it does not suffer any damage but all the transported miniatures suffer a Wound Roll of STR 15.*

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FAQ

Q: Can the Dwarf Armored Tank be equipped with the Caduceus, Pressure Regulator or any other optional equipment?
A: Not.

Q: Can a Mechanical Familiar carried by the Dwarf Armored Tank or in contact with it allow it to relaunch its pressure rolls?
A: Not.

Q: Can spells and miracles that affect a Boiler target the Dwarf Armored Tank?

A: Not.

Q: Do the effects of the "Awareness" Skill apply if the figure with it is inside the Dwarf Armored Tank?

A: The fighters embarked inside the tank have no line of sight on the outside and the miniatures located outside have no line of sight on the fighters embarked. However, the "Consciousness" Skill applies in the normal way: a Faithful or a Magician on board the chariot and possessing this Skill can target a figurine located within its own charge range of the chariot's cockpit. Conversely, a Worshiper or Magician outside the chariot and possessing Awareness can target a miniature inside the chariot if he is within his own charge range of the cockpit.

Q: Does the effect of the Clairvoyant Familiar apply when Magnus the Mystic is in the Dwarf Chariot?
A: Yes, Magnus is then considered to have line of sight within 25cm of the tank cockpit.

Q: When a tank has the "Impact" Skill and a speed counter thanks to the "Irstoppable" Skill, the STR of the Impact is calculated as if the tank had traveled twice its Movement, which is, theoretically, its movement maximum. On the other hand, the Dwarf Armored Tank can increase its Movement thanks to steam.
If the tank charges while it has a speed token and has increased its Movement thanks to steam, do we take into account its MOV x 2, or its (MOV + steam bonus) x 2?
A: In this specific case, the value to take into account to determine the STR of the Impact is: (MOU of the Tank + steam bonus) x 2.

Q: Is an Unalterable model subject to effects that cut lines of sight, such as a Veil of Mist, a Veil of Soot, or a Wall of Earth or Fire?
A: Yes.

Q: Is an Unalterable model subject to the effects of Ophyr the Guardian's Scepter of Nocturnal Sacrifice?
A: Not.

Q: Is the Ballista of the Dwarf Armored Tank subject to the same minimum range and line of sight rules as the Steam Cannon?
A: Yes.

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XVI. INCARNATION

On all Adventure cards, even those in *Confrontation* 2 format, the duration of the scenario in number of turns must always be increased by three compared to the value indicated on the card.

FAQ

Q : Are Shadows officially playable in armies that can accommodate them?
A: Shadows are exceptional beings who find their culmination in the role of Nemesis for an Adventurer. However, it is quite possible to play them during any battle with the prior agreement of your opponents. Shadows are however prohibited in official tournaments.

Q: Can you play both troops on one card and still use a single card to represent both?

A: As soon as a figurine benefits from the "Incarnate" Skill, it must have its own reference card, like the other Characters. In this specific case, the two embodied figurines must therefore each have a reference card of their own.

Q: Does a Biopsist in Incarnation mode keep the characteristic points he has taken from one game to another?
A: A Biopsist does not keep the points he acquires from one game to another, including in Incarnation mode.

Q: What is the Caduceus of Kar-Nehra used for, there is no characteristic to increase?
A: The Caduceus of Kar-Nehra is used to bring him back to life in the scenario in which he appears. Its mention on the Shadow card is purely related to its history.

Q: If you play as a Musician or a Standard Bearer, what happens to their "Leadership" skill?

A: Nothing changes there, they keep their normal role.

Q: We cannot have more than 20% in AP of **Repentants** in a pack of Wolfen. But if one incarnates a Repentant in an Incarnation campaign is he included in this 20%?
A: No, having become a Character, he is no longer included in the 20% limitation.

Q: Mirà the Reckless is an "Elite" Rank, so she is entitled to two artifacts. But at the end of the Adventure, she becomes Devout, and can therefore only use one artefact. Isn't there a problem at this level?
A: At the end of the Adventure, Mirà acquires the Skills needed to call miracles, but her Rank does not change. She therefore remains Elite and she calls miracles as a
Devout.

Q: In Incarnate mode, an Adventurer can choose a Shadow Skill as his elixir. Can he choose a path of magic that his Shadow possesses?
A: No, magic paths are not Skills.

Q: The AP value of the Shadow is at most twice that of the Adventurer, but should we count the cost of the latter's artefacts and spells?
A: To determine the maximum cost of the Shadow, do not take into account the optional costs linked to the Adventurer, i.e. the cost of the cards (spells, miracles or artefacts) likely to change from one game to the next. to the other. The cost of acquired experience cards must however be counted.

Q : Who can the Shades from Cadwallon and the Idabaoth, the Sihir of Fire ally with?
A : To any army.

Q : Who can Asamòn, the Formor of the Drune Clan ally with?
A : To the Legions of Acheron, the Dwarves of Mid-Nor and the Devourers of Vile-Tis.

Q : If I play an Incarnate Bard of Alahan in the campaign (so 66 AP with the Skill plus the items), can I give him, at the end of the campaign, the Incarnation Skill as an Act 3 Elixir for lower its cost to 50 AP?

A : Not.

XVII. COMPETENCES

Abominable

In the case of an Abominable fighter, the Fear to be taken into account for a Courage test is the current level of the fighter, not that of a previous turn even if it was higher.

If a fighter under the influence of fear is in contact with an Abominable adversary when he is activated, he must first try to rally, if he succeeds, he will have to make a new roll of Courage to resist the Fear of the Abominable.

FAQ

Q : Does a miniature engaged in close combat against an Abominable creature have to test its Courage every turn?
A : Yes.

Q: Does an Abominable Wolfen also have to test its fear every turn against an Undead Abominable?

A: Yes, the "Abominable" Skill does not provide immunity to fear caused by Undead and Dark Beings.

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relentless

Either way, a Relentless fighter who suffers a CLEAN KILL will be removed at the end of the round. CLEAR KILLED is not a wound and cannot be healed by the "Regeneration" Skill or by a spell or a miracle, unless this effect is specified.

Ambidextrous

FAQ

Q: If an Ambidextrous fighter places his dice in defense and his opponent's attacks are missed, does he still gain Counter-Attacks?
A: Not.

Q: If a mage equipped with Celestial Robes "Flashes" an Ambidextrous figure, the latter cannot attempt an offensive action against the wearer of the Robes, can it still defend itself? Because the defense dice obtained automatically give two attack dice in the event of a successful defense.

A: A fighter blinded by the Flash of Celestial Robes cannot attack their wearer in any way. An Ambidextrous can therefore defend himself normally but cannot

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cannot use his Counter-Attacks against the Magician. If he has no other potential target, these dice will be lost.

Stateless

Person If, within his army, two Skills are equally widespread, the Stateless Person can then acquire the one of his choice.

If the Skill chosen is associated with a value, such as Mutagen/X or Toxic/X for example, the Stateless Person will again adopt the most common value. It is the number of fighters possessing it that determines the most common value, not their total AP cost.

Example: *a Dirz army includes 6 Dirz Clones (Mutagen/-1), and 4 Keratis Warriors (Mutagen/ 1). The PA value of the Keratis is 106 against 66 for the Clones, but it is the Clones that are the most numerous. It is therefore their Mutagen value which is considered to be the most widespread.*

A Stateless person, Character or not, is not considered as really belonging to his adopted people. He cannot therefore use the artefacts reserved for this people, nor benefit from the effects of spells, miracles or others which can only target members of this people.

A Stateless person does not belong to any Alliance path and therefore cannot use an artefact or benefit from an effect reserved for one of these paths.

Assassin

The "Assassin" Skill only applies during a charge, never at the end of a run or a pursuit movement.

This Skill only has an effect on the model that was charged by the assassin. If at the end of the separation of the melee, the latter does not fight against the adversary he has charged, he loses the benefit of the "Assassin" Skill. If during the same turn and following a pursuit movement, the assassin returns to fight the opponent he charged, he does not benefit from the effects of the "Assassin" skill either.

Leap

The "Leap" skill can be used during a charge. The charged figurine then suffers the same penalties as during a normal charge. If a miniature is only engaged following a Leap, it suffers no penalty.

It is not possible to perform a Leap during a Dodge or a Physical Prowess. This is however possible after disengaging or during pursuit movement.

FAQ

Q: The maximum distance traveled during a Leap is equal to half the movement of the figurine, does this correspond to the distance *actually* covered or to the *maximum movement* that a type of movement allows? Concretely, if my maximum move is 30 cm but I engage a model at 25 cm, can I make a Leap 15 cm long or is the maximum Leap 12.5 cm?

A: It is the distance actually traveled that must be taken into account. In this specific case, the maximum length of the Bond is 12.5 cm.

Swashbuckler Example: *A is the attacker and has an ATT of 3. D is the defender and has a DEF of 7. At attack D who has placed at least one combat die in defense. Normally A's minimum Attack Threshold should be 7 (the defender's DEF), but with Swashbuckler,*

he chooses to perform a minimum attack threshold. For him, a minimum attack threshold is equal to 5 (3+2 since a result of 1 is a failure). Has succeeded in his Attack. To defend himself D must equal the threshold of 5. A "1" also being a failure, he must also roll "2" or more on his Defense roll.

Thick Brute

With this Skill, a result of "5" on an Attack roll is considered a "6". It is therefore necessary to add 6 to the fighter's ATT.

Bestial Charge

The "Bestial Charge" Skill only applies during a charge, never at the end of a run or a pursuit movement.

If at the end of the separation of the fray, the fighter endowed with this Skill does not fight the opponent he has charged, he loses the benefit of it. If during the same turn and following a pursuit movement, he fights this charged opponent again, he does not benefit from this Skill.

On the other hand, the Bestial Charge die does not have to be identified. He can therefore wound another miniature than the one that was charged as long as the latter is in the same melee as the beneficiary of the Skill.

Example 1: *A Keltois Centaur charges an Alahan Guard already in contact with a Fury Warrior. During the same Movement phase, the Centaur is then charged by a Paladin.*
At the end of the melee separation, the Centaur fights the Paladin and no longer the Guard of Alahan. He therefore loses the benefit of Bestial Charge.

Example 2: *A Keltois Centaur charges an Alahan Guard free of any enemies. During the same Movement phase, the Centaur is then charged by a Paladin. At the end of the melee separation, the Centaur fights the Guard of Alahan **and** the Paladin. He therefore retains the benefit of "Bestial Charge". Furthermore, the combat die linked to this Skill is not necessarily used against the Guard of Alahan, the Centaur can absolutely roll it in the fight against the Paladin.*

FAQ

Q: If a model with Bestial Charge charges two opponents at once, does it gain an additional attack die for each charged model?
A: Yes.

Q: A Knight of Alahan has the Skills "Beastly Charge" and "Destrier". He charges a Solitaire, which is already in contact with an Alahan Lancer, then gets charged by a Wolfen Warrior.

The melee is split and the Knight finds himself against the Warrior Wolfen. No longer in combat against the figurine he charged, he loses the benefit of "Bestial Charge" and, as he carried out a charge this turn, he cannot benefit from his Destrier die against the Wolfen Warrior. True or false ?
A: True.

Colossal

Example: *An unwounded Colossal fighter suffers a Light Wound: a Light Wound token is placed on his base without any penalty being applied. This warrior suffers another Light Wound: he becomes a Serious Wound, but he still suffers no penalty. He takes a third Wound: he goes into Critical Wound, still without penalty. With a fourth Wound, he is KILLED NET. This means that he goes into Serious Injury. This time the -2 penalty is applied. The fighter then takes another Wound: he then passes*

in Critical Wound, without the penalty (-2) changing. He suffers another Injury: he is KILLED NET
for the second time and goes into Critical Injury with a -3 penalty from now on.
He suffers a final Wound and this time he is KILLED NET. Finally.

Commandment

The "Command" Skill only applies to fighters from the "Commander's" people, not to his possible Allies. As Keltois, Keltoi Mercenaries can be commanded by Sessairs or Drunes. Command effects vary depending on whether the recipient is a Standard Bearer, Musician, or other. • **A Standard Bearer does not transmit** its Courage and Discipline values to the miniatures in its Command area. He simply confers a +1 in **Courage** or **Fear** to any fighter of his camp, and of the same people as him, located in his Command area.

A Standard Bearer who has a COU value only transmits this bonus to fighters who themselves have a Courage rating; a Standard Bearer who has a Fear value only transmits this bonus to fighters who themselves have a Fear value. • The same rule applies to **Musicians** except that the bonus transmitted applies to the **Discipline.** • A **Standard Bearer** does not benefit from his own Courage bonus and a Musician does not benefit from his own Discipline bonus. They can, however, benefit from the bonuses of other Standard Bearers or Musicians. A single figurine can only benefit from the bonuses of a single Musician and a single Standard Bearer at a time. If it is within range of two Musicians, it only benefits from a single +1 in Discipline.

A Commander other than a Standard Bearer or a Musician transmits his values of Courage or Fear, and Discipline, to all the fighters of his camp and of the same race as him. A Commander who has a COU only transmits this value to fighters who themselves have this characteristic noted **on their** reference card; a Commander who has a Fear only transmits this value to fighters who themselves have this characteristic noted **on their** reference card. The Discipline, on the other hand, is transmitted, whatever the nature of the value (Courage or Fear).

Under no circumstances may a Commander retransmit the values of another Commander.
A figurine only propagates its Command to fighters on the same Level as it.

Awareness

Whatever they are, the effects of Awareness only apply at a distance equal to the charge range of the fighter who benefits from them, ie twice their Movement. A fighter with this Skill benefits from the following rules. • He can charge an opponent on which he has no line of sight. • It detects any Scout within a radius equal to its charge range. • The "Assassin" skill has no effect on him. • He can shoot at a figure he cannot see if no solid obstacle (wall, tree, figure) intersects the trajectory of his projectile. He can thus shoot through a Wall of Fire or a Veil of Soot. The target must, however, be within the shooter's charge range. • A Magician can cast a spell on a target he cannot see if it is within his charge range. He then does not take obstacles into account, even if the spell takes the form of a projectile (a Fireball can circumvent obstacles if the Magician perceives the presence of his target). • A Magician can perform countermagic without seeing the caster of the spell to be countered if the caster is within range of the charge. The Magician must still be within range of the spell to be able to attempt countermagic. • A Faithful can call a miracle on a target he cannot see if it is within his charge range. It then ignores obstacles, even if the miracle takes the form of a projectile. • A Follower can exercise Censorship against a Follower he does not see if the latter is within his charge range.

FAQ

Q: Can a Magician or Faithful with this Skill cast spells, perform countermagic, call miracles, or apply censorship against an enemy behind them?

A: Yes.

Q: Can a fighter with this Skill charge an enemy behind him?

A: Yes.

Stroke of genius

FAQ

Q: Can you perform a Masterstroke on Counter-Attacks if you have several dice?
A: Yes, it is possible to perform a Masterstroke with attack dice obtained through Counter-Attacks.

Battlecry A
model can only use its Battlecry when it successfully charges an opponent. She then causes fear and is therefore immune to fear for that same duration, except for that caused by an undead. She is then immune to the level of Fear of any frightening figure that she would have charged. However, the Fear granted by Battlecry is only valid during the charge itself. The figurine regains its Courage again at the end of its movement.

Battlecry and multiple charge
Example: *Two Fury Warriors (Battlecry/5) and a Giant Barbarian (Courage: 5; Bravery) charge a Tyrant of Vile-Tys. In such a case, use the highest Courage among the charging figures (even if this value belongs to one of the figures giving the Battlecry) plus the usual bonus due to the presence of other charging figures. the same opponent. In this case, thanks to Battlecry, the two Fury Warriors do not have to make a Courage roll. The Giant Barbarian uses the highest Courage value (5) +2 thanks to the presence of the two Fury Warriors, 7 in total.*

rallying cry

FAQ

Q : At what point in the turn can a figure use the Rallying Cry?
A : Anytime.

Q: Can the Rallying Cry be used even when the model with this Skill has just failed a Courage roll?
A: Yes.

Q: Can the Rallying Cry really be used offensively, i.e. on the turn it is uttered, the miniatures on the side that uttered the cry can charge or engage the opposing frightening miniatures without having to test their Courage?
A: Yes.

Devotion

FAQ

Q : If my Familiar has just been hit by an enemy attack, can I sacrifice it and benefit from the "Devotion" Skill before the Damage test?
A : Not.

Hard-boiled

The "Hard-boiled" Skill has no effect against direct Wounds that do not require a dice roll on the Wounds Table. For example, the Light Wound inflicted by a **Primary Fire Attack** is not affected by the "Tough Guy" Skill.

FAQ

Q : If I get a **CLEAR KILL** on a model with the "Tough Guy" Skill, does the model revert to Critical Wound?
A : No, Badass does not affect **STUNN** and KILL results .

Q : What happens if a miniature with the **"Blight"** Skill against a tough enemy makes a Damage roll? In what order do these Skills come into play?

A : In this case, the two Skills cancel each other out.

Q: Does the "Tough Guy" skill apply before or after **spell or equipment related effects ?**

A: This skill always applies after the effect linked to a spell, equipment or miracle. Thus if this one brings in **KILLED NET** the "Tough-ass" Skill will not apply
not.

Scout If

during his movement an opponent approaches close enough to an unspotted Scout to detect it, he can then engage it if he has enough Movement left.
If a Courage test is required from one of the two fighters, it must be made when the fighter spots the Scout. Exceptionally, in this case, the command bonuses are calculated in relation to the place from where the fighter spotted the Scout.
To detect an adversary, a miniature **must have a line of sight on the latter,** unless it has the "Awareness" Skill itself.
As soon as a Scout is detected by an opposing model, regardless of the method used, it is immediately detected by the entire opposing army.
If a Scout's Discipline is used for the Approach roll or a Tactics roll, it is immediately spotted by the enemy.

FAQ

Q : Can a model placed behind a Scout be **shot** at? Is she protected by the latter when he is nevertheless *invisible ?*
A : In this case, the Scout doesn't protect the second model in any way. Ignore its presence to determine line of sight.

Q: Do Scouts remain *invisible* when moving into an opponent's line of sight regardless of distance (after Approach)?

A: The Scout remains invisible as long as no opponent with a line of sight on him is within walking range of him (we are talking here about the Walking range of the opponent, not that of the Scout).

Q : Does a Scout become visible again if he performs a **Mutagen** roll ?
A : Not

Q : Does a Scout become visible again if he performs a **Physical Prowess,** even outside of enemy lines of sight?
A : Yes.

Q: Does an unspotted Scout who declares a charge on a troop causing Fear and fails his Courage roll become visible?
A: Not.

Q : Can a Discovered Scout **become** *invisible* again ?
A : Not.

Q : Can a model in **Flight** spot a Scout?
A : Yes, only if the two figures are at most one Stage apart. The detection range is then linked to the Air Movement of the miniature.

Q: Is a Scout Magician spotted when making a Recovery roll?
A: Not.

Q: Can a non Faithful Pathfinder call a miracle without risk of being censured? Because as long as he has not made a roll he is not discovered and the Censorship intervenes before the roll.
A: As long as the Faithful Scout has not made his Divination roll, he is not spotted and since Censorship is exercised before the roll, an unspotted Scout cannot be censured on his first miracle.

Q: If a Scout is deployed out of sight of the opponent, does its figure still have to be placed on the field?
A: Yes.

General

Staff A General Staff consists of a Commander and a Standard Bearer, or a Commander and a Musician, or all three at the same time. All members of a General Staff must be of the same people and a Commander can only form a General Staff with a Standard Bearer having the same type of value (Courage or Fear) as him.
For the General Staff to be valid, each of its members must be within their own command range of at least one other member of their General Staff.

Example 1: *Golborak (Leadership/ 30) is 25 cm from a Goblin Standard Bearer (Leadership/ 10). These do not constitute a valid General Staff because if Golborak is well within his Command range of the Standard Bearer, the latter is not.*

Example 2: *Gwenlaen the Proud (Leadership/ 10) is 8 cm from a Fianna Totem Gate (Leadership/ 10) and 6 cm from a Fianna Musician (Leadership/ 10). Together, they form a complete General Staff.*

• If the General Staff is made up **of a Commander AND a Standard Bearer,** any fighter of the same camp and of the same people as this one located within command range of one of the

two members of the General Staff can use the Commander's Discipline, thus increasing his Fear or Courage value by 1 point.

• If the General Staff is made up **of a commander AND a Musician,** any fighter of the same camp and of the same people as this one located within command range of one of the two members of the General Staff can use the Fear or Courage value of the commander and his Discipline increased by 1 point.

• If the General Staff is made up **of a Commander, a Standard Bearer AND a Musician,** any combatant of the same camp and of the same people as this one located within command range of one of the three Staff members can use the commander's Fear or Courage and Discipline values increased by 2 points.

Faticism

Fanaticism

FAQ

Q: Can the "Fanaticism" skill be used after a failed rally roll? If so, and if the fighter succeeds in his Discipline roll, is he considered rallied?
A: If a Fanatic fighter fails his rally roll, the "Fanaticism" skill does indeed apply. If he succeeds on his Discipline roll, he ends his flight, but he is not rallied.

Q: When a Fanatic fails a Courage test, he must attempt a Discipline roll with the same difficulty in order not to flee. He will still suffer the effects of fear and cannot charge or tap the creature that fears him. What is referred to as "the effects of fear"? Just the penalties for this turn, or a rally test each turn until successful?

A: If a Fanatic succeeds on his Discipline roll after failing his Courage roll, he suffers penalties due to fear and must attempt to rally starting the next turn.

Q: When a Fanatic fails a Courage test, he must attempt a Discipline roll with the same difficulty in order not to flee. Should he also roll higher than the difficulty as with a Courage roll.

A: No, the difficulty must be overcome only on a Courage roll.

Loyal Fighters with the Loyal Skill count as normal opponents in the Iconoclasts' aura of faith. A Faithful Iconoclast with two fighters equipped with this Skill in his Aura therefore has only one point of TF.

Harassment
The "Harassment" Skill authorizes a fighter to shoot during the Movement phase.
However, the normal restrictions still apply and such a shooter still cannot move more than his MOV and shoot in the same turn.

Example: *Saphon the Preacher has a MOV of 10 and the "Harassment" Skill. During the Movement phase, he can therefore move 5 cm, shoot and then move another 5 cm. However, he cannot move 5 cm, shoot, then move another 10 cm because the total movement would then be greater than his MOV which is 10.*

FAQ

> **Q:** If a miniature with the "Harassment" Skill shoots **before** moving, does it still suffer a penalty like during a Dynamic Shooting?
> **A:** Yes, the penalty applies even if the shooter fires before moving. In either case, he doesn't take the time to aim as much as if he weren't moving at all.

Hyperian

A fighter with a Fear score on his reference card cannot under any circumstances benefit from the "Hyperian" Skill.

When a frightening fighter must make a Courage roll against a Hyperian fighter, the value to take into account is that of the Hyperian fighter. This can be increased by a spell, a miracle or Mutagen but not by the presence of a Standard Bearer or a Commander, not even if the latter is himself Hyperian.

Example: *Kelen the Thirteenth Voice has the "Hyperian" Skill and a Courage of 7.*
He is within Command range of Drac Mac Syrö who has Command and a Courage of 10. In this case, if Kelen charges a frightening miniature, this one will have to make his Courage roll against a Fear of 7 and not of 10. .

Iconoclast

> **FAQ**
>
> **Q:** It is said that Undead and Constructs do not count in calculating a Faithful's Temporary Faith. Does this mean that a faithful Dirz or Devourer will only ever have one point of TF against an army entirely composed of Undead?
> **A:** That is correct.

Immunity

Immunity/ Wound location.

An Immunity linked to a Wound location has no effect in the case of an Exceptional Wound. For example, an Acheron Banshee, despite its Immunity/Head, is not immune to a double "6" on a Damage roll.

Immunity/ Element.

A fighter immune to an Element is insensitive only to the negative effects of any spell cast using gems of the Element concerned (even if this Element is only partially included in the composition of the spell) as well as to the Elemental Projections of the 'Element concerned.

For example, if an Inquisitor uses Incandescent Smite and hits Mirà the Reckless who has Immunity/Fire, she only suffers a normal Damage roll. Regarding the Primagic, if a spell is cast using a Fire gem, it will have no effect on a fighter immune to Fire.

> **FAQ**
>
> **Q:** Is Mirà affected by a Mid-Nor Spitfire shot?
> **A:** The "Immunity/Fire" Skill is only effective against spells that use the Fire Element and Fire Elemental Projections. This Skill has no effect
> against Mid-Nor's Spitfire.

Immunity/ Fear.

The "Immunity/Fear" skill grants immunity to any form of Fear, even that caused by Hyperians.

Just

FAQ

Q: If a Cavalier of Alahan (Righteous; COU 7) and a Lancer (Bravery; COU 4) charge at the same enemy causing fear, how do you perform the Courage test(s)? Does the Lancer test alone because the Cavalier is immune or do both test and if the test is failed only the Lancer is affected? If the 2nd case is the right one can we choose between testing with the Cavalier (with 8 in COU) or with the Lancer (with 5 in COU but Bravery)?

A: In this case, perform only one test using the highest Courage (thus that of the Knight) + 1 for the Lancer. The Lancer's "Bravery" Skill still applies. If unsuccessful, only the Lancer suffers the effects of fear.

Mercenary

Mercenaries are considered Allies, except when fighting in an army of their people (eg Keltan Warriors in a Sessair or Drune army).

Mutagen

Mutagen dice must be allocated before the Tactical roll. From then on, the player can decide to roll these dice to determine Mutagen values at any time.

If the result of the Mutagenic roll is a 1 or if this result after applying the modifiers is less than or equal to 1, the roll is a failure and the fighter has no points Once the Mutagenic value of a fighter has been determined, the player may use some or all of these points at any time between now and the end of the turn.

Example: *during the game, a Scorpions player has three Mutagen dice.*
Before the Tactical roll, he assigns the first to Kayl Cartan, the second to a Keratis Warrior and the last to a Clone of Dirz.
Even before proceeding with the Tactical roll, he decides to roll Kayl Cartan's Mutagen die and obtains a "3". The Technomancer having a Mutagen of 1, he now has 4 Mutagen points. He decides to use 2 right now to increase his Discipline. He therefore has 2 Mutagen points left in reserve, which he can use at any time until the end of the turn.

During the Movement phase, when the "Kératis Warrior" card is activated, the player decides to roll the Mutagen die assigned to it. He rolls "4", which together with the 1 of the Keratis Mutagen gives a total of 5 points. In an attempt to charge the opposing Magician, the Keratis spends 4 of its points to increase its Movement by the same amount. This therefore increases to 16.5, which will allow the Keratis to charge over a distance of 33 cm and he will have one last point of Mutagen left that he can use at any time between now and the end of the turn.

During the Close Combat phase, the melee where the Clone of Dirz is located has been designated to be resolved. In order to increase his INI, the Scorpions player rolls the Clone Keratis Mutagen die and rolls a "2". Unfortunately, the Clone's Mutagen being -1, this result becomes a "1" and is therefore a failure: the Clone Keratis has no Mutagen points for this turn.

It is quite possible to use Mutagen points to increase the RES of a fighter just before he suffers a Damage roll, whatever the cause of this Damage roll.

WARNING ! It is forbidden to increase a characteristic to modify the result of a die roll already made. If a player wishes to increase the INI of one of his fighters using Mutagen points, he must do so before he or his opponent has made the Initiative roll. It is not possible to let the adversary roll his dice first and then increase his INI depending on the result, nor to proceed to his own Initiative test, then spend Mutagen points to increase the result obtained.

Mutagen and Warfury/ Extra Limb The use of certain
Skills, such as Warfury and Extra Limb, must be declared before the Initiative roll. A player can absolutely decide to increase the INI of one of his fighters after his opponent has declared the use of one of his Skills.

WARNING ! Once the use of one of these Skills has been announced, it is impossible to change your mind. Similarly, once Mutagen points have been assigned to a characteristic, there is no going back.
In summary, a player who has Mutagen points can increase his Initiative before his opponent declares the use of War Fury (to dissuade him from doing so for example) or after his opponent has announced the use of this Skill (to make him regret having done it).

FAQ

Q : Is it possible to increase a miniature's DEF with Mutagen points **after his opponent has rolled his attack dice,** and thus block those attacks more easily?

A : No, because it affects the minimum threshold of Attack rolls already made.

Q : Can the "Mutagenic" Skill be used to increase the **Strength of the Back Blades** of Sasia Samaris or Kayl Kartan?
A : No, as these blades are part of the miniature's equipment, they cannot benefit from the effects of the "Mutagenic" Skill. This answer is also valid for the STR of any ranged weapon.

Speed
The use of Speed remains subject to the choice of the player who controls the miniature. A Fighter with this Skill is therefore not required to triple his Movement when fleeing.

Regeneration

FAQ

Q : Can a model regenerate after suffering a **CLEAN KILL ?**
A : No, the "Regeneration" Skill only applies to Wounds. The BLAST KILLED and STUNNED states are not considered Wounds.

Q : What happens if during a Regeneration test, after one or more successful rolls, I make a " **1" on the die roll ?**
A : The "1" indicates a failure. The model stops its regeneration, but it does not lose the levels healed using this Skill before.

reinforcement

A miniature that comes back into play thanks to the "Reinforcement" Skill, comes back without any spell, artefact or miracle. Similarly, all effects that were affecting him at the time of his death are dispelled.
A miniature that returns thanks to Reinforcement must be placed within charging range of an opponent, even if the latter is unable to charge it.

Instinctive Shooting

FAQ

Q : Is it possible to combine the "Instinctive Shooting" skill with a precision shot?
A : Yes.

Q : If a model with the Instinctive Shooting skill moves more than its Movement and then shoots at Short Range, how much is its penalty?
A : The +3 penalty to Shooting difficulty overrides the normal +1 penalty. In this case the penalty is therefore +3.

Sniper

FAQ

Q : What happens if a **Critically Wounded** model with a Shooting score of 5 and the "Sharpshooter" Skill rolls a "2" on its die, when it wishes to shoot at Short Range (difficulty 4)? (01/02)

A : The Critical Wound state inflicts a -3 modifier on the final die roll. Which therefore gives 2 (result of the die) -3 (Wound penalty), i.e. a result of -1. The 1, as well as the lower scores, not being a failure thanks to this Skill, the -1 will be added to the Shooting characteristic. The shot is therefore successful (5 -1 = 4).

Toxic A
Wound inflicted by the "Toxic" Skill never benefits from the effects that apply to the fighter's normal attacks. If, for example, he is under the effect of a spell that allows him to ignore the enemy's RES, this effect does not apply to the Damage roll caused by the "Toxic" Skill.

FAQ

Q: Does a miniature's "Toxic" skill extend to its ranged weapons? For example, does the "Gift of the Scorpion" spell allow Carbone to use Toxic on a FROUF shot?

A: Yes, a fighter with the "Toxic" Skill can use it during a Shooting or Attack test. Carbone under the influence of the Gift of the Scorpion can therefore associate Toxic with a shot from the FROUF

Q: If an area of effect artillery fire has been made Toxic, does the effect apply to all models hit, even after a deflection?
A: Yes.

liveliness

FAQ

Q : What happens if a **Critically Wounded** figure with an Initiative score of 6 and the "Liveliness" Skill rolls a "2" on its Initiative die?

A : The Critical Wound state inflicts a -3 modifier on the final die roll. Which therefore gives 2 (result of the die) -3 (Wound penalty), i.e. a result of -1. The 1, as well as the lower scores, not being a failure thanks to this Skill, the -1 will subtract from his Initiative score. The final result of the Initiative roll will therefore be 5 (6-1).

Flight When changing Level, the 5 cm Movement penalty must be removed from both values of this characteristic (on the ground and in flight) as indicated on the reference card. All Tier changes must be announced before the figure is moved. Thus, a Morbid Angel who announces that he will change level twice during the same turn finds himself with a Movement characteristic of: 0/7.5. It can therefore move 15 cm while flying if it performs a "race".

To declare a dive on an opponent, the fighter must be able to perform this dive when his reference card is activated, he must therefore already be in flight and at a level above his target.

The STR bonus obtained following a **dive** is subject to the same rules as the **charge STR** (see *Special Equipment section*).

FAQ

Q: Can a Magician perform Extended Incantations while in flight?
A: Yes.

Q: Can a shooter make a precision shot while flying?
A: Yes.

Q: Should the 2 point penalty that applies to Marksmen, Magicians and Faithful for successfully targeting a miniature in flight apply back to it, when it wants to perform a shot, incantation or miracle on figurines located at level 0?
A: Yes, the penalty is valid in both cases.

Q: Does a Tier 1 attack to the ground target a figure that is surrounded by others? How to manage it materially, indeed if all the space around the figurine is occupied, we cannot put the steering wheel in hand-to-hand combat?
A: A figure one Landing below or above its target does indeed have a line of sight to it. On the other hand, to perform a melee attack, a fighter must be at the same Level as the target of his attacks. Therefore, if this target is already in contact with the maximum number of opponents that can be attached to its base, any new engagement is impossible.

XVIII. CUMULATIVE EFFECTS

Some spells, miracles, skills or special abilities have similar effects.
Whatever the cause, two similar effects cannot stack.

Example 1: *A Scourgebearer in Mid-Nor has acquired the Skill "Scourge/ Fianna" which allows him to read all Wound rolls he inflicts on Fiannas one row down the Wounds Chart. He is also under the influence of the "Blood Bitter" spell which allows him to read the result of the next Wound roll he inflicts one row lower in the table. If the next Damage roll inflicted by the Scourgebearer targets a Fianna, it will not read the result two rows down the table, but only one row down. The effect of Blood Bitterness will still be dispelled.*

Example 2: *Let's imagine the same situation, but this time the Scourgebearer has acquired the skill "Scourge/Khor Warrior". The Khor Warrior possessing Badass, the two Skills should cancel each other out. However, the Blood Bitter spell effect applies before the Badass skill. In this specific case therefore, the Damage roll is read one line lower first. If the result is not a CLEAR KILL, then the result is read one line higher using the Badass Skill. The accumulation of effects being prohibited, the Bane Skill does not apply in this case.*

However, this rule on the accumulation of effects does not apply to modifications of characteristics. A fighter who has an artifact that increases his Strength can be targeted by a spell that increases this same characteristic.

XIX. SPECIAL CASES

1.   Generic effects

Returning an eliminated miniature to play Certain spells or miracles allow a dead fighter to return to life. In this case, the fighter returns to the game with all the artifacts, spells, miracles and special abilities he had at the time of his death. The effects of spells and miracles that were active on him at the time of his death are however dissipated.

The "Reinforcement" Skill also allows an eliminated figure to come back into play, but in this case, it's not the same fighter who comes back on the battlefield. A figure that enters play via Reinforcement cannot therefore possess any spell, miracle or artefact.

Summoning fighters

Unless otherwise stated on the summoning card, any summoned fighter must be placed within the line of sight of the miniature who summoned him.

> **FAQ**
>
> **Q:** If a summoner is engaged from the front of his base by an opponent whose base is larger than his, does he still have line of sight to summon a fighter?
> **A:** In this scenario, the summoner can still see to the sides. Even if this one was in contact with miniatures by its 4 sides, it is considered that it still has a line of sight on all the miniatures in contact with it and that it can therefore summon fighters in contact with them when well even he doesn't really see the exact point where the fighter appears.

Area Effect Spells and Miracles

For spells and miracles whose effect involves placing an area of effect and not a specific point, the Magician or the Faithful does not need to have a line across the entire the affected area, he only needs to see part of it.

2.   spells

To the Glory of the Bold Q: When should this spell be cast?
A: The spell must be cast during the Magic phase. It gives the right to a first pursuit movement, immediately resolved. If the target comes into contact with the Bard, it gains a second pursuit movement which is also immediately resolved. These two exceptional pursuit movements do not prevent the fighter from carrying out his normal pursuit movement(s) during the Close Combat phase.

Q: If the target is in contact with the maximum number of miniatures that can be attached to its base, can it disengage?
A: Not.

Q: If a fighter gets charged or engaged in the turn, can the "To the Glory of the Bold" spell still allow him to make a pursuit move?
A: Yes.

Soul of the Machine

Q: Can this spell be cast on a model that for some reason has no boiler left?

For example, is it possible to "resurrect" a Thermo-Warrior killed by a Thermo Destruction?

A: A Dwarf successfully targeted by the "Thermo-Destruction" spell and who survives the explosion, cannot use his steam equipment again until the end of the game.
Just consider that he no longer has a boiler or steam equipment. It can therefore no longer be targeted by spells that require this type of equipment. So the "Soul of the Machine" spell does not resuscitate a Dwarf who has suffered a Thermo Destruction or whose boiler has exploded following an incident.

Q: Does a miniature resurrected by this spell still have a boiler and can it still use its steam equipment or be targeted by a Thermo-Destruction…
A: Yes, the resurrected model still benefits from its steam gear.

Blood Bitter Q : What

happens if a model under the influence of the Blood **Bitter** spell wounds a **Badass** fighter ?
Should Blood Bitterness be applied before or after the Skill?

A : Blood Bitterness, like other spells, effects, or miracles, must be applied before the "Bad Badass" Skill.

Q : Is it possible to make a ranged weapon (example: crossbow of the sands) benefit from the Bloodthirsty spell. If so, will the spell affect all bolts fired with this crossbow until one hits its target, or will it only affect the next bolt fired?

A : Yes. The spell will affect the first shot which will inflict a Damage roll.

Guardian

Angel Q : What is the value of the "Regeneration" Skill granted by the **"Guardian Angel"** spell ?

R : 5.

Q : Can several miniatures benefit from the **"Guardian Angel"** spell at the same time?

A : No, a Magician mastering this spell can only benefit one figurine at a time.

Q: If a figurine is under the effect of both the "Guardian Angel" and "Sorrowful Look" spells (which give the "Fierce" skill). If a mortal wound is inflicted on this fighter, can it be canceled (thanks to Guardian Angel) only at the end of the round (due to the "Relentless" Skill)?

A: The "Guardian Angel" spell cancels a mortal wound, but only when it is inflicted, whether the target is fierce or not.

Q: A Character under the protection of a Guardian Angel takes a maximum of additional dice during a fight. He suffers a mortal wound and uses the Guardian Angel to cancel it: he then loses his +2 bonus in DEF. Can the Character's DEF then become negative?

A: Yes.

Animate Undead Q : Is it
possible to stand up an opposing Undead figure using the **Animate Undead** spell ?

A : No. This spell can only be used on his own troops.

Ring of Mud Q:
Does the Ring of Mud move with the Magician?
A: No, the bogged down area does not move with the Magician. If it moves, leave a marker where it was.

Q: Is the Magician affected by his own spell?
A: The Magician is also subject to the penalties of bogged down terrain.

Arcanum IV: the Emperor.
Q: Can Sophet Drahas cast this spell on himself?
A: No, Sophet can only distribute the bonuses linked to this spell to fighters within range of this spell, but not including himself. He cannot therefore increase his DEF or his RES thanks to this spell.

Q: Does Arcane IV negate the effects of a Rallying Cry or a War Cry?
A: No, Arcane IV has no effect on War Cry and Rallying Cry skills.

Mana Bow
Q : Is it possible to perform countermagic on the Mana Bow spell from anywhere on the battlefield?
A : Yes, this spell can be countered or absorbed by all Magicians with line of sight to the caster.

Q: Does a STR 7 Mana Arc cast at 6.5 cm cause a STR 0 Wound or does it dissipate?

A: Round centimeters up. So for STR 7 at 6.5 cm, the Arc of Mana dissipates.

Suffocation Q: Do the wounds caused by this spell remain when it is interrupted?
A: Yes.

Courtois Enslavement
Q: Does this spell also prevent Counterattacks?

A: Courtly Enslavement prevents any offensive action, including Counterattack.

Kiss of Darkness
Q: Thanks to this spell, can the Biopsisist transform into Fear a Courage value that was transmitted to him by a Commander?
A: No, the Biopsisist can only transform his own Courage value.

Q: If the Biopsisist is within Command range of a Standard Bearer, is the Courage value transformed into Fear increased by 1?

A: Not.

Supreme Banishment

Q : Is it possible to banish an Undead Character with the **Supreme Banishment** spell ?

A : No, the Supreme Banishment spell does not work on Characters.

Q : Can I use the **Banishment** or **Supreme Banishment** spell on any model with a Fear score?

A : No, only miniatures with the "Undead" Skill are affected by this spell.

Q: If a summoned fighter is removed from play thanks to Supreme Banishment, can another fighter of the same type be later summoned by the same Magician?

A: If a creature is removed from play another creature of the same type can be summoned afterwards, it is simply considered that it is not the same. The term "removed from play" is mostly used for spells, such as Animate the Living Dead, which bring a specific fighter back to life.

Q: Is the fear value of a miniature targeted by a Supreme Banishment attempt its current value (counting any command bonuses, magic effects, etc.) or the value written on its reference card only?

A: Only the value written on his reference card is taken into account.

Khor Catalyst

Q: Nerak has a Khor sword in his loadout, which makes him a legal target for Magnus the Mystic's "Khor Catalyst" spell. Is the increase in Initiative thus obtained taken into account during the Shooting phase, to determine the order of the shots? (Nerak does not have a Khor crossbow…).

A: The effects of this spell can only be applied in close combat. The Catalyst of this spell being the Khor sword with which he must fight at this moment. And no, his Crossbow is not Khor!

Song of Weariness

Q: Is the caster also affected?
A: Yes.

Rhino Charge Q:

If the target of the charge is out of range, does Tork move 25cm in a straight line towards that target?
A: Yes.

Q: Can I declare this charge on an enemy model, hidden by another model?
A: No, Törk must have a line of sight to the target of his charge, unless he has the Awareness skill.

Q: Can the rhino's charge be used even after being charged or tapped?
A: The Rhino Charge replaces the Magician's normal movement, so if the Magician can't move, he can't use the Rhino Charge either. This spell can only be cast by a Magician who has the possibility of performing a charge when his card is activated. Therefore, a Magician who is in contact with an enemy when his card is activated cannot use this spell.

Q: Does the Magician charging the rhino have to make a Fear roll if the intended target is frightening, even if the wizard will pass it or not reach it?
A: If the first target of the charge causes Fear, the Magician must test his Courage (only if he is within range of the target, as with a normal charge). If the test is successful resolve the charge as described on the spell card. If other frightening fighters are in the path of the charge, the sorcerer no longer has to test his Courage: once launched, nothing can stop him. However, he will not be considered immune to the Fear scores of miniatures encountered after the first one.

Q: Is it possible to combine Rhino Charge and Primagic Reprieve?
A: No: the suspended spell must be cast during the Magic phase, the rhino's charge must be cast when the Magician's card is activated: there is a timing incompatibility so it is not possible to put the charging the waiting rhino with Primagic Reprieve.

Cauldron of the Abyss
Q: If a magician is caught in the area of effect of this spell, can he cast a spell on a miniature that is in contact with him as long as he has no line of sight? cause of the cauldron, but that it is all the same in contact?
A: Yes, he can absolutely cast spells on miniatures in contact with him.

Selective Compression
Q: Is it possible to combine **Selective Compression** and **Pressure Transfer** spells ?

A: Yes. In the extreme case of a Thermo-Priest on Razorback, with three steam gear, Selective Compression allows him to roll three dice for his Pressure roll. But since it is a single Pressure roll, Pressure Transfer only gives him one extra die. But don't forget that in this case, if one of the four dice gives a result of "1", an incident occurs... so this combination is perfectly valid but very risky.

Q: Can the "Selective Compression" spell be cast during the **Movement phase ?**
A: Even if it is not indicated on the Selective Compression spell card, it must be cast during the Magician's activation, like the "Pressure Transfer" and "Thermo-Compression" spells.

Astral body
Q: What is the field of vision of the projected soul?
R : 360°.

Q: How to manage the "Volcanism" spell if you cast it from your Astral Body which is invulnerable? Because the magician must inflict a Wound to perform the Volcanism spell...

A: When the Magician casts Volcanism he taps into his own life essence. So even if he throws it from his astral form, his physical body suffers Wounds from Volcanism as normal.

Dispel Q:
Does this spell work on Lightstorm?
A: Yes.

Distortion
Q: Can a model be engaged if the Quaestor is himself out of combat?

A: Under no circumstances can the move made using Distortion allow the Quaestor to engage an opponent.

Morbid Division

Q: If the Morbid Angel targeted by this spell is in Serious Wound, what is the state of the two Puppets created thanks to this spell.

A: The Wound level of the two Morbid Puppets created is the same as that of the Morbid Angel. In this specific case, the two puppets come into play in Serious Wound.

Gift of the
Moon See new text in the "Errata" section.

Q: The target of this spell must make a DIS test of a difficulty equal to the final result of the Casting Roll. But what exactly does the statement "On failure apply effects according to the difference in results" mean?

A: If for example the final result of the Casting Roll is 10 and the target only rolls 7 on his Discipline Roll, it is a failure with a difference of 3. The effect to be applied is therefore "1 to 5: the target is STUNN".

Q: If the target rolls 1 on its DIS Roll, what value should be used to calculate the difference.

A: In this case, the value of DIS is 0. If the result of the Casting Roll is 10, then the difference will be 10.

Elemental Aegis

Q: When is a Magician allowed to cast the "Elemental Aegis" spell?
Can he cast it even after his turn, per Initiative order, has passed?

A: This spell must be cast in reaction to an enemy spell as if the Magician were performing countermagic.

Q: What is the cost in gems of this spell?

A: The card for this spell should be labeled X under the Elemental Crown. In reality, its cost in gems is equal to that of the targeted spell. If the targeted spell is a variable cost spell, the cost of the Aegis is equal to the number of gems used to cast it (not counting gems spent to improve mastery).

Q: Can Elemental Aegis be countered or absorbed? If so, what is the cost in Gems to absorb it?

A: It is possible to counter or absorb Elemental Aegis. To absorb it, the number of gems to be spent is equal to the number of gems used for the Casting of the spell (counting any gems spent to improve the mastery).

Q : If I use Migail the Moonlight's **Elemental Aegis** spell on a Morbid Puppet Summon, do I gain control of the Puppets?

A : No, the Summoning of Morbid Puppet being a Necromancy spell, Migaïl cannot take control of it. Elemental Aegis only allows you to take spells from the Elemental Paths or Primagic. Even if the Elemental Aegis had such a hold on the spell, the Magician would only decide where the Puppet would appear. He wouldn't take control of it.

Flight of the

Soul Q: Is it possible to designate a point that the caster cannot distinguish? For example, behind a wall, or should he designate a point where he has line of sight?

A: The Magician must designate a point to which he has line of sight. If the Magician has the "Consciousness" Skill, he can designate a point that he cannot see within the limit of his charge range.

Q: Is it possible to designate a point located at another Tier than the Magician who launches the flight of the soul?
A: Yes, as long as it is the next lower or higher Tier.

Q: If the point designated by the Magician is placed in contact with other miniatures, is he considered to be in contact with these miniatures for the casting of his spells?
A: No, so no contact range spells can be cast through Soul Soar.

Q: When a Magician casts a spell using the Soul Flight spell, what is his point of view?

R : 360°.

Q: When a Magician has cast the "Soul Flight" spell, can he continue to cast spells from his miniature's actual position?
A: Not.

Q: Is it possible to perform countermagic on a spell cast through Soul Soaring. If yes, how is it going?
A: The Magician attempting countermagic must be within range of the spell (measured from the designated Soul Flight point) but must have line of sight to the Magician casting the spell.

Hysterical Flight
Q: This spell allows the Psycho-Mutant to disengage if allowed and can be used after charging. I absolutely don't understand this "after loading"
A: This sentence means that the Psycho-Mutant can charge a model during the Move phase, then cast this spell to fly away during the Magic phase. However, he cannot do so if he himself has been charged or engaged this turn or if he is in contact with his maximum number of enemies.

Q: When using this spell, is the disengagement automatic (no dice roll)?
A: Yes.

Q: If the Psycho-Mutant flies away during the Magic phase, can it move again while flying?

A: No, the Movement phase having ended, the Psycho-Mutant remains vertical to the point from which it took off.

Q: Does Hysterical Flight replace or add to Movement?
A: This spell does not increase Goblin Movement. On the other hand, it allows him to rise directly to Tier 2 without suffering the normal penalties.

Eternal Torpor Q:
What happens if the result of the victim's Initiative roll is 1 or less? What value must then be subtracted from the result of the Casting roll to determine the effect of the spell?

A: In the event of a "1" on the Initiative roll, nothing is subtracted at all since it is a failure. Unless the target has the "Liveliness" skill. In this case add 1 to its value

Initiative, subtract any Wound penalties and subtract the total from the result of the Casting of Eternal Torpor to determine its effects.

Q: How do you destroy a petrified fighter?
A: A fighter petrified by Eternal Torpor is considered an obstacle with an RES of 12. The miniature can therefore no longer attack or defend itself (opponents in close combat must still make their Attack rolls, a result of 1 remaining a failure). If the petrified miniature must suffer a Wounds roll, roll it in the normal way, taking into account the target's new RES of 12. Then apply Wounds as normal.

Q: A fighter turned to stone by this spell can be returned to his normal state thanks to a spell that cancels the effects of a latent spell (such as the "Dissipation" spell for example).

A: Yes, but it will still retain Wounds inflicted on it in its mineral form.

Beacon of Hate Q:
Can the Magician with this spell cast it on himself?
A: Yes.

Arrow of Lahn
Q: If you invest an additional gem, the die roll obtains a +1, which allows on a "5" and a "6" to re-roll the die. If precisely this die is re-rolled and the shooter obtains a result of "1" on this re-roll, what then happens?
A: This new result of 1 is then added to the roll total.

Hecate's Arrow
Q: Can Hecate's Arrow hit a miniature when casting the spell, if the miniature is within 20cm of the Magician?
A: When casting this spell, the arrow can be directly placed in contact with an enemy within 20 cm of the Magician. Having "reached" its target, it then inflicts the Wound of STR 5 on it.

Q: Can a Magician cast this spell while in close combat? Can he do this on an enemy that charged him? If so, is the injury performed immediately?
A: The answer to all three questions is "yes".

Q: Can you intercept a Hecate Arrow by shooting it?
A: Not.

Q: How is the theft of an Arrow of Hecate handled?
A: An Arrow of Hecate benefits from the "Flight" Skill, each change of Level costs it 5 cm on its movement. An Arrow of Hecate can only be intercepted by a figure on the same Landing as her.

Flow of Absolute Nullity
Q: If the opponent rolls several dice, during an attack roll for example, are all the dice used during this roll affected or only one?
A: In the case of a multiple dice roll, this spell only applies to one die.

Q: The spell must be cast "before any opponent's die roll". In the case of a free difficulty roll, does the flow of absolute nullity start before or after the choice of difficulty?

A: The flow of absolute nullity starts before the dice roll, but after the opponent's choice of difficulty.

Q: Can the flow of absolute nullity spell be used to reduce a creature's fear characteristic to zero in order to banish it with a difficulty of 6 + 0?

A: No, the Flux of Absolute Nullity spell doesn't really lower the target's characteristic. It should only be used when the target is about to perform a characteristic test, an Initiative roll for example. In this case, the target's characteristic is considered equal to 0, but only for the time of the die roll.

Elemental Fortune

Q : Can this spell be used by an Orc Magician?
A : Not.

Firework Gem Q :

What happens if **Morbid Puppets** are summoned into the area of effect of a **Firework Gem ?**

A : The Firework Gem explodes automatically when the Morbid Puppet is Summoned.

Q : Is it possible to use the **"Terry Landslide"** spell on a plot of land containing **Artifice Gems ?**

A : As soon as Leyslide is cast on the plot, the Artifice Gems will automatically explode.

Q: Can you stack multiple Artifice gems?
A: No, you can however place them side by side.

Q: When the gem explodes, can it hit a fighter who is not visible from where it is even though he is within range? For example if the fighter in question is behind another fighter.

A: Yes, it's a magic *attack* .

Landslide Q: If,

following a Landslide, a model is engaged by a frightening Fighter and fails its Courage test, must it flee or stay put and fight, suffering Fear penalties?

A: The "Telluric Slide" spell is cast during the Casting phase. However, the escape takes place during the Movement phase. The miniature therefore remains in place and fights, suffering the penalties linked to fear.

Glyph of Radiance

Q: How do you handle attacks from a Paladin against two enemies where one has been targeted by a Glyph of Radiance but the other has not?
A: In this case the Paladin has a choice: either he benefits from the bonus linked to the Glyph of Radiance and in this case he must make his Damage rolls against the opponent marked by this spell. Either he decides to give up the bonus and in this case, he can make his Damage rolls against any of his opponents.

Crystalline Illusion

Q: With this spell, a charged Magician is considered to be simply tapped. Does this effect cancel all the bonuses related to the charge (charge penalty, Bestial charge, Assassin, Force in charge, etc.)?
A: Yes.

Q: If a fighter on a Creature base charges both a Magician who benefits from this spell and another fighter on the Magician's side, the Magician is not considered to be charged, but is the second combat still charged?
A: Yes. The charging miniature still benefits from the advantages of the charge against the second fighter.

Q: If the Magician in possession of this spell is charged by a frightening figure, must he make his Courage roll before or after the Crystalline Illusion Casting roll?
A: Before.

Q: Does this spell cancel the effect of the Tyrants of Vile-Tis special ability?
A: Not.

Q: Can this spell be cast when the Magician is engaged following a Pursuit Movement?

A: Yes.

Q: Can this spell be cast when the Magician is engaged following a Landslide?

A: No, it's not really a commitment.

Illusion of the Rat

God Q: Do the fear effects caused by this spell continue even after the turn it was cast?

A: Yes, fighters in the grip of fear due to this spell must rally in the normal way.

Q: Does this spell induce Fear in fighters who cause Fear?
A: No, fighters that cause Fear are not affected by the Rat God's Illusion.

Immobilization

Q: Can a Magician cast this spell if he does not see any miniatures from the opposing army?
A: Yes.

Q: Can this spell be countered or absorbed by a Magician who cannot see the caster ?

A: Countermagic is only possible if the card drawn is that of a Magician. Only the Magician whose card is drawn can then attempt to counter or absorb the spell.

Q: Can a fighter immobilized by this spell still move thanks to spells like Wind Carrier or others?

A: Not.

Q: Can a fighter immobilized by this spell and under the influence of fear flee?
A: Not.

Q: Can a fighter immobilized by this spell perform a pursuit movement?
A: Not.

Summoning Elementals

Q : Can a Magician control several **Elementals** at the same time?
A : No, even if these are from different Elements.

Q : Can an **Elemental** be summoned in contact with an opponent?
A : Yes, he is considered to engage his enemy in close combat.

Q : Can an **Elemental** perform an Elemental Projection the turn it was summoned?
A : Yes. If the Elemental's Initiative is higher than that of the Magician who invoked it, it can immediately perform an elemental projection as if it had the same Initiative rank as the Magician.

Q : Is a "1" considered to be a failed Casting test when Summoning an **Elemental ?**

A : Yes. In this case, the Elemental is not summoned and does not appear on the battlefield.

Q: It says "At the end of each game turn, before the Recovery roll, move the marker down one space, unless you spend 3 Fire gems again. If the summoner wishes to have better control, he can spend 5 additional Fire gems instead, and thus move up one space on the Board". The part of the sentence "he can instead spend 5 additional Fire gems..." leaves me in doubt. Do you have to spend 8 Gems (3 + 5 extra) or 5 Gems to move up one space on the Board?

A: To maintain an Elemental at its present control level, three gems must be spent. To move it up one space, you have to pay five gems. It's one or the other.

Summon Morbid Puppet Q : Is
it possible to counter or absorb a **Summon of Morbid Puppet** or any other creature?

A : Yes, it suffices for this that the Magician is within the range of the spell at the moment when he wishes to counter or absorb this invocation.

Q: Does the Magician who summons Morbid Puppets have to see the ground where the newly summoned Puppet or the enemy in contact with which the Puppet will appear will emerge?
A: The puppets must be placed in a place visible to the magician, therefore in his line of seen.

Q : Can I summon a **Morbid Puppet** inside a Dark Hunter's Circle of Protection?

A : Yes.

Q : During a successful summon, the Morbid Puppets must be placed in contact with an opponent if possible. The latter will be considered engaged and must he perform a Courage test?

A : Yes, the fighter is considered engaged and therefore cannot attempt to disengage. He will have to test his Fear if he is not yet immune to the Morbid Puppet's Fear level.

Granite Javelin

The Incantation causes the Granite Javelin to appear in the Magician's hand. Once the projectile materializes, it is considered a normal ranged weapon and all shooting rules apply. This also means that the spell can only be countered or absorbed by a Magician in contact with the Magician casting it.

Q: Can the Granite Javelin be used in melee?
A: No, this spell cannot be used if the Magician is in close combat.

Q: Do we have to randomly locate the target hit by the Granite Javelin when firing in a melee?

A: Yes.

Merin's Justice

Q: Can this spell be cast through an Inquisition Templar in contact with an opponent? If so, which of the Templar or the Inquisitor transfers his Wound level to the opponent and reduces the latter by one step?

A: Yes, an Inquisitor can use an Inquisition Templar as a relay to cast Merin's Justice. It is always the Inquisitor who transmits his level of Wounds to the target and who sees his reduced by one notch.

The Light Speaks My Voice

Q: When can the "Light Speaks My Voice" spell affect a spell put "on hold" by the "Primagic Reprieve" spell?

A: The "The Light Carry My Voice" spell must be cast just before the suspended spell is "released". The range of the suspended spell is then increased.

Blade of the Blind

Q: Can this spell be cast multiple times on the same Magician during the game? If so, are its effects cumulative?

A: The Magician can only benefit from one Blade of the Blind at a time. The effects are therefore not cumulative.

Q: Does the -1 penalty on the opponent's Defense rolls given by the "Blade of the Blind" spell also stack with penalties granted by this spell in previous turns (Duration: Permanent; Frequency: 1)?

A: No, the penalty is only -1 each turn and only on the Defense rolls of opponents trying to parry the attacks made by the beneficiary of the spell.

Link of Light

Q : Is there a mistake in the **Link of Light** spell ? The range is 25 cm, but it is only possible to exchange gems between two Magicians who are within 15 cm of each other.

A : There is no mistake, a first Magician can absolutely cast this spell and then wait for the second to approach using a spell, such as Wind Carrier, to transfer Gems.

Mortal Litany

Q: Can another Quaestor than the one who cast the "Deadly Litany" spell help the latter to maintain it from one turn to the next?

A: No, Questors can only help each other improve their Spell Mastery. In the case of the Mortal Litany, the four gems needed to maintain the spell must be spent by the Quaestor who cast it.

law of retaliation

Q : Is it normal that the frequency of **the Talion Law** spell is unique?

A : No. Its frequency is 1.

Chthonian Jaw

Q: If the Chthonic **Eruption** spell is cast on a figure immobilized by the Chthonic Jaws, is it automatically hit since it can no longer make any moves?

A: No, Chthonic Jaws does not prevent the target from attempting to dodge the Eruption. Chthonienne.

Q: Under the influence of fear, can a magician cast, a marksman shoot?

A: A shooter or magician under the effect of fear can shoot or use magic. He must, however, take into account the movement he has made before, under normal conditions.

Ember Hand

Q: Can this spell be cast on the Gae Bolga of Tanath? If so, can it be cast on the Gae Bolga while it is in an enemy's body?
A: Ember Hand can be cast on any ranged weapon, including the Gae Bolga. However, the range being contact, Tanath must have the Gae Bolga in hand when the spell is cast.

Major Curse Q: Can

this spell be cast on the same characteristic in several turns in a row?
A: No, it is specified that another characteristic must be chosen each time.

Word of Power

Q: Can a fighter combine the effects of the Gesa Mutagen and the Word of Power spell?

A: It is possible to combine these two effects, the Gesa gives Mutagen, but the reference to this Skill on the Word of Power spell card is only an indication of how to use these bonuses. It is therefore not the same effect.

Fire/Earth Wall

Q: Two models in base-to-base contact are suddenly separated by an Elemental Wall. Will they be considered to be in contact with each other again if the Wall disappears.

A: Not.

Q: If two figures are separated by an Elemental Wall, one of them being the support of the Elemental Wall. Can it, when activated, move to make the Elemental Wall disappear and thus charge the other miniature?
A: If at the moment it is activated a model does not see its opponent because of an Elemental Wall, it cannot charge it during the same turn.

Q : If one of my miniatures is against a **Wall of Fire,** can an enemy engage it from that side?

A : No, a model cannot come into contact with another model if a Wall of Fire is between them. Figures with the "Immunity/Fire" Skill are not affected by this rule.

Q: Is it possible to place a Wall of Fire so that the base of an enemy model is crossed by the Wall of Fire? If so, what happens then? Does she immediately suffer a Light Wound? What happens in subsequent rounds?
A: The "Wall of Fire" card must be positioned against a physical element that allows it to stand vertically. If it is a miniature, it is considered to be right in front of the Wall, so it does not suffer the Wound. The Wall of Fire cannot be summoned in such a way that a model is caught in the flames. If it rises between two fighters in hand-to-hand combat, the latter are no longer considered to be in contact with each other.
ONLY MODELS THAT PASS THROUGH THE WALL OF FIRE SUFFER INJURY.

A miniature cannot stop in the flames, it must be on one side or the other of the map.

Q: Summoning Elemental Walls has unlimited Frequency, but can the walls created have the same anchor point? If so let's imagine that we launch four Earth Walls

around a miniature, Is it blocked or can it move causing the walls to crumble?

A: Yes, multiple walls can have the same anchor point. This is a defensive spell, however, and the anchor figure can still move enough to make walls disappear, even if completely surrounded. Clearly, if a figure that serves as an anchor point to a wall announces that it is going to move, the wall is removed and the figure then moves.

Whisper of Sorrows
Q: Can this spell be cast on an uninjured Wolfen?
A: Yes.

Q: Does Whisper of Pain absorb the wound the Magician inflicts on himself when casting the Volcanism spell?
A: Yes.

Incandescent
Cloud Q: Does this spell block all line of sight? In other words, does a model outside the area of effect of the spell see the other side with the usual restrictions?
A: Yes, Searing Swarm blocks line of sight.

Hunter's Eye
Q : Does **the "Hunter's Eye"** spell allow a figure to move during the Movement Phase and then charge during the Magic Phase?
A : No, however this spell can be cast during the Movement phase when the Magician is activated.

Q: Does this spell give its target the same effects as the Awareness skill?
A: No, as it says on the card, this spell only allows its target to charge an opponent to which it has no line of sight.

Wave of Fervor
Q: For the Courage roll imposed by this spell, must the target exceed the difficulty of the test or simply equal it?
A: The result of the Courage roll must be strictly higher than the difficulty, as for a normal Courage test.

Q: If the miniature fails its Courage roll and can flee (not yet moved, not in combat…) it flees. On the next turn, must she repeat a Courage test of the same difficulty and flee again if she fails?
A: Yes.

Q: If the model fails in all cases does it suffer penalties from Fear?
A: Yes.

Q: Whichever model (brave, frightening, undead) must it make a Courage roll, considering its Fear as Courage if necessary?
A: A miniature that has a Fear score does not have to make a Courage test. On the other hand, it is automatically RINGED.

Pass-Wall Q:
This earth spell stipulates that the obstacle closes behind the Magician, but what about the puppets linked to his card if the mage is a necromancer?
A: Only the Magician affected by this spell can pass through an obstacle, any other miniature, even linked to the Magician, cannot benefit from this effect.

Insanity Pheromones Q:

This spell lasts until end of turn. However, one of its effects is to prevent the adversaries in contact with the Magician from disengaging… which is a priori only possible during the Movement phase. Hence the question: when should this spell be cast?

A: The "Pheromones of Insanity" spell must be cast during the Magic phase. The disengage point is effectively only useful against effects that allow exceptional disengage.

Q: It says that all wounds caused by models in base to base with the caster of this spell are shifted one step. Is it possible to surround the Magician with shooters in order to benefit from this effect on their shots?

A: No, Insanity Pheromones only work on wounds inflicted by melee attacks.

Pillar of Energy

Q : If I have two Magicians who each have the **"Pillar of Energy"** spell, can I cast it twice per turn?

A : No, there can only be one Energy Pillar per side during a turn.

Presence

Q: If Enoch casts Presence and he has the Crown, can his Fear value be transferred to a Spasm Warrior?

A: Yes.

Privilege

Q: Can this spell make its recipient immune to Primagics or is that not considered an Element?

A: In fact Privilege immunizes against an Element; if the latter is used for Primagia then Privilege works.

Taunt Q :

This spell has an unlimited frequency, can it be cast several times in a row during a single activation?

A: Yes, this spell can be cast several times during the same activation and thus force your opponent to play all the cards he has kept in Reserve.

Psalms of Madness

Q: Does the Fear caused by this spell follow the usual rules, In other words, if the Fear caused by this spell is 8, a fighter who has already resisted a Fear of 8 or more is he immune and is a fighter who succeeds his Courage roll in relation to this Fear value then immune to it?

A: Yes, the Fear caused by this spell is subject to the normal rules on the influence of fear.

Flurry

Q : Can a Magician use the **"Gust"** spell to disengage from an opponent who charged him this turn?

A : Yes, but in this case it is the opponent in contact with the Magician who must be targeted by the Gust.

Flurry

Q: Can the target choose not to make a prowess test and allow the spell to succeed automatically?

A: Not.

Q: If following the Rafale spell the target finds itself pushed back against an enemy miniature, it stops. Is there a fight?

A: Yes, this is considered a commitment.

Speed

Q : Is it possible to bring the RES of an opposing Wolfen below 0 using the **"Speed"** spell ?

A : Not.

Raise Undead Q: When reviving a Questor of Acheron using this spell does it revive with its initial spells and mana gems?

A: A Reanimated Questor of Acheron returns with its spells but without any Mana gems.

Rejection Q: Can this spell be cast on a melee model?

A: Yes, it then rises into the air without needing to disengage.

Q : Using the **"Rejection** " spell, it is possible to make a model fly, can it shoot or cast a spell?

A : No, not controlling its own flight, it is impossible for it to fire or cast a spell.

Q : If the Mystic Warrior casts the **"Rejection"** spell on himself, he acquires the "Flight" skill. Can it perform a dive attack and what is its Air Movement?

A : Its Movement (Flight) remains the same as its Movement (Ground), ie 10 cm.
To perform a dive, a flying figurine must announce this intention when its card is activated. Her target must not be more than one Stage away from her. However, by the time she could resolve this maneuver there is more than one Stage gap between her and a target on the ground. The Mystic Warrior cannot perform a dive attack on a ground target.

Q: What Tier is the target of this spell raised to?

A: With the exception of the caster of the spell himself, any miniature targeted by this spell is at Tier 1.

Q: If the spell is successfully cast, the enemy floats at Level 1 for the whole turn and falls back without damage at the end of the turn, but does he remain in melee with the miniature he was in contact with? before being targeted by Reject (if it has not moved)?

A: The Reject target lands exactly where it was. If the miniature it was in contact with before being lifted into the air has not moved, it falls back into contact with it.

Petrification Resin Q:

Does this spell reduce the target model's movement to 0?

A: No, it's the target's Initiative that drops to 0, not its Movement.

Blood of Discord

Q: Can the Magician holding this spell cast it on himself?

A: Yes.

Q: If the beneficiary of this spell inflicts a Trunk Wound on Razheem while he is wearing his Symbiotic Armor, does he raise his Wound level by one Notch?

A: Yes.

Q: Can Blood of Discord be cast on a Ghost? If so, can the Specter regenerate two ranks of Wounds if he inflicts a Trunk Wound on his enemy?
A: This spell can be cast on a Ghost, but the effect of the spell is neutralized by the Lifestealers rule. In this case, the Life Thieves rule applies first. The spell then has no effect and the Specter regenerates only one level of Wounds.

Dark Scarification Q :

When a Keratis Warrior under the influence of **Dark Scarification** and **Mutagen** effects explodes, what is the STR of the explosion? Its initial RES or the one modified by Mutagène?

A : The Dark Scarification's STR is equal to the RES modified by any Mutagen bonuses.

Seal of Darkness Q:

Can the Magician holding this spell cast it on himself?
A: Yes.

Primagic Reprieve

Q: Can this spell be cast on a spell that should normally be cast outside of the Magic phase, like Wind Carrier for example?
A: No, only spells that can be cast during the Magic phase can be stored with this spell.

Tetany

Q : A figurine that has been targeted by the **Tetany** spell suffers -3 points to be divided between INI, ATT and DEF. Is this effect permanent?
A : No, the penalty ends at the end of the turn.

Thermo-Acceleration

Q: Can this be used without the Thermo-Priest on Razorback (or another Magician mastering the Way of the Forge) present?
A: Not.

Q: Does the Magician have to systematically pass a Spell Casting roll each time the equipped miniature wants to use this acceleration?
A: Yes. To be clearer, we must imagine that the Thermo-Priest can acquire this spell as many times as he wishes. For each spell acquired, he can equip a Razorback in Armor of the module that goes with it. If the Thermo-Priest is himself mounted on an armored Razorback, he can choose to equip it with the mod, but he may prefer to equip another Razorback. Once a Razorback is equipped with the mod, they become a potential target for the spell. At the start of the Movement phase, the Thermo-Priest who has the spell can attempt to cast it on a Razorback equipped with the module. If the Incantation is successful, the Razorback makes a Pressure roll, the result of which will be added to its Movement.
To equip a Razorback with the module, the presence of a Thermo-Priest is therefore necessary.

Thermo-Destruction

Q: Can a Dwarf targeted by the Thermo-Destruction spell and who survives the explosion still use his steam equipment?
A: No, the boiler is then destroyed. The target cannot make **any** Pressure rolls until the end of the game. Likewise, she can no longer be targeted by a spell, miracle, or any other effect that requires a boiler or steam gear.

Q: Can a Khor on Razorback benefiting from the Heat Acceleration spell/equipment be the target of the Heat Destruction spell?
A: Not.

Transfiguration
Q: Does the spell with a frequency of 1 allow you to store a single gem of light or several in a single Casting roll?
A: For an Incantation roll, the Magician places a Mana gem on each friendly fighter within his Movement distance. Each of these gems is taken from the Magician's Mana pool.

Example: *Meliador has eight Light gems. He casts the* spell *using two gems (one for cost and another to enhance mastery). The Incantation is successful and he therefore has six gems left. Four friendly fighters are within 10 cm of Méliador.*
He chooses to place a gem on three of them. He therefore has three gems left in his reserve.

Impure Vengeance
Q: Can this spell affect Sîn Assyris when using the Asp?
A: No, this spell only has an effect on a fighter with the "Toxic" Skill **on his** reference card. But this is not the case with Sîn Assyris.

Carrier Wind
Q : Can a Magician cast the **Carrier Wind** spell to move and then use his own Movement to move forward?
A : No. The movement granted by this spell replaces the Movement of the Magician during this turn.

Q : Does the **Wind Carrier** spell allow you to disengage the turn the Magician was charged or engaged?
A : Not.

Q: After casting this spell and moving 50 cm, can the Magician still cast spells during the magic phase?
A: Yes. When Méliador uses the "Carrying Wind" spell, this movement replaces his movement. It is then possible for him to cast a spell during the Magic phase.

Q: Can a Magician who has the Harassment Skill, a Shooting ability and who casts the Carrier Wind spell (the Babayagob for example) shoot during his Movement and perform Magic during the magic phase?
A: No, a non-Warrior-Mage Magician cannot shoot and cast a spell during the same turn, not even thanks to the Harassment Skill and the Carrying Wind spell.

Premonitory Sight
Q : Can the **Premonitory Sight** spell be countered or absorbed?
A : Yes, but only by a Magician in base-to-base contact with the miniature casting the spell.

Veil of Mist Q:
What is the visibility of a fighter at Tier 1 compared to inside the Veil of Mist at Tier 0?

A: 10 cm, like everyone else, without taking into account the difference in Tier.

Q: If 2 opposing models are within 15cm of each other inside a Veil of Mist, can one of them Engage the second even though they cannot see it outside? cause of restricted line of sight?

A: Yes.

Quartz Vortex Q:
If an Orc Mystic Warrior casts Quartz Vortex successfully and spends a gem at the end of the turn to keep the spell active on the next one, can he relaunch a new vortex during that second turn? ?

A: Yes, the Orc can launch a second Vortex, but the effects of the two Vortexes not being cumulative, this is strictly useless, unless the Magician feels a pressing need to empty his Mana reserve.

Q: If a miniature passes or stops in an area under the influence of two different Quartz Vortexes, does the miniature suffer two Damage rolls?
A: Not.

Q: When a Quartz Vortex is active, is there a penalty for the shot if it targets the Magician in the center or if the shooter aims at a target through the Vortex?
A: No, the Quartz Vortex does not alter lines of sight or the results of Shooting rolls.

Q: Does Quartz Vortex also affect Tier 1 and Tier 2 miniatures?
A: The Quartz Vortex only affects miniatures on the same Tier as the Magician who originated it.

Q: Can we, thanks to the Rejection spell, make the Magician at the origin of the Quartz Vortex fly, without affecting it?
A: Yes, the Vortex will then affect figures on the same Tier as the Magician. But remember that the Wounds inflicted by the Vortex are inflicted during the Magic phase whereas the Rejection spell must be cast during the Movement phase. For the Vortex to affect the figurines at Level 1, it must therefore be active since the previous turn and another Magician must cast Rejection on the Magician in the center of the Vortex, because a Magician in levitation under the effect of Rejection can no longer cast spells.
If the Magician at the origin of the Vortex flies away during the Magic phase (thanks to a spell other than Rejection) while the Vortex is already active, it will successively affect the miniatures located at all the Levels crossed.

3.   **Miracles**

Occult Knighthood

Q: Is it possible to call Occult Knighthood on a ranged weapon?
A: Yes, in this case, the Faithful blesses all of the shooter's ammo. The effects of a Sacred Weapon will therefore apply to all Wound rolls inflicted using this weapon.
However, the miracle is subject to the same restrictions as on a melee weapon.
In the event of a "1" on the test at the end of the turn, the blessing ceases to have effect.

Q: If this miracle is called on a model's weapon, then on the next turn on his armour, must one then roll for the weapon AND another for the armour, or a single roll for both? ?

A: The Miracle Upkeep test must be performed separately for each piece of equipment that benefits from it.

Sepulchral Chains

Q: This miracle triggers on the next OUTSTANDING KILL inflicted by its recipient. Does this mean that he must inflict a CLEAN KILL in a single wound, or can he kill an opponent by accumulating wounds?

A: The miracle works even if the OUTLET KILL is obtained by increasing the level of Injuries.

Wrath of Yllia Q:

If a Wolfen under the effects of **Wrath of Yllia** and **Whisper of Pain** receives a critical wound, is he killed outright or unharmed? In summary, do we apply Whisper of Pain first or Wrath of Yllia first?

A: The Wrath of Yllia miracle forces its target to read the Wounds it receives one line down the table. The "Whisper of Pain" spell allows its target to ignore the effects of a Wound (OUTLINE KILLED and STUNN are not Wounds). So if a Wolfen under the effects of both Wrath of Yllia and Whisper of Pains suffers a Damage roll, the result of this will have to be read one line down the table (because of Wrath of Ylia). If the result is neither STUNNED nor STRICTLY KILLED, the Wound is ignored thanks to Whisper of Pain

Absolute

Dogma Q: If the difficulty of the **"Burning Breath"** spell is lower than that of Absolute Dogma, does the Breath stop at the Faithful's aura of faith?

A: Yes.

Q: Can a Fire Elemental be summoned in the Faithful's Aura of Faith?

A: If a Magician tries to Summon an Elemental inside the Absolute Dogma's area of effect and the result of the Summoning roll is less than the Dogma's difficulty, the elemental does not appear.

Q: Does this miracle dispel effects that are already active? For example, if a fighter under the effect of the Occult Dubbing miracle crosses the area of effect of the Absolute Dogma, does the effect of the Occult Dubbing cease?

A: No, this miracle does not dispel already active miracles and spells, it is a form of counter that only acts when the miracle or spell is called or cast.

Hinder

Q: Who decides which stats should be lowered?

A: The player who controls the target of the miracle.

Dolls' Gambit Q: If a Mid-Nor Flayer with the Martyr Skill / 1 is KILLED NET by this miracle while he is in contact with a Faithful of his camp, does the latter win the points? of FT linked to the Martyr Skill?

A: No, for this the Flayer must be sacrificed for the sole purpose of using the Martyr Skill, not by any other effect.

Dogmatic Perfection

Q: The "Perfection" miracle allows the faithful to increase his characteristics, but these bonuses cannot be combined with another bonus on the characteristics. If with Sykho Volesterus I increase, for example, my Movement and my STR thanks to Mutagenic points, with Dogmatic Perfection will I be able to increase my Defense and my Resistance since they were not increased by Mutagenic this this turn?

A: Absolutely, you can boost any stat with Dogmatic Perfection as long as it hasn't already been the subject of another bonus. On the other hand, once a characteristic has been increased thanks to this miracle, it cannot be increased again as long as the miracle is active.

Q: Can a non-Monk-Warrior Faithful engage an opponent (without exceeding his normal Movement) and use the "Dogmatic Perfection" miracle if he has not been injured during this turn (since this miracle can be called even on the melee, unlike other miracles)?

A: Yes.

Blind Omen Q:
Does the intermediate result of the "Blind Omen" miracle (+1 on all rolls except Wounds) allow a Survival Instinct roll of "5" or more to succeed? Same question for Regeneration rolls, etc.
A: Yes.

Q: The 5-6 blind omen result is: "5 6: Glorious Omen. The target no longer considers a result of 1 an automatic failure. » This wording is the same as for Quickness or Sharpshooter type Skills. The question is therefore the following: a Wolfen in critical injury who rolls a 2 on an INI, ATT, DEF, FIRE roll, will he be considered to have made a critical failure (because 2-3 = -1 on of the) ? Knowing that in the FAQ, the same roll with the Quickness skill is not a failure.
A: This effect works exactly the same way as the Skill "Liveliness" as described in the Skills section.

Celestial Promise
Q: This miracle can be cast by the Faithful multiple times per turn, but can the Faithful cast it multiple times on the same target?
A: No, it cannot be cast multiple times on the same target.

Protection of
Uren Q: If a fighter under the influence of this miracle obtains a result of 1 on a Pressure roll before a shot, does the shot still take place?
A: No, Uren's Protection simply saves from a roll on the Incidents table.

Refusal Q: Does this miracle prevent a Magician from making his Recovery roll?
A: No, recovering Mana is not a choice action, it is an automatic action.

Q: What happens if Refusal is used to prevent a figure from going to a specific location?

A: In the case of a move, it is the final arrival point that must be changed in the event of a refusal. In this case, it is better to choose a more specific action (such as the target of a spell or a charge for example) to exercise the refusal. Because in the case of a simple displacement, the victim of the refusal can very well deviate its course of a few centimeters only.

Steadfast Bulwark
Q: Can a Faithful call a Steadfast Bulwark between two opponents to make their friend flee the fight?
A: Indeed, if the Unbreakable Rampart appears between two opponents, they are no longer considered to be in contact. If the miracle is still active during the following Movement phase, the two opponents can therefore move without having to disengage (if no other opponent is in contact with them of course).

Resurrection of the Possessed

Q: The "Resurrection of the Possessed" miracle does not resuscitate fighters whose value is greater than 50 AP. Should we count spells, miracles and artefacts in this value?

A: Yes.

Q: Is it possible to give up a miracle, spell or artefact card to lower the AP cost of a fighter in order to be able to resuscitate him using the "Resurrection of the Possessed" miracle.

A: Not.

Kingdom of the

Martyrs Q: When a Wound is passed on to a miniature through this miracle, what Resistance value must be taken into account for the Wound roll?
A: The wound is calculated in relation to the RES of the Faithful and it is the level of Wounds that is transmitted to the target of the Kingdom of Martyrs

Oath of the Doomed

Q: Can Oath of the Doomed be used if Sered suffers Wound which is then transmitted to another model thanks to the Kingdom of Martyrs miracle?
A: No, this method does not work because Sered did not actually receive a Wound, as it was automatically transmitted to the figurine designated by the Kingdom of Martyrs miracle.

Demon's Sympathy

Q: What happens if the target of this miracle transmits its Wounds to Possessed fighters?

A: Effects that modify Wound penalties still apply in this case.

4. Special Abilities

Earth Lovers (Warriors of Danu)

Q: When an injured Danu Warrior turns into a Spasm Warrior and vice versa, does it keep its Injury level or is it healed?
A: Either way, a Danu Warrior's transformation does not affect its Wound level.

Q: When a Danu Warrior transforms into a Spasm Warrior and vice versa, are the effects of miracles and spells dispelled?
A: No, if the warrior benefits from an effect that lasts over time, he retains the benefit in one of its forms, unless this effect affects his Courage or Fear value. In the latter case, the effect is dispelled when the warrior transforms.

Q: Can a Danu Warrior under the influence of fear transform?
In this case, what becomes of his state in the face of Fear? Does it join automatically?
A: A Danu Warrior can indeed transform even under the influence of fear.
He must still attempt his rally test upon activation. If he fails this test, he continues to suffer the effects of Fear and therefore to flee if he has the possibility, otherwise he can be activated like any fighter who causes Fear.

Demonic Auras (Formor Minions)
Q : Are Formor Minions immune to Fear caused by the Hyperian Skill?

A : Yes.

Arm of the Inquisition (Templars of the Inquisition)

Q : Do **Griffin Templars** count as relays to increase the range of Inquisitors' spells?

A : No, only Inquisition Templars have this ability.

Q: Can Cairn the Apostle (Second Incarnation) use an Inquisition Templar as a relay for a "Redemption" spell?
A: No, only Inquisitors have this ability.

Witch Hunt (Dark Hunters)
Q : During a Counter-Fire, how many shots can a **Dark Hunter** take ?
A : Two, necessarily on the same target.

Q : Dark Hunters can fire twice per turn. Can they choose a different type of Shot for each of these shots?
A : No, the two shot types must be identical (Normal, Static, Precision…)

Q: This ability gives the Dark Hunter a bonus of 1 to Attack, Defense and Shooting rolls, but does a result of "1" still fail or not?
A: Yes, even with this bonus a natural result of "1" is still a failure.

Gazers of Fate (Oracles of Danu)
Q : An Oracle of Danu can increase the result of a dice roll for a Character in his Aura of Faith by spending TF points. In the case of an attack roll, does the bonus apply to all his attacks or to a single attack?
A : Only the final result of the Attack roll designated to benefit from the bonus is increased.

Dominator (Cypher Lukhan)
Q : If Cypher Lukhan is 5 cm from a Keratis, the latter has a Fear of 7 (that of Lukhan). If this Keratis warrior increases his **Fear** with his **Mutagen** and rolls 2 (i.e. 3 points to distribute), does he acquire 5 (his initial Fear) + 3 = 8 in Fear or 7 (Cypher Lukhan's Fear) + 3 = 10?

A : In this case, the Keratis must choose between the unmodified Fear of Cypher Lukhan or his own Fear value possibly modified thanks to the Mutagen.

Q: It says on Cypher Lukhan's card that only Kerati Warriors can benefit from his leadership. Is it still possible to associate it with the musician and the oriflamme in order to constitute a General Staff?
A: Cypher's command indeed only applies to Kerati Warriors. As such, it is only possible for him to constitute a General Staff with a Kératis musician and a Kératis standard-bearer.

Q : What happens if **Cypher Lukhan** is equipped with the **Crown ?**
A : Its Command range increases by 15cm, but only Kerati Warriors can benefit from it.

Despot's Renderers (Despot's Collectors)
Q: Knowing that NET KILL is not a wound, if for example I roll a double "6" on a Wounds roll that results in a NET KILL, can I recover a Harvest marker?

A: Yes, the Collector recovers a Collect marker as soon as he kills an opponent in close combat.

Enraged (Hirh-Karn the Enraged)
Q: The reference card for Hirh-Karn the Raging says "once per turn" is confusing. If Hirh-Karn deals three or more damage to an opponent and the 1st damage does not

not kill, only the second roll will be made with three dice, or the second and the following ones? If he is still alive at the end of the turn and in the next turn Hirh-Karn still rolls wounds against him, will the 1st roll be made with three dice or do you have to wait for the second ?
A: If Hirh-Karn inflicts three or more wounds on an opponent and the 1st does not kill him, all that are inflicted on him by Hirh-Karn during this turn, will be done using three dice. If he is still alive at the end of the turn and Hirh-Karn still makes Damage rolls against him on the next turn, the first roll is made with only two dice, and the following ones with three if he is still alive…

Blazing Eruption (Fire Elemental)
Q: On the "Fire Elemental" reference card, it says that when the fighter produces a Blazing Eruption they don't aim, just release their own matter in an explosion. So since he's not aiming should we apply damage penalties?

A: Yes, Wound penalties still apply to the Blazing Eruption's Shooting roll. These maluses do not only affect the precision of the Elemental, but also on its very ability to produce jets of flame.

Star of the Beast (Devourer Headhunters)
Q: On the second shot, are size modifiers taken into account?
A: No, just take the difficulty of the previous shot and increase it by 1 to determine the difficulty of the second shot. Also do not measure the distance between the new target and the shooter.

Q: If a Vile-Tis Headhunter is equipped with a Carnassial Weapon, does it benefit from its effect when fired?
A: Yes.

Q: A Vile-Tis Headhunter is equipped with a Carnassial Weapon. He performs a shot announcing that it will be Toxic. He misses his first target but hits another with his special ability. Does the subsequent Damage roll still benefit from the "Toxic" effect?

A: Yes.

Q: Does the special rule that allows you to designate a second target after a missed shot apply during a Counter-Shot?
A: Not.

Fléau Amok (Tueurs Amok/Kal Shadar/Ghorak le Fauve)
Q: As with Bestial Charge, do the amoks lose the benefit of their special ability if, following a melee separation, they are no longer facing the engaged or charged opponent this turn? And if they find themselves facing two opponents, one of which they have charged, do they benefit from their ability for both or for only one?
A: This ability works like the "Assassin" skill. An Amok Killer only benefits from his Blight bonus against the miniature he has charged or engaged.

Scourges of Mid-Nor (Scourgebringers/Akaranseth)
Q: What exactly is meant by the expression "this type of creature" which characterizes the potential victims of plagues?
A: All figures of the type of card drawn by the Scourgebringers. For example, if Scourgebringers draw the Dirz Halberdiers map and the Scorpion army includes nine Dirz Halberdiers spread across three different maps, the Scourgebringers gain the Scourge Skill against all nine Halberdiers, not just those related to the drawn card.

Q: If the Khor Warriors 1 card is spelled, do the Banebearers also gain Bane against the Khor Warriors 2?
A: No, Blightbringers only gain Blight against the specific troop type defined by the card. Here, if he draws the "Khor Warrior 1" card, he gains Bane/Khor Warrior 1, if he draws the Jackal Warriors card with Mace, he does not gain Bane against the Jackal Warriors with Sword and Axe.

Guilds of Cadwallon

Some Characters of Cadwallon were not linked to any guild until then. Here is the list and the different Guilds to which they have pledged allegiance. • The Executioner: the Executioner does not belong to any Guild, he is a Mercenary. • Aghovar, Master of Thieves: Thieves Guild. • Lyiet Izhar, Traitor of Cadwallon: Guild of Usurers. • Aïnoa the Unforgiven: Guild of Blades.

Temple Masters (Arkhos/Sered)
Q : Can **Inquisition Templars** benefit from the Templar Commanders Command bonus?

A : No, only Griffin Templars benefit from the additional bonus.

Q : Can **Inquisition Templars** benefit from the normal Command of Templar Commanders?

A : Yes, but they do not benefit from the additional bonus.

Bad Omen (The Raven)
Q: Once the Raven has acquired a characteristic can he then modify it thanks to Mutagen?

A: Yes.

No-Dan-Kar Cleaners (Goblin Blowers)

Q : How does a player who failed a Disengage (therefore forced to put all his dice in defense) and who suffers the effects of "Frenzied Steam" have to distribute his dice?
A : The effect of "Frenzied Steam" applies even if another game effect normally causes the target to place dice in defense.

Q : What happens if the fighter who suffers the effects of "Frenzied Steam" is under the effect of the spell "May the Light keep you" which gives him two additional defense dice?

A : Defense dice rolled from a spell such as "Let the Light Guard You" or "Ambact Specter" or from an artifact such as "Survival Stone" are not affected by "Frenzied Steam". . The fighter therefore keeps these defense dice. This is an exception to the "Frenzied Steam" rule in that its dice are not actually those of the fighter.

Q : It says that if multiple **Goblin Blowers gasse** the same area the effects are cumulative. Is it possible to use the same gas twice in order, for example, to cause a miniature to lose two dice in hand-to-hand combat?
A : No. Two different clouds can be combined, however a figure can only suffer the effects of the same cloud once.

Q: If the Breather is killed or moved after placing his breath card, is that also moved?

A: No, once the breath card has been placed, it stays in place until the end of the turn, no matter what happens to the Breather.

Q: If a model is affected by a gas, does it suffer the effects until the end of the turn or only as long as it is hit by the card?
A: The card that represents the gas remains in place until the end of the turn, but the miniatures only suffer its effects while they are under the card.

Q: To be affected by the gases of a Goblin Blower, does a model have to be "fully covered"? Is the area of effect of the Veil of Soot the card itself or the miniatures covered by the card?

Can a blower gas effect card be laid askew, balanced, or must it be flat.

A: Soot Veil's area of effect is bounded by the card itself. The card must be placed flat, in contact (even by the corner) with the base of the Blower. Any figure hit, even partially, by the card suffers its effects.

Q: Does the soot veil stay at Tier 0 or does it affect Tier 1?
A: The soot veil affects Tiers 0 and 1.

Q: How are Magicians and Faithfuls caught inside the Soot Veil affected?

A: They will be able to use spells or miracles whose range is "None", "Personal" or "Contact". All spells and miracles requiring a line of sight or a clear summoning area are impossible to use. A Magician can perform countermagic if the opposing Magician is in contact with him. A faithful cannot use Censorship.

Example 1: *When a Blower uses his special ability, the smoke cloud remains on the field until the end of the turn, even if the Blower is killed. The Soot Veil cuts lines of sight through it until the end of the turn. For the other two effects, only the miniatures covered by the card when they perform a Close Combat are affected by the effects.*

Example 2: *The prompter places his card and chooses the effect which results in the loss of a Close Combat die. During the Move phase, a Griffon Lancer crosses the cloud to engage another Goblin. At the end of his move, the Lancer is not under the Breath map. So, even though he passed through it, he is not affected by the effect of the cloud.*

Example 3: *A Keltois Centaur is covered by the cloud of smoke when he performs his first combat of the turn. He will therefore have one less Close Combat die.
However, he manages to kill his opponent and his pursuit move allows him to both engage a new enemy and get out of the cloud's area of effect. For this second fight, he therefore does not suffer the effects of the cloud.*

Order of Just Punishment (Griffin Magistrate)

Q: Can I use the dice held in reserve by the Magistrate to determine the result of a locate roll following a shot in the melee?
A: No, the distribution roll is not a roll related to the model itself. So this die cannot be used for that.

Q: Q: If the result of the die held in reserve by the Magistrate is a "6", can it be re-rolled when it is used?
A: Not.

Q: If the result of the die kept in reserve by the Magistrate is a "5" and it is used for the Attack roll of a model possessing the "Thick Brute" Skill, is this then considered like a "6"?

A: No, the result of the pool die is not modified by Skills such as Thick Brute, Seasoned, Valor, etc.

Scorpion Claws (Skorize Warrior)

Q : A **Skorize Warrior** charging an Infantry base model gains an extra d6. If he is separated from the model he charged at the end of the melee separation, does he keep the benefit of his additional die?

A : No, this ability works the same way as the "Beastly Charge" Skill.

Q: Skorize Warriors only "die" at the end of the turn, or if they are KILLED NET before they act, what state are they in when they roll?

A: The Skorizes ability works like the Relentless Skill. When he is KILLED NET, a Skorize is considered to suffer the penalties of a Critical Wound.

Preparing Gesas Q:

Can Gesas be given to non-Character miniatures (to a Kelt Warrior for example)?

A: Yes, a Gesa can be assigned to any Keltois, Character or not.

Q : Can a **Keltois Druid** give other **Gesas** than the ones he comes with?
For example, can a Druid give a Gesa that comes with Kelen the Huntsman?
A : Yes.

Q : If two Druids pass a **Gesa** giving the **"Mutagenic"** Skill to two Kelt fighters, will both benefit from the effects of the Mutagenic every turn?
A : No, this Gesa imparts the Mutagen Skill. It thus brings the advantages but also the limitations related to it. Only one of them can use it for every 100 AP of Mutagenic fighters. If the total AP value of the fighters exceeds 100, then they can both benefit from this Skill each turn.

Protectors of Yllia (Rune Keeper Wolfen)

Q: Thanks to this ability, a Wolfen in Critical Wound counts for two in the calculation of the Rune-keeper's Temporary Faith, but what happens if the model has the "Loyal" Ability?

A: In the case of an Oath figure, it continues to contribute its Oath value without further modification.

Desert Rage (Arkéon sanath)

Q: If **Arkéon Sanath** fails his disengage test while under the influence of Desert Rage, must he still place all his dice in attack? And does he still benefit from Mutagen bonuses?

A: Yes, this is an exception to the disengagement rule: even then Arkeon must place all his dice in attack and he can use his Mutagen points.

Q: What happens if Arkeon suffers the Celestial Robes Flash effect while under the influence of Desert Rage?
A: In this case, Arkeon can no longer attack the wearer of the Celestial Robes and therefore cannot defend against their attacks either. On the other hand, if other adversaries are in contact with Arkeon, he can use his attacks against them.

Prowlers of Shamir (Biopsists)

Q : Can a **Biopsisist who kills** one of his enemies from a distance using a spell such as Arc de Mana benefit from a characteristic point?
A : No. The Biopsisist can only take a characteristic point from an enemy with which he is in contact. He can however kill the latter during a Hand to Hand phase or using a spell.

Mindless or Fearless (Ogre Blaster)
Q: A Fire Ogre counts as three, despite being a Mercenary or does it only count as three for the Faithful Iconoclasts of the opposing army?
A: The Ogre Blaster is not a Mercenary. As a member of the Guild of Blades, he can be taken as an Ally by any race, but in this case he will not bring TF to the Faithful of his camp. On the other hand, it counts for three in the calculation of the TF of the opposing Faithful Iconoclasts.

Q: Does the minimum cannon range only apply when Fire Ogre is engaged or does it always apply?

A: The minimum range limitation applies all the time.

Sentinels of the Skies (Falconer of Alahan)
Q : The -1 penalty inflicted on the target by the "KILL!" does it apply to the result of the die or the final result of the roll?
A : This penalty applies to the result of the die. A result of 2 therefore becomes 1 and constitutes a failure. A result of 6 can however still be re-rolled, the penalty in this case being applied to the total of the two dice.

Sisterhood of Azël (Pythia of Azël)
Q : When a Pythia uses her special ability to increase her STR and/or her RES, must she lower the characteristics of a single Valkyrie or can she designate several?
A : In this case, a Pythia can lower the characteristics of several Valkyries.

Q : How long do the changes to STR and RES due to the Pythia's special ability last?

A : These modifications last until the end of the turn.

Endocrine Treatment (Sasia Samaris)
Q : In **Endocrine Treatment,** a double results in an Exceptional Wound. Does the figurine still benefit from the bonuses related to this roll?
A : Yes, if the fighter survives this Wound he still benefits from the bonus.

Nemesis Treatment
Q: Only non-Faithful and non-Magician characters can take it. Does this apply to Warrior-Mage and Warrior-Monk Characters?
A: Yes, a Warrior-Mage is considered a Magician, just as a Warrior-Monk is a Faithful.

Tyrants of Vile-Tis (Tyrant of Vile-Tis)
Q: Does a Tyrant of Vile-Tis with the Bestial Charge Skill benefit from the attack die linked to this Skill when performing an engagement or a pursuit movement?

A: No, the Tyrant inflicts charge penalties even on his taps, but that doesn't mean his taps are considered charges. A Tyrant therefore does not benefit from an attack die thanks to the Beast Charge Skill when engaging an opponent.

Q: When a Tyrant is placed in contact with a new opponent following a Telluric Slide, does he inflict any penalties thanks to his special ability?

A: No, the repositioning of miniatures following a Landslide is not considered a true engagement move.

Path of Perfection (Master of Carnage Devourer)
Q: How are Fury points handled during a Wound roll? Can these allow you to change the location of the Wound?
A: No. During a Damage roll, the Fury points are used to increase the total result. If fighter benefits

Virtues (Liturgy)

Sacrifice
Q: Can the Lesser Virtue Sacrifice be used more than once at the start of the Divination phase?

In concrete terms, can the Faithful inflict two Light Wounds on himself to gain 4 TF points?
A: No, the Faithful can inflict a Light Wound and only one.

Path of Perfection (Master of Carnage Devourer)
Q: How are Fury points handled during a Wound roll? Can these make it possible to change the location of the Wound?
A: No. During a Damage roll, the Fury points are used to increase the total result. If the fighter benefits from 2 Fury points and his Wounds roll is "3" and "6", the roll will still be located in the trunk but the total Strength will be 11 instead of 9.
In the case of an Exceptional Wound, the Fury points are lost.

Life Thieves (Acheron Specter)
Q : Can a **Specter** disengage the turn it was charged or engaged?
A : Not.

Q: On the Specter's card it says that it is not affected by Light Wounds.
Does this mean that penalties due to Light Wounds are ignored or that Light Wounds are not taken into account at all?
A: The Specter has the equivalent of the "Immunity/Mild Wounds" Skill. He therefore ignores all Light Wounds.

Q: Can a Specter stop its movement "in" a terrain element so as to be inaccessible?

A: Ethereal creatures can ignore movement penalties due to terrain but not voluntarily stop at an inaccessible location if they have the option of ending their movement elsewhere. However, if a specter crosses a river for example, it can stop in the middle if its movement does not allow it to cross it completely.

Q: If a specter inflicts a Trunk Wound on Razheem while he is wearing his Symbiotic Armor, what happens?
A: The armor is destroyed, the Specter drains one health.

5.   Artefacts

Allocation of Artifacts
Q: Is it possible to equip a Character's First Incarnation with items from their second Incarnation and vice versa.
A: In this specific case logic dictates the rule: a second Incarnation can use the objects of the first Incarnation. However, the opposite is not possible. Irix the Fury

can therefore use the Astrolabe of Destiny. On the other hand, the Red Lioness in her First Incarnation cannot use the Sword of Llyr.

Amber of the Depths (Liturgy)
Q: Can the Emanation and Prodigy effects of this Relic stack? Can we sacrifice a miniature thanks to the Prodigy to recover characteristic points and gain, by the same effect, an additional Divination die thanks to the Emanation?
A: No, the figurine targeted by the Relic is "removed from the game", only fighters KILLED NET benefit from the Emanation.

Bitterness (Alderan, Skull Warrior)
Q: Does this artifact grant Alderan the right to acquire Miracles and Relics?
A: Yes, Alderan equipped with Bitterness has access to miracles and relics, like any Faithful.

Arcanum IV: the Emperor (Sophet Drahas)
Q: Does Arcane IV cancel the effect of the "Immunity/Fear" Skill?
A: No, this artifact only prevents anyone from benefiting from bonuses to their Courage / Fear and Discipline characteristics.

Sacred Weapons of Yllia (Asgahr, Pack Leader)
Q: Do Yllia's Sacred Weapons count as one artifact or as three? In other words, when equipped, can Asgahr acquire two more artifacts?
A: No, Sacred Weapons of Yllia count as three artifacts. When equipped, Asgahr is therefore not entitled to any other artefact (except for objects which do not count in the maximum number of artefacts to which a Character is entitled).

Allmoon Armor (Migail the Moonlight)
Q : What happens if a miniature with the "Ambidextrous" Skill, and having assigned its two Defense dice, is opposed to the bearer of **the Allmoon Armor ?**
A : If the figurine succeeds in its defenses, it can then benefit from the Attack dice(s) obtained using the "Ambidextrous" Skill. It works the same way with the Counterattack.

Q : Does Allmoon Armor affect Sasia Samaris or Kayl Kartan Backblades ?

A : No. Allmoon's armor only affects a model's own dice, not those that might be brought to it by equipment, magic items, miracles, or spells.

Q: An opponent in contact with the wearer of the Allmoon Armor cannot have more than 2 fights, but what if other fighters on the same side as the wearer of the Armor are at the contas of this adversary? For example, if Killyox is in contact with Agonn equipped with the Armor of Allmoon and two Guards of Alahan, how many combat dice does he have?

A: No fighter in base-to-base contact with the wearer of the Allmoon Armor can have more than two combat dice in total. So for this fight Killyox only has two dice

Griffin Armor (Melkion the Blazing)
Q: The Griffin's Armor reduces the result of Attack rolls by 1. A "6" can still be re-rolled, but what about a figure with a Thick Brute?
A: Simply apply the modifier as if it were a Light Wound. A miniature with the Thick Brute Skill can therefore still reroll a "5" on its Attack rolls before applying the penalty caused by the Griffin's Armor.

Symbiotic Armor (Razheem the Mad)

Q: When Razheem is equipped with the Symbiotic Armor, he ignores the first NET KILL and his RES decreases by 2 points without being able to go below 0. Does this mean that on each NET KILL he receives, we decrease his RES of 2 until it reaches 0 and then we can finally inflict a NET KILL on him?

A: No, Symbiotic Armor only has an effect on the first OUTLINE KILL inflicted on Razheem. When Razheem suffers his first OUTLINE KILL, the effect that caused him is ignored, but the armor then ceases to have an effect. Razheem's Resistance then drops by 2 points (without being able to go below 0) and the following Damage rolls against him are made in the normal way.

Q: Does Symbiotic Armor protect Razheem from any OUTSTANDING KILLS (whether obtained directly from the Wounds Chart, by increasing the level of Wounds, or by any other game effect)?

A: Yes.

Balai de Zoukhoï (La Babayagob)
Q: The Broom gives the Babayagob the "Flight" Skill, but this until the end of the Movement phase, the turn or the game?
A: Until the end of the game.

Q: If the Broom refuses to move while the Babayagob is on Tier 1 or 2, does it stay in the air or should it land?
A: She remains at the Landing she is on.

Q: Thanks to the Broom can the Babayagob shoot after having moved a distance greater than the result obtained on the dice roll of the broom?
A: No. The Broom Movement replaces the Babayagob Movement, it is not a bonus. So the Babayagob cannot move more than the MOV value defined by the broom and shoot or cast a spell in the same turn.

Ring of Redemption (The Executioner)
Q: If the injury roll made with 4 dice results in a higher value of double (for example, double "5") does the opponent take a Critical Wound or a STR 10 Head Wound? What happens in case of triple and in case of quadruple?
A: The Ring of Redemption gives the Executioner an extra die when using the Assassin Skill. Other than that, the Skill works normally. The Executor therefore chooses the two results that suit him (not necessarily the two highest). If it is a double, the effect is an exceptional Wound. A triple or quadruple has no special effect.

Banner of the Lion (Standard Bearer of Urland)
Q: When should we designate the fighter who will be considered a Character?
A: This effect must be declared at the very start of the Movement Phase, immediately after the Tactical roll.

Q: Let's say the Lion Standard turns a royal guard into a character. During the following Magic phase, a Magician casts a spell on this same Guard targeting the Characters only and lasting for several turns (May the Light Guard you, for example).
What happens if on the next turn, the Standard no longer affects the Guard?
A: When the effect of the Banner ceases, that is to say at the end of the turn, the figurine ceases to be a Character, the spell is then automatically dispelled. Even if this miniature becomes a Character again on the next turn, the effect ended for a few moments and that is enough to cancel the spell.

Banner of Yllia (Killyox, Pack Leader)/Great Moon of Domination (Asgarh, Pack Leader)

Q : Do these two Banners provide the Gems needed to keep a spell active from turn to turn?

A : Not.

Q: The reference cards say that the **Great Moon of Domination** and The **Banner of Yllia** provide the gems needed to cast the spell held there. On the other hand, can an opposing Magician counter or absorb the spell included in these artefacts?

A: Yes

Q: When a spell is contained in these magic Banners, is the Banner bearer considered the caster of the spell? For example, if the Banner contains the Nymph spell, can the bearer of the Banner benefit from it several times during the game?

A: Yes, the Banner bearer is considered the caster of the spell.

Q: Is the bearer of such a Banner considered Waterbending?
A: Not.

Q: Can the bearer of such a Banner cast a spell after running, charging, performing a Physical Prowess or shooting?
A: Yes.

Q: Can the bearer of one of these Banners cast a spell with a "Personal" range and benefit from it since they are not Magicians strictly speaking?
A: Yes, the spells contained in these artefacts can have a "Personal" range, unless it is specified that only a figurine with a Power value can benefit from them or if the spell acts on the Power of the beneficiary or requires the use of the POU.

Q: Can the bearer of one of these Banners be targeted by spells that require a target with a Power score or that can only affect Magicians?
A: No, the bearer of the Banner of Yllia or the Great Moon of Domination is not considered to have a Power value nor to be a Magician.

Q: Does the skill "Battled" also apply when casting the spell in the Great Moon of Domination of Asgarh?
A: No, the Banner itself is considered to be supplying the gems and making the casting roll.

Matchstick Bombs (Cyanhur, the Dagger of the Rat God)
Q: Can Cyanhur throw a smoke wick bomb while in melee?

A: No, although no check is required, both throws are considered shots and therefore cannot be made in close combat.

Skullcrusher (Törk the Beast)
Q: Can Törk counter-fire and cast a spell in the same turn?
A: Not.

Caduceus Q: Can this artifact be used by non-Character fighters?
A: Yes.

Q: Does a fighter with several steam equipment have to acquire a Caduceus per equipment?

A: No, a single Caduceus affects all of the same fighter's steam gear.
When using the Caduceus, that fighter then chooses one of three effects. This then applies to all his Pressure rolls (therefore to all his steam equipment) until the end of the turn. However, he can only choose one of the three effects during the same turn.

Q: If a Thermo-Priest casts "Thermo Destruction" on a Forge Guard, and the latter has not used his Caduceus, do we use the effects of the explosion of the "Thermo Destruction" spell or it is the Caduceus which explodes and there one uses the effects described in the event of explosion of the Caduceus (that is to say force 10 on 10 cm and 5 on 20 cm)?
A: In this case it is the effect of the spell that applies, not that of the explosion of the Caduceus.

Q: Can I target a dwarf equipped with a Caduceus with a spell if he has not used the Caduceus?

A: Yes.

Cape Reptation (Sasia samaris)
Q: Can Sasia enter Trance and then Run using her Cloak?
A: Yes.

Q: Can Sasia Run and then cast a spell using her Cloak?
A: Not.

Horns of Damnation (The Great Skull)
Q: When can gems be placed in and removed from the Horns of Damnation?
A: During the Magic phase

Twilight (The Great Skull)
Q: When equipped with this sword, can the Great Skull cast spells after running, charging, or performing a physical feat?
A: Not.

Q: When recovering Mana in close combat, does the Great Skull have to subtract double the gems he has in reserve from the result of his Recovery roll?
A: No, because he masters the Way of Necromancy.

Skull of Souls

Q: Will a shooter who has not moved and who is moved by the Skull of Souls by 10 cm have a shooting penalty as if he had walked? Similarly, a shooter who has moved by his Movement value and who would subsequently be moved by the skull of souls can no longer shoot (is he considered to have moved by more than his MOV ?)?
A: The forced movement caused by the Skull of Souls does not count towards its target's movement. Only the movement made voluntarily by the target can possibly prevent it from firing, casting a spell or calling a miracle.
The Skull of Souls can only target one enemy, so Kayl Kartan cannot use the Skull on himself or friendly Magician in order to be able to move another 10cm and cast a spell in the same turn.

Obsidian Skull

Q : Does the Obsidian Skull allow a Magician to use Primagic spells?
A : Yes.

Fang of the Stars

Q: Considering that the "Toxic" Skill is associated with the Fang of the Stars, are all the Attacks performed using the Fang of the Stars during the same turn Toxic?

A: No, in the case of the Fang of the Stars, it must be considered that it is indeed the wearer of the latter who benefits from the "Toxic" Skill. He then enters into the calculation of the total Toxic value of his army and he uses Toxic normally.

Cruel (Sophet Drahas) •
Cruel inflicts no charge penalty. • Cruelle
has the same Fear value as Sophet Drahas. • All the effects
that apply to Sophet Drahas (modification of the number of combat dice, bonus or penalty to characteristics, penalty to Wounds, etc.) also apply to Cruelle. • Cruelle does not have a Power characteristic. Sophet cannot cast spells or perform countermagic through her sword. • If Sophet himself is in contact with an enemy, Cruelle returns IMMEDIATELY and unconditionally to his hand.

Q: Can Sophet, when he uses Cruelle in ranged combat, reduce his Attack and Defense values to obtain additional combat dice?
A: Not.

Q: Cruelle returns to Sophet Drahas' hand as soon as he finds melee.
But does this rule apply regardless of Sophet's position or only if he is 10 cm or less from his sword?

A: Cruelle returns to its master's hand regardless of the latter's position on the battlefield.

Q: Does Cruelle count as a fighter when fighting independently of Sophet Drahas? Is it counted for the calculation of the number of combat dice of his opponent and for the calculation of the difficulty of a disengagement test?
A: Yes. You can represent Cruelle with an Infantry base in the fray. She effectively counts as a fighter in the calculation of the difficulty threshold of a disengagement and for the calculation of the number of combat dice of her opponents.

Q: Does Cruelle continue to fight if Sophet suffers a knock that knocks her to Tier 1 or 2?
A: Yes.

Q: If Sophet is attacked by a virtual melee attack such as Spirit Claws, does Cruelle return to her hands?
A: Yes.

Q: Cruelle can fight within 10cm of Sophet, but from which side of the throne should this distance be measured?
A: The front of the throne.

Q: Can Cruelle engage a model that is not in Sophet Drahas' line of sight?

A: No, it does state on the Cruelle card that Sophet Drahas must see the model in order to engage it with the sword.

Q: When fighting ranged from Sophet Drahas, can Cruelle make a pursuit move?

If yes, Can she move more than 10 cm away from Sophet Drahas during this movement?
A: Yes, Cruelle can perform pursuit moves using Sophet Drahas' Move, but she cannot move more than 10cm away from her master's throne.

Clay Sword
Q: If the Raven equipped with the Clay Sword copies a Strength score at the end of its move, does it have to halve it because of the Clay Sword?
A: No, he will use the copied Strength score as is and also benefit from the effect of the Clay Sword.

Moon Fragment (Ophyr the Guardian)
Q: Should a spell that normally requires three gems of Mana and cast by the Magician for two gems thanks to the Moon Fragment be absorbed with three gems or two gems?

A: Absorption should always be done by spending the number of gems actually spent on Casting. If a spell is cast with two gems instead of three thanks to the Moon Fragment, it can also be absorbed with two gems.

Gae Bolga (Tanath le Jeune Cornu)
Q : What happens if a model that received the **Gae Bolga** from Tanath leaves the table before Tanath has been able to retrieve it? Is she lost?
A : Yes. Tanath can then no longer shoot until the end of the game.

Q : What happens if one of my miniatures kills an enemy that received the **Gae Bolga ?**
A : The Gae Bolga automatically reverts to Tanath's hand.

Q : It is written that if Tanath inflicts a Wound following a shot using his **Gae Bolga ,** he then has the possibility of snatching this weapon in close combat. The second Wound is then targeted in the same Location as the first. What if the first roll was an Exceptional Wound, other than a double "1" or a double "6"?
A : The second Wound is then treated as a normal attack. The lowest number of the dice roll concerning the Wounds roll indicates the location.

Q: If Tanath kills his opponent by ripping out the Gae Bolga is he allowed to make a pursuit move?

A: No, a pursuit movement can only be made if the fighter kills his opponent during the Close Combat phase. However, the Gae Bolga is uprooted during the Movement phase.

GIFLE (Golborak)
Q : Can Bran-Ô-Kor's Naphtha be used while Golborak is engaged in melee?

A : Yes.

Vorpal Ax (Baal the Conqueror)
Q : What happens if Baal with his **Vorpal Ax** hits a Banshee in the head?
A : Nothing. The Banshee is immune to Head Wounds.

Homunculus (Salias Yesod)
Q: Is it necessary to assign a Mutagen die to Salias Yesod when he has the Homunculus?

A: No, when equipped with the Homunculus, Salias Yesod cannot take advantage of his Mutagenic Skill, he instead benefits from 4 points to distribute. There is therefore no need to attribute a Mutagen die to it.

Burning Icon (The Iron Priestess)
Q: Is a model that charges or engages a fearful model while under the influence of the Burning Icon immune to its Fear?

A: Yes, a fighter who charges or engages a frightening figure while under the influence of the Burning Icon is effectively immune to the Fear level of the fighter he charged/engaged thereafter.

Set of Crystalline Prisms (Méliador the Celestial)

Q ; How does **Crystal Prism Game** gem collection work ?

A : The Set of Crystalline Prisms has a Power and a Rank corresponding to those of the Magician who possesses it. Consider a Power of 7 and an Adept Rank if Meliador who uses it.

Q : How many gems does **Crystal Prism Set** provide to cast a variable cost spell?

A : This artifact provides the minimum, which is as part of a variable cost spell, a single gem.

Q : Can I pay for the casting cost of a Lightstorm Bolt using the **Crystal Prism Set ?**

A : Yes, Crystal Prism Set provides a single gem for this bolt. This artefact cannot then be reused during this turn, as is the case with spells requiring an Incantation roll.

Q : When Meliador casts a spell using the **Set of Crystalline Prisms,** this artifact provides him with the minimum number of gems for casting. Can he use gems from his stash to increase his casting chance?

A : Not.

Spear of the Long Sleep

Q : What is the AP cost of this artifact?

R : 24 PA.

Predator's Mark Q: If

a fighter with the Predator's Mark suffers a Light Wound, is this canceled or does it turn into STUNNED?

A: It turns into STUNN.

Q: Can the effect of the Mark of the Predator be stacked with the skill **"Tough guy" ?**

A: Yes, the two effects are cumulative: Badass applies first and the Wound obtained is then reduced by one level thanks to the Mark of the Predator. Of course, if the result of the Wounds roll is a CLEAN KILL in the table, neither of the two effects applies.

Q: If the Mark of the Predator is assigned to a non-Wolfen Character, he acquires, among other things, the "Masterstroke/5" Skill. But if he already has the "Masterstroke/6" Skill, for example, does that give him the "Masterstroke/11" Skill?

A: If a Character who acquires the Predator's Mark already has the Masterstroke/X Skill, 2 cases are possible: • if the Masterstroke's X value is less than 5, it becomes 5; • if the Master Move's X value is greater than 5, 7 for example, it remains at 7.

Q: What happens if a Loyal Wolfen Character who has the Mark of the Predator inflicts a Light Wound on himself to gain 2 TF points thanks to the "Sacrifice" Virtue?
A: In this case, the Faithful earns his 2 TF points and does not suffer any wounds.

Musket of the Wolf (Lykai the Freedman)
Q: If the shot that kills an opponent is a precision shot, are any additional shots too?

A: Yes, any additional shots gained from the Wolf Matchlock are considered to be of the same type as the first.

Grim Reaper's Eye (Travel Diary II)
Q: If a Magician equipped with the Eye of the Grim Reaper destroys a Morbid Puppet using the Danse macabre spell or sacrifices a figurine with the Devotion / X Skill, does he benefit from the bonuses conferred by the Eye of the Grim Reaper?
A: No, these bonuses are only acquired if the bearer of the Eye kills an opponent.

Offering of the Zephyr (Travel Diary II)
Q: What is the effect of this artifact if its wearer is targeted by an area effect artillery projectile.

A: Offering of the Zephyr does not affect area of effect weapons.

Q: Does this artifact work if its wearer is targeted by Hecate's Arrow spell?
A: Yes.

Power Orb (Sardar the Pure)
Q: Is the Orb of Power a unique artifact or can there be several in the same army?

A: The Orb of Power is not a unique artifact, several Magicians of the same army can possess one.

Q: Can an Orb of Power be used for the Crystal Prism Set Recovery roll?

A: No, an Orb of Power only affects the Magician's own Recovery rolls, not those of his artifacts (so not those of the Prism Game nor those of any Mana Source).

Q: If during a Recovery roll made with the Orb the result is a double "6", what happens? Should both dice be re-rolled? Can we relaunch only one? And if, for example, on the re-rolled die, we get a "3": 6+3 = 9, which is different from 6: is the Orb still emptied because of the first double "6"?

A: If the player rolls a double "6" he can actually choose to reroll both dice or just one or keep the result of 12. But whatever he decides, the Orb will be discharged because of the first double "6". ".

Adornment of the Condemned (Asgahr, Pack Leader)
Q: If the wearer of the Doomed Adornment suffers an Exceptional Wound inflicted with a Sacred Weapon, does the wound become a clean kill or is it ignored by the armor? Likewise when using Inquisitor spells, Executioner items, etc. that kill on Exceptional Wounds.

A: The Condemned Adornment grants its wearer the "Exceptional Wounds" Immunity Skill, so all duplicates are ignored by the wearer of the Condemned Adornment.

Tiger Adornment
If the wearer of the Tiger Adornment does not have the "War Cry" skill, their Courage value is used for the Battle Cry. If he has this Skill, the Adornment increases its value by +2.

Survival Stone (Captain Krill)

Q: Are the defense dice obtained thanks to the Stone only valid for the combat following the activation of the Stone or for the entire combat turn as long as they have not been spent?

A: As soon as the Stone generates defense dice, they are lost, whether or not they are used. They only work for the current fight.

Q: A fighter who is not normally allowed to place defense dice (because of War Fury, for example), can he still obtain defense dice thanks to the Survival Stone?

A: Yes.

Q: Can the defenses generated by the Stone be used to perform Counter-Attacks, or Sustained Defences?
A: Not.

Celestial Robes (Méliador the Celestial)
Q : When do the **Celestial Robes** ' effects activate ?
A : The "Drape" effect must be activated just before a Wound roll against the wearer of the Robes. The "Healing" effect can be activated at any time during the turn, but if the wearer of the Robes is KILLED NET, the effect cannot be activated, even if he has the Relentless Skill. Finally, the "Flash" effect can be activated at any time.

Q: Does the **Flash** effect make it possible to stop a miniature that is charging from more than 10 cm away at ten cm or should the Flash be used on the miniature in contact?
A: Under no circumstances does the Flash stop an opponent's Movement. This one can perfectly charge the Magician at the origin of the Flash and inflict a charge penalty on him. On the other hand, he cannot place any dice in attack, nor carry out a Counter-Attack against him, not even thanks to Ambidextrous.

Q: Can a fighter victim of the **Flash** make his attacks against miniatures other than the Magician if he has opponents other than this one?
A: The Flash prohibits its target from attacking the wearer of Celestial Robes, but the target model can still attack other opponents.

Amber Saber (Ashan'Tyr)
Q: Saber d'Ambre d'Ambre allows Ashan'Tyr to hurt his opponent even if he defended his attack. However, does this successful defense allow the defender to carry out a Sustained Defense?

A: Yes.

Q: How many times can the Amber Saber effect be used in a single turn? Only once or once per opponent that Ashan'Tyr fights?
A: The Amber Saber's effect can only be used once per turn, regardless of the number of opponents fought by its owner.

Bag of
Ossicles Q: Do the ossicles used to increase the chance of success of the summon also generate Morbid Puppets?

A: No, regardless of the number of bones used, only one Puppet can be summoned during the same turn thanks to the Bag of Bones. The extra bones only serve to increase the chances of the summoning succeeding.

Seal of the Taken

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Q: Does Ehjin have to create the Corrupted Servants herself that she can use for her "Demon's Grasp" miracle or can she reincarnate into a Corrupted Servant created by another Faithful?

A: Ejhin can reincarnate into a Corrupt Servant created by a Faithful as long as the latter belongs to the same side as her.

Scepter of Atrocities Q:

With the Scepter of Atrocities can the Gorgon take 12 magic power of Fire spells and as many Dark spells as she wishes **A:** Yes.

Scepter of Nocturnal Sacrifice (Ophyr the Guardian)

Q : What is the Effect **Frequency** of Ophyr the Guardian's Staff of Nocturnal Sacrifice?
A : Unlimited.

Q : Can I **absorb or counter** the effects of Ophyr's Nocturnal Sacrifice Staff by spending Element gems opposite to those used to activate the staff?
A : No, even though the effects of the Nocturnal Sacrifice Staff use gems, those effects are not considered spells.

Q : Can an effect of the **Scepter of Nocturnal Sacrifice** be used more than once per turn on the same model?

A : Not.

Q: Can the **"Heavenly Offering"** and **"Stellar Apogee"** effects be used against a model that has just charged or engaged. Even if the latter is the one representing Ophyr?

A: Yes. And yes.

Q : Can Ophyr use the Nocturnal Sacrifice Staff's "Heavenly **Offering"** effect on himself to lift himself into the air?

A : Yes. Once lifted, he can continue casting spells.

Q : Can Ophyr use Celestial **Offering** on himself or another model to allow him to disengage?

A : Yes, only if this model has the option. That is, if it has not been tapped or charged this turn and is not in base-to-base contact with its maximum number of enemies.

Q : If a figure (including Ophyr) is lifted using **the Celestial Offering,** what Tier is it on?

A: Level 1.

Q : If a model, other than Ophyr, is lifted using the Celestial **Offering,** can it continue to Shoot, Cast Spells or call Miracles?
A : Not.

Shadow Talisman (Sophet Drahas)

Q: If a Morbid Angel holding the Talisman of Shadows is in contact with an enemy and Sophet Drahas uses the power of the Talisman to take his place, does the enemy have to test his Courage against Sophet Drahas' Fear (12) and can the enemy flee if it fails this roll and it has not yet been activated?

A: Yes, the enemy must test against Fear of Sophet, but they will not flee because they are in contact with Sophet Drahas.

Howling Toga (The Great Skull)

Q: Does the Howling Robe work on all enemies or only those that haven't yet resisted a Fear of 12?

A: Enemies who have already resisted a Fear of 12 or more are immune to the effect of the Howling Robe.

Valor of Endymion (Travel Diary IV)

Q: Is it possible for a fighter equipped with the value of Endymion to run and cast one of the spells contained in this artifact during the same turn?

A: Yes, the spell cast thanks to the value of Endimyon can be cast after its bearer has ran.

6.   Special equipment

Aspic (Blue Assyris)

Q: Does the Aspic allow Sin Assyris to fire multiple times per turn through counter-fire and its special ability or pursuit moves?

A: Yes, Sîn Assyris can fire multiple times per turn. Once in a "normal" way and the other times through his special ability.

Q: Does the Asp's Toxic die count against the Toxic troop quota on the table?

A: The Asp is equipment and the "Toxic" skill only applies to this equipment. Sîn Assyris therefore does not count towards his army's Toxic total. On the other hand, ALL his shots ALWAYS benefit from the "Toxic" Skill.

Q: Is it considered that, exceptionally, this object entails a Toxic roll on all Wounds inflicted with the Asp even within the same turn?

A: Yes.

Interchangeable Weapons

Q: Some troops, such as Klûne Militia, Alahan Guards, and Griffin Conscripts can choose their weaponry. When do we choose this equipment?

A: The type of weapon used must be chosen when building armies. Once the game has started, a fighter can no longer change weapons.

Holy Weapons

Q : If I inflict an Exceptional Wound with a **Holy Weapon** against Holy **Armor,** is the wearer of the armor KILLED NET?

A : No, the wearer of Sacred Armor suffers no Wounds.

Sword-Axes (Arkeon Sanath/Abhan Djamir/Warriors of the Dawn)

Q : How do **Sword-Axes** work ?

A : When rolling a Wound inflicted with a Sword-Axe, any "Critical Wound" result on the Wounds table becomes a CLEAR KILL. If the victim goes into Critical Wound following an increase in the level of Wounds, the Sword-Axe has no effect.

The effect of a Sword-Axe applies before any other effect allowing the result of the Wounds roll to be read one row higher in the table (such as the "Tough guy" skill for example). Exceptional results cannot be modified, so a double "5" inflicted with a Sword Ax remains a Critical Wound and does not become a CLEAR KILL.

load strength

Some fighters have equipment that allows them to increase their STR during a charge. The charge STR is acquired as soon as the fighter performs a charge. He will benefit from this even if he does not fight against the target of his charge at the end of the melee separation: hence the well-known expression "Throw under the hooves of a Brontops!" On the other hand, he will no longer benefit from his Charge Force after a pursuit movement. The bonus obtained following a **dive** is subject to the same rules.

Q: When a charge or a dive is missed, the target being too far away, is the charge STR still acquired?
A: No, dive or charge effects (whether increased STR, Bestial Charge, Assassin Skill, etc.) do not apply if the target is out of range. of range.

F.R.O.U.F. **(Carbone)**
Q: Can Carbone fire the FROUF when he is in melee?
A: No, both modes of FROUF are considered Shooting, even though the second does not require a shooting check. Carbone therefore cannot shoot with the FROUF if he is in contact with an opponent, regardless of the chosen shooting mode.

Lames Dorsales (Kayl Cartan/Sasia Samaris)
Q: Can the attacks of the Dorsal Blades be performed in each Melee phase or only after their user has charged?
A: In each Melee phase.

Q: Do Dorsal Blades generate attack dice (to be placed either in defense or in attack) or only attacks (two dice must be placed in attack)?
A: Dorsal Blades only generate attacks, they cannot be defended with.

Q: Does the Flash effect of Celestial Robes have an effect on Backblades?
A: If Sasia Samaris or Kayl Kartan are targeted by the Flash, they won't be able to Attack the Celestial Robes wearer, not even with their Backblades.

Q: Do the dorsal blades follow all the characteristics of the wearer: mutagenized ATT, Wounds penalty?
A: Yes, only exception: the Force of Blades.
• The Strength of Blades cannot be increased by Mutagen. • If an
effect (spell, miracle, etc.) increases the fighter's Strength, this effect does not apply to Blades.
• If an effect acts on a melee attack, it can apply to blades.

Q: Can a character equipped with Dorsal Blades perform a Masterstroke, if he places two dice in attack, while keeping his attacks linked to the Blades? Can we use the dice of the dorsal blades for a Masterstroke (like the two blades of Kayl Kartan, for example)? Can we mix the two types of attacks? For example, if Kayl Kartan only keeps one die in attack, can he consider the attacks of the Blades as a way to obtain the second die needed for the Masterstroke?

A: Attacks from the Dorsal Blades are considered normal attacks for purposes of the Masterstroke. This means that if Kayl Kartan performs a Masterstroke, he only makes one Attack roll, even if he had four Attack dice (two of his own plus those of the Dorsal Blades). In such a case, if the different Attack dice are linked to different Strength values (four for Kayl Kartan/seven for the Dorsal Blades) only retain the highest value for the Masterstroke. In summary, if Kayl Kartan wants to attempt a Masterstroke, logic dictates that he performs it with the 2 dice of his Blades and that he places his personal dice in Defense.

Q: Is it possible to apply the Diamond Process to Sasia Samaris and Kayl Cartan. If so what are the changes?
A: It is entirely possible to perform a Diamond process on Sasia Samaris, or Kayl Kartan. When one of them acquires this process, you must choose to determine which weapon it will be assigned to. Either his "natural" Strength, as shown on his reference card, or that of his Dorsal Blades then increases by 2 points. It will then be possible to acquire this process a second time in order to apply it to the "second weapon".

Dwarven Steam Engines and Goblin Naphtha Engines

Q: How do you define the number of Pressure or Injection dice associated with a figure?

A: A miniature possessing steam or naphtha equipment benefits from a die linked to each equipment affected by this ability. Some miniatures benefit from several dice, in this case the number of dice is indicated on its reference card or on an explanatory card.

Q : Am I obliged to make a **Pressure or Injection roll as** soon as the characteristic linked to the equipment concerned intervenes?
A : No. Such a roll is optional.

Q: When should a Pressure/Injection roll be made?
A: A Pressure/Injection roll must be made just before the associated characteristic is used:
Movement: the roll can be made when the fighter is activated, just before his movement or just before he performs a pursuit movement.

Fear: the roll can be made when the fighter declares a charge or an engagement or when an opponent declares a charge or engagement against him.

STR of a Ranged weapon: the roll must be made just before the Ranged roll.
STR of a Melee weapon: the roll can be made just before any Wounds roll inflicted by the fighter following a melee attack.

Q: If the bonus of a steam or naphtha equipment is determined by more than one d6, is it possible to roll only one for the Pressure/Injection roll?
A: No, the roll is made with all the dice or not at all.

Q: How long does the bonus granted by the Pressure/Injection roll apply?
A: The bonus applies until the end of the turn, except for the Strength of a Ranged weapon. In the latter case, if the shooter can fire several times, a Pressure/Injection roll can be made before each shot.

Q : If an incident occurs during a Pressure/Injection roll related to Movement, can we still **move** after rolling on the Incidents Table?
A : Yes, if the fighter survives, then he can move normally.

Q : If an incident occurs during a Pressure/Injection roll linked to a Ranged weapon, can you still **shoot** after having made a roll on the Incidents Table?
A : No, the mishap indicates a problem with that weapon, rendering it unusable until the end of the turn at best.

Q : Is **Lothan's Bombard** considered to be a steam weapon?
A : Not.

Q: Can a fighter with a Fear characteristic that can be modified by steam or naphtha increase it when he has to make a Courage test against a Living Dead, for example?
A: No, these gears only increase Fear, not Courage.

Q: A Character with a Fear characteristic modifiable by steam or naphtha and the Leadership Skill can only transmit its Fear to troops with a Fear value. Does he transmit his Fear or this value increased by his Pressure/Injection roll?

A: A frightening Commander only transmits its unmodified Fear.

Q: Can a trooper with a Fear which can be modified by steam or naphtha and benefiting from the command of a Character also having a Fear value, can it increase its Fear score by adding the result of a Pressure roll Injection to the Fear score transmitted by the Character?

A: No. In this case, the fighter has a choice: either he uses the unmodified Fear value of the Commander, or he uses his own Fear value modified by steam or naphtha. But he cannot increase the Fear transmitted by his Commander.

7.   Experience Cards

Dragon's Breath
Q: How is the STR of Dragon's Breath determined?
A: The STR of this breath is freely determined by the player who controls the miniature using it (with however a maximum of 10). But beware, the higher the Strength, the lower the difficulty of the opponent's Initiative test.

8. Familiars

Q: If a mage controls two Familiars, must he make two Power rolls to Enslave them or only one?
A: The Magician must make an Incantation roll for each Familiar he controls.

Q: If a mage controls two Familiars, are the bonuses or penalties obtained at the end of the Enslavement roll cumulative?
A: The effects obtained can be stacked.

Q: I would like to know how can one get 0 or less on the enslavement of the Familiar? When we roll "1" or do we count a penalty due to the number of gems in the Magician's reserve as for a recovery roll?
A: A result of "1" is effectively considered to be 0. In addition, certain effects can lower the result of such a roll below 0. But there is no penalty due to the number of gems in the the Magician's reserve for an Enslavement roll.

Q: If at the start of the turn the Magician is more than 10 cm from his Familiar, must he still carry out the Power test?
A: Yes, but he will only benefit from the bonus if he comes within 10 cm or less of it.

Q: Does the "Spirit of an Element" skill also affect the Casting roll used to determine the effects of a Familiar?
A: Spirit of X only provides a "bonus" on Casting rolls. It is therefore useless in the context of determining the effects of a Familiar. Spirit of X also does not apply to the Recovery roll.

9.   **Miscellaneous questions**

Cairn the Apostle, Second Incarnation
Q: Can Cairn the Apostle, in his Second Incarnation, use the spells of the Inquisitors of the Griffin (Path of Redemption) when the Inquisitors are explicitly referred to in the description of the effects of these spells and that himself does not seem to be
and.

A: Inquisitors' spells are not exclusive to them. Any Magician mastering the Path of Redemption can use them. The Second Incarnation of Cairn can therefore resort to it.

Elementals
Q : What race do the **Elementals** belong to ?
A : None, they are considered not to count towards the Allies percentage, whether they are summoned or not.

Equipment
Q: On some treatments, it is specified that the target must have a weapon or armour.
The question is what is considered armor? Is Kelen's Ritual Adornment one of them? Are the different dresses of the Dirz all armor? Should we trust the figurine or the card?

A: All models whose Equipment mentions the term "Armor" or "Course" are considered to have armour.
The following Special Equipment are also considered as armour: • Steel Robe (Dawn Warriors, Skorizes); • Obsidian Robe (Arkeon Sanath); • Leather Armor (Baal the Conqueror, Keltan Centaurs); • Diving suit (Thermo-warriors); • Troll Overalls (War Troll).

Q: Can you target your own troops with a shot, a melee attack or even with a harmful spell or miracle?
A: With the exception of spells and miracles whose description implies that they must be used on a restricted target type, all of these actions can be performed. The sacrifice of a few troops is a sometimes profitable tactic.

Enoch the Elementalist
Q: No Keltois clan affiliation is mentioned on Enoch's card, does that mean he can be played in either a Sessairs or a Drune army?
A: Yes, he is then considered to belong to the clan he fights with. It can therefore also be played as an Ally by all the Allied peoples of the Sessairs and the Drunes.

Kaëliss the Silent
Q: When the Howling Pack clan is complete, does Kaëliss count towards the Faithful Wolfen Aura of Faith?
A: No, only Wolfen can be taken into account for the calculation of the FT of a Faithful Wolfen and despite his affinities with this people Kaëliss remains a Daïkinee.

Killyox
Q : Is **Killyox** a staff on its own?
A : Not.

Q: Can Kylliox the Exile still use **Yllia's Banner,** Horn **of the Pack ,** and **Adornment of the Condemned ?**

A: No, only a **Pack Leader** is worthy to wear these artifacts.

Kelt Mercenaries Q :

Are Kelt Mercenary Barbarians considered **Sessairs** in a Kelt army? And are Keltan Mercenary Barbarians considered **Drune** in an army of this people?

A : Twice yes.

Q : Can a Keltan Mercenary Musician and Standard Bearer form a staff with a **Sessair** or **Drune** Commander ?

A : Yes.

Dirz treatments Q:

What is the limit for cumulating Dirz treatments on the same model?
A: There is no limit, but it is not advisable to put all your eggs in one basket.

Wolfen and Devourers

Q: Is a spell or object reserved for Wolfen accessible to Devourers and does an effect that only affects a Wolfen also affect a Devourer?
A: Spells and items reserved for Wolfen cannot be used by Devourers.
Admittedly, they are also Wolfen but it must be taken here as a game term.

Q: Is Kaëliss, the Elf of the Wolfen clan considered a Wolfen and can he therefore benefit from artefacts and other effects reserved for Wolfen?
A: No, the rule specifies that when the clan is complete, Kaëliss is not counted in the percentage of Allies, he is part of the main army corps. However, he is not considered a Wolfen and therefore cannot benefit from the effects reserved for Wolfen.

XX. ERRATA

This section lists corrections that need to be made to the text of some game cards.

Brutality of Shadows: The Cult of this miracle is Universal and not Meander of Darkness.

Song of the Possessed: This miracle must be called at the very beginning of the Movement phase.

Hateful Rampage: The difficulty of this spell is equal to the lowest Discipline score among the two target figurines. I take this opportunity to specify that the two figurines must be within range of the spell. The value to take into account is that of the figurine itself, not a value transmitted by a possible commander.

Gift of the Moon: New text.
This spell must be cast at the start of the Movement phase, just after the Tactical Roll. The target must pass a DIS test of a difficulty equal to the final result of the Casting Roll. If unsuccessful, apply the effect corresponding to the difference between the two results. If the target rolls a 1 on its DIS Roll, then consider the final result of that roll to be 0.

1 to 5: the target is STUNNED 6
to 10: the target considers the Magician's Courage as Fear.

11 to 15: upon activation, the target must charge the nearest **enemy** figure unless it is already in contact with an opponent. 16 to 20: when activated, the target must flee to the nearest table edge. If it finds itself in contact with an adversary, it must attempt to Disengage. 21 and +: the target immediately passes under the full control of the Magician.

If the target is under the influence of the spell, it must attempt a new DIS test of the same difficulty as the first at the start of each following turn, just after the Tactics Roll. If this roll is a success, the spell ceases to have effect. If unsuccessful, redefine the spell's effect based on the new result of the DIS Roll. This spell has no effect on Undead and elemental creatures.

Elemental Aegis: The type of gems required to cast this spell is not "Light" but "Neutral".
Also, the card for this spell should be labeled X under the Elemental crown. In reality, its cost in gems is equal to that of the targeted spell. If the targeted spell is a variable cost spell, the cost of the Aegis is equal to the number of gems used to cast it (not counting gems spent to improve mastery).

Warrior exaltation: The duration of this miracle is: until the end of the turn.

Khor Warriors on Razorback: All Khor Warriors on Razorback are equipped with Khor weapons, even if it is not specified in their equipment.

Invocation of Fire Elemental: The upkeep of the Fire Elemental or the displacement of its behavior marker takes place **after** the Recovery roll.

Kithairin Saar : Kithairin Saar est une Ombre.

Lor-Arkhon the Mad: Like the Dwarf Bombers, Lor-Arkhon must roll 2d6 when rolling for Pressure with his cannon.

Mastery of the Winds: This spell must be cast at the start of the Movement phase.

Grim Reaper's Eye (Travel Diary II)
The bonuses linked to this artefact are acquired only if the bearer of the Eye kills an opponent.

Antler of the Stag: This miracle must be called at the start of the Movement phase, just after the Tactical roll.

Sanction: The "Sanction" spell can be cast twice on the same target during the same turn.

Primal Terror: This spell must be cast at the very start of the Movement phase.

Endimyon's Value: Only spells whose difficulty is fixed and numbered can be linked to Endimyon's Value.