



# QUESTIONS AND ANSWERS

By Rick Priestley

Continuing our irregular series of questions and answers on some of the rules that we're most often asked to clarify

If you've got any questions about Warhammer Fantasy Battle, or any of our other games systems, please send them in to White Dwarf at the Design Studio address – mark the envelope clearly saying which game the questions concern. We can't answer all the letters we get in the detail we'd like, but we'll try to cover the most commonly raised points in further Questions and Answers articles in White Dwarf.

## WAR MACHINES

Can War Machines fire at a flying target?

Cannon cannot fire at an aerial target as they have insufficient elevation. The only exception is the Jezzail, which is small enough to be pointed upwards and which is treated as if it were a large arquebus or crossbow in this respect.

Mortars and Stone Throwing Engines cannot fire at aerial targets. Although their missiles fly through the air, it is impossible to aim them against a flying target.

Bolt Throwing Engines can be used against aerial targets. They have a relatively flat trajectory and can be aimed against a flying target in a similar manner to a crossbow or arquebus.

Flame Cannon and Fire Throwers cannot be used against aerial targets – the flame would quickly fall to earth with potentially unpleasant consequences for the crew!

A Bazuka Rocket Launcher or Skyrocket can be fired against a flying target but must score a direct hit to have any effect. Rockets which miss have no further effect – they either expend their charge and fall harmlessly to the ground, explode in mid-air, or are duds.

## WEDGE FORMATIONS

In a wedge formation, does the first rank fight along with the second once the enemy's first line is penetrated? Similarly, do the first and second wedge ranks fight with the third rank against the enemy's third line, and so on for subsequent ranks?

Each model in the wedge fights only once. The first wedge rank fights against the models engaged in the first enemy line. If the first rank wins then the second rank fights the second line. If the second rank wins the third rank fights the third line, and so on until the enemy formation is penetrated and routed or the wedge doesn't win and is forced back into a normal formation. This is why it's so important to have a hero or fairly powerful model at the head of the wedge.

## HEROES

A Hero is fighting in hand-to-hand combat. The model is in base-to-base contact with two enemy models, but causes sufficient Wounds to kill three. Does he kill three enemy or just two?

He kills three. These may conveniently be assumed to be the two in contact plus any other model adjacent to either casualty. The player suffering the casualties may decide which model to remove. It is assumed that the third casualty steps in to fill the gap left by his fallen comrades and is cut down for his trouble! Once the combat round is over, models may be moved to fill gaps in the line as normal, effectively shifting casualties to the sides or rear.

## REFORMING

When is it necessary for a unit to reform? Do characters have to reform?

A unit must reform when it becomes unformed! A unit becomes unformed if:

- 1 It charges but fails to contact an enemy.
- 2 It attempts and fails a manoeuvre during a charge.
- 3 It charges and contacts an enemy formation at an angle of more than  $22\frac{1}{2}^\circ$ .
- 4 A unit ends pursuit of a routed enemy, or ceases pursuit because all routing enemy are slain.

An unformed unit spends its entire next movement phase stationary and reforming. Alternatively it may retire as explained on p133 of Warhammer Fantasy Battle. If charged, the unit must take the charge at the halt, but can turn models to face the enemy. A unit which is pushed back in hand-to-hand combat whilst unformed is automatically routed. An unformed unit which is not pushed back in hand-to-hand combat is automatically reformed. Unformed units also suffer a -1 penalty on their Ld, Int, Cl and WP characteristics.

Character models which are associated with units are subject to the unformed rules along with the rest of the unit. They have joined the ranks and so suffer when the unit's formation is lost and other troopers get in their way and push them aside. Individual character models which are not associated with a unit are not subject to the unformed rules and are never affected by them.

## AMULETIC STANDARDS

Does an Amuletic Standard affect a Vortex of Chaos, Fetid Cloud, or Ravine?

If a Vortex of Chaos hits a unit carrying an Amuletic Standard, the Vortex is instantly dispelled. Similarly, if the unit moves into a Fetid Cloud, if the Cloud moves onto the unit, or if a Cloud is cast against the unit, the Fetid Cloud is dispelled.

In the case of a Ravine spell, the situation is more complex. The Ravine is not dispelled if it crosses the unit but the unit is not affected either. The ground beneath the troops in the unit solidifies so long as they stand on it, but opens up again as soon as they move off.

## SNOTLINGS

How many ranks do Snotlings count as to cannon fire?

A base of Snotlings is counted as 3 ranks of troops when fired at by cannon. This is irrespective of the actual number of Snotlings or their formation on the base.