



**ALPINE CUP**  
**OLD WORLD**

**FAQ 2025**

**v2.1**

	Question	Answer
Chaos Dwarfs	Can you use the hatred from rolling a 2 on the Darkforged weapon to re-roll hits with the Blood of Hashut?	Yes.
Dwarfen Mountain Holds	Does a Slayer of Legend apply it's "Slayer of..." rules to hits caused by deathblow?	Yes.
Empire of Man	Does an Engineer on a War Wagon get full cover if it is within 3 inches of a friendly war machine?	No.
Kingdom of Bretonia	Can the Falcon-horn Of Fredemund be used by a unit champion?	No.
Orc & Goblin Tribes	Can the Black Orc Chariot be taken as a character mount for Black Orc Bosses outside of the Nomadic Waaagh Army of Infamy List?	Yes.
Orc & Goblin Tribes	Do models using Fly (X) get hit when they pass over a fanatic?	No.
Skaven	Can the Doomwheel fire its lightning while engaged in combat or while fleeing?	Yes.
Skaven	For the rule Verminous Valour, when exactly can the model choose to "retire to the rear of the unit?"	The model can retire to the rear of the unit at "any time" that it is engaged in combat. While the unit may still use the model's leadership, it does not confer any other benefits from special rules as if refusing a challenge. A model may not use Verminous Valor if constrained by the conditions of "Nowhere to Run" on pg 211. The model must return to the front rank once the unit is no longer engaged in the combat from which he retired.
Skaven	Can abilities that allow you to ignore the rules for targeting Lone Characters (IE: Hawk-eyed Archer) allow you to target a Skaven Weapon team?	No.
Tomb Kings	How does the 'Resurrecting the Fallen' ability work with units in Skirmish formation?	Follow the same order for recovering wounds as for a rank and file unit. However resurrected models must be placed within 1" coherency of a model that was alive at the start of the phase. Models that cannot be placed are lost.
Tomb Kings / Vampire Counts	When using the 'Resurrecting the Fallen' ability, what happens if there is not sufficient room for the raised models (Due to Terrain, Enemy models, the board edge, etc?)	If the resurrected models cannot be placed, they are lost.
Vampire Counts	Do Wailing Dirge attacks count as a shooting attacks?	Yes.
Warriors of Chaos	Do Bound Spells or casting units that are not wizards themselves (IE Doomfire Warlocks) trigger the effects of the Infernal Puppet?	No.

Movement	Can the Fly special rule be used during pursuits, overruns, and flees?	Yes.
Movement	If a unit moves or charges through multiple pieces of difficult and/or dangerous terrain in a single move, does it get a -1 modifier to its movement characteristic for every piece?	Yes, to a minimum of 1.
Movement	When you make a Redress the Ranks manouvre, do you need to remove/add the models as equal as possible or can you choose (e.g. adding 5 models to only one side)?	You must add or remove them as equally as possible as shown in the diagram on PG 125.
Movement	How do you perform a turn manouever with rectangular bases?	Turn the models in the centre of the unit first and then arrange the others so that they are lined up correctly.

Charge	If I am able to re-roll the dice when making a charge roll and I have the Swiftstride special rule, can I re-roll the dice for Swiftstride as well?	No.
Charge	Does the move of the counter-charge count as a charge move, for example for the purpose of furious charge?	Yes.
Charge	Does a frenzied or impetuous unit need to declare a charge if there is a friendly unit in its way that would prevent it from completing a charge, even if the friendly unit could itself declare a charge and move out of the way?	No. Unless the friendly actually does declare a charge, the frenzied or impetuous unit is not obliged to declare a charge.
Charge	When a unit is charged by a model with the Terror special rule and they fail their Terror check, what does it mean for them to "Flee"?	The unit being charged must choose to Flee as a charge reaction, following all normal rules.

Charge	When a unit "counts as having charged" do they get bonuses based on the distance moved during a charge? Such as when making a pursuit move into an enemy or moving into base contact with an enemy via random movement.	When a unit "counts as having charged" treat the movement prior to making base contact as its charge distance for the purposes of determining whether a special rule is triggered (ie: Initiative bonus for charging, impact hits, etc.).
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Shooting	Can a unit with multiple ranks on flat ground, fire all of their ranks at a large target?	Yes.
Shooting	If a ranged weapon comes with the Killing Blow rule, can I use it with a shooting attack?	If a ranged weapon has the killing blow special rule (IE: the Ogre Chaintrap) it may trigger during the shooting phase in the same manner as a melee weapon would in the combat phase. Note, that a model with Killing Blow or Monster Slayer does not grant these rules to ranged weapons they may carry.
Shooting	Can a lone character, that is within 3 inches of a unit that can protect him, be targeted if said unit itself is not a viable target (outside of the vision arc F.E.)	No.

Combat	Does the Armour Bane (X) special rule affect stomps and impact hits?	Yes, any close combat or shooting attack (with the exception of spells) is affected by Armour Bane (X) if the model possessing it has it on their profile directly.
Combat	Can you make an overrun move if you did not destroy the enemy unit in the Combat Phase but already did so in the in the Shooting Phase (I.E. via Wailing Dirge)?	Yes.
Combat	Can you make an overrun move in any turn, or only the first turn of combat?	Only in the first turn of combat.
Combat	A unit that Gives Ground moves directly away from the enemy. How does that work against multiple units in the front and in the flank?	Directly away always means center to center - the unit moves away 2 inches along that imaginary line without pivoting. With multiple unites halve the angle between the two lines.
Combat	Can you use Swiftside when Falling Back in Good Order?	Yes.
Combat	When following up a unit that Gives Ground it may happen that the follow up move brings my unit into contact with another enemy unit. Is this accidental contact and counts as a charge?	No. Just place the unit that follows up back in contact with the unit that Gave Ground by moving it the smallest amount possible to the side.

Special Rules	Can a model with Random Movement use the Fly (X) special rule?	No.
Special Rules	Are models with Fear immune to the Fear caused by models with Terror?	No. However the effects of Terror are replaced with those of Fear.
Special Rules	Models with Monster Handlers attribute an unsaved wound to one of the Handlers on the roll of a 5+, however the handlers do not have a wound characteristic on the split profile (IE: Hellcannon, War Hydra, Kharibdis). How is this wound supposed to be allocated?	When a 5+ is rolled, simply remove one of the handler models from the table. This "wound" will still count towards combat resolution if applicable.
Special Rules	The rules for poisoned attacks stipulate that models with magic weapons do not benefit from the poison rule. What if the magic weapon in question grants the poisoned attacks rule (Primeval Club, Serpent Staff, etc)?	Magic weapons that themselves grant the poisoned attacks rule are exempt from this clause.
Special Rules	The Stupidity rule on page 178 says "to make a Stupidity test, test against the unit's leadership characteristic": is this a leadership test?	Yes.
Special Rules	How does evasive work in detail?	As soon as the evasive unit is targeted in the shooting phase it may choose to fall back in good order away from the unit that targeted it. After that the unit proceeds with its shooting attacks. If the targeted unit is now out of sight and/or out of range the shots are wasted. Same goes for templates - if the templates does not hit any more models the shot is wasted.
Special Rules	When a unit with Random Movement makes a Pursuit Move or a Flee Move, how far does it move?	A unit with Random Movement has a maximum movement value that is rolled in the Compulsory Moves sub-phase. When rolling for the distance of the Flee or Pursuit Move that maximum value can never be exceeded. If the unit didn't roll in the Compulsory Moves sub-phase, roll for a maximum movement value right before rolling for the Pursuit or Flee Move.

Skirmishers	When charged skirmishers cannot reach the rear ranks with their Movement they are removed as casualties. Do these models count for the Combat Result?	No.
Skirmishers	How do you determine the center of a skirmishing unit?	Draw an imaginary line from the two models that are the farthest apart from each other. The center is at the middle of that line. If a template has to be placed over the center it can be moved in such a way that the center of the template touches the base of the nearest model. This must be achieved by moving the template in the smallest amount possible.
Skirmishers	A formed unit charging Skirmishers has to charge the closest model it can see. Can the skirmishing unit prevent this with other models within the unit?	No. Nudge the intervening models aside in the smallest amount possible and continue with the charge.
Skirmishers	When a unit of skirmishers equipped with missile weapons fires at an enemy, do members of the shooting unit obscure for purposes of line of sight? Additionally, is this sufficient to grant cover to the target unit?	Yes, the models within a skirmishing unit block line of sight and they target can claim cover.
Skirmishers	What happens if there is not enough space to form up the rear ranks of a unit of Skirmishers that has been charged (IE: Due to terrain, the board edge, or other models?)	Nudge the units the smallest amount possible until all skirmishers are able to form up behind the fighting rank.
Skirmishers	Does an entire unit of skirmishers count as having moved for the purposes of shooting if one model moves?	No. Determine the penalty on a model by model basis.
Skirmishers	What does it mean when a unit in Skirmish formation "forms up" when engaged in combat?	A unit Skirmishing formation in combat adopts a rank and file formation as described on p.185. During combat it has no "flank" and no "rear" arcs for the purposes of combat. It retains this formation until it is no longer engaged in combat, at which point it will return to its Skirmishing formation (or may, if reforming following a successful test to restrain, overrun or FBIGO, change to another formation available to it.) Note that a unit that returns to Skirmish formation or reforms to Skirmish formation from rank and file is not able to "spread out" to 1" coherency, but will remain base to base until it can move apart in a future turn.
Skirmishers	What happens when you have multiple ranked units charge a Skirmisher unit?	Normally the charging units would charge simultaneously, however in this case, the controlling player decides which charging unit makes contact with the skirmishing unit first. The skirmishing unit then forms up, and the subsequent units complete their charges simultaneously, if possible. If the subsequent charging units can not make contact due to how the skirmishing unit has formed up, count these as failed charges.
Skirmishers	When a Skirmisher is moving "directly towards or directly away" - how do you pivot them about their centre?	Find the centre of the skirmishing unit and pivot each individual model, moving them all parallel to the centre line towards or away as need be.

War Machines	Warmachines are entitled to pivot during their controller's turn "to better face the enemy". What does this mean?	Simply, a warmachine may make a pivot once during their turn freely to facilitate their shooting attacks. This does not empower them to pivot after they shoot to hide.
War Machines	Can cannons hit targets that they cannot actually see (I.E. by intentionally overshooting a unit and hitting another unit behind an intervening forest or hill)	No. Cannons and other similar war machines can never harm a unit fully behind a hill, a forest or impassable terrain. Cannons can also not use their free pivot to pivot themselves onto a hill, shoot and/or pivot themselves off a hill after shooting.
War Machines	If a cannon sees an edge of the base of an otherwise hidden model can it target any other point of the model or just the part it sees?	It can only target the parts of the model it sees.
War Machines	Can a cannon choose a point on the base of a model with Large Target if LOS cannot be drawn to the model's base due to intervening models?	Yes.
War Machines	For the purposes of the Bombardment Special Rule, is the minimum range measured to the closest point of the unit or to the centre of the unit?	Measure to the closest point of the target unit.

War Machines	The BRB FAQ 1.3 states, that a cannonball stops if its path meets a hill etc. Does that mean, that cannons on a hill cannot shoot or that models on a hill are safe from cannons?	No. Only the bounce of the cannonball is effected by the "Crunch" special rule.
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Characters	Where do you measure from when a character leaves a unit.	Measure from wherever the model actually is within the unit.
Characters	If a unit has multiple characters and all the non characters die, are the characters still in a unit or do they separate?	They are no longer in a unit.
Characters	Can a unit with Shieldwall use the ability if they are joined by a character without a shield?	Yes.
Characters	If a Character in a Skirmishing unit that has engaged in Combat is unable to reach the fighting rank, do they form up behind the fighting rank? Or must they be placed in the fighting rank?	They form up behind the fighting rank and may move through the ranks when the combat is chosen to fight.
Characters	In the rules for "Characters in Combat" it states that "characters adjacent to the fighting rank are considered to be within it." Does this mean that characters in the second rank are able to fight in combat?	No. "Adjacent to the fighting rank" refers to models that do not fit neatly in the unit, and must therefore be placed alongside the unit as described under "Positioning Characters."
Characters	Can units that stand and shoot do so against lone characters near appropriate units, and the character isn't the closest target?	Yes.
Characters	Can a unit use Feigned Flight if joined by a character without it?	Yes, as long as a majority of the models of the unit have it.
Characters	Do unit champions count as characters?	No.
Characters	Can a challenge be refused if the model cannot be placed outside the fighting rank (I.E. the unit consist of only one rank)?	No.

Magic	Do Universal Special Rules of the caster apply to Magic Missiles and Vortexes that they cast?	No, Magic Missiles and Vortexes cannot benefit from the casters special rules unless specifically stated otherwise.
Magic	Do Conveyance Spells count as movement (e.g. for the purpose of dangerous terrain or shooting) when you remove a unit and place it again on the table?	Yes.
Magic	How would you resolve casting a spell with an ability that allows you to roll 3 dice and drop the lowest (IE: Power Scroll, Black Staff) when impacted by an ability that forces you to roll three dice and drop the highest (IE: Infernal Puppet)?	You would roll four dice and discard the highest and lowest result.
Magic	For spells with multiple casting values that remain in play, do you dispel at the lowest casting value or the active casting value?	You dispel using the minimum (lowest) casting value.
Magic	Can a unit with Random Movement use a spell like Arcane Urgency to move again in the remaining moves phase?	No. Models that have moved in the compulsory movement phase are not allowed to move again in the remaining moves phase.
Magic	Do vortexes only inflict their respective "hits" on units when the vortexes move during the Start of Turn sub-phase, as their respective texts state "...the moving template touches or moves over..."? Or do they also inflict hits when a unit chooses to move through them during the movement phase? (IE: Do the Pillar of Fire, Vortex of Chaos, Summon Elemental Spirit, and Foot of Gork)	The hits are triggered as written on the spell itself. Generally this is only when the spell moves, and not when it is moved over.
Magic	Can Units with fly pass over a vortex that counts as impassable terrain?	Yes. Models with Fly are able to cross over impassable terrain, but may not end in it.
Magic	Do spells (I.E. magic missiles and vortexes) count as a shooting attacks?	Yes.
Magic	Does a unit that moved via the spell Travel Mystical Pathway count as having moved?	Yes. The unit does not actually perform a "move" but counts as having moved.
Magic	Does a unit that teleported via Travel Mystical Pathway have to be placed on the table in the same formation it was in before the teleportation?	Yes.
Magic	Can the spell "Plague Wind" lower the Toughness characteristic of a unit to 0 and effectively take the whole unit of the board?	Yes.
Magic	A unit under the influence of "Earthen Ramparts" counts as defending a Low Linear Obstacle. Does this negate Impact Hits and Stomps aswell?	Yes.

Miscellaneous	Are victory points cumulative if a unit flees and is below 25% of its starting size?	Yes.
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Miscellaneous	The FAQ defines a model with a split profile as "not one model, but several, all sharing the same base." Does this mean when there is an ability that is not specific to any one profile, that it applies to all of them? (IE: Wailing Dirge on the Mortis Engine)	Split Profile models that have special abilities that are not specifically attributed to any profile refer to the entire model, not each element of the profile, and may use the ability once.
Miscellaneous	What is the difference between "losing" a wound and "suffering" a wound?	Suffering a wound as normal allows for the model to take any saves that they may have. If the rule states that you lose a wound (IE: Failing a Dangerous Terrain test) armour, ward and regeneration saves do not apply.
Miscellaneous	Does a model need to have the option to take a specific type of armour in order to take a magical equivalent? IE: Can a model that only has the option to take light armour equip magical heavy armour? Do rules that "count as" armour (IE: Scaly Skin) allow models to take magical armour?	For the purposes of equipping magic armour, armour is broken into three broad categories: armour, shields, and barding. In order to equip a magical item from one of these categories the model must be able to take or be equipped with a mundane equivalent from one of those categories. (IE: Having, or being able to equip a shield allows you to select any available magic shield, access to any form of armour allows you to equip any available magic armour.) For this purpose, being equipped with or having access to options that "count as" one of these armour types also meet the requirement (IE: Scaly Skin).
Miscellaneous	Are modifiers applied to stats added or multiplied first?	Add first, then multiply.
Miscellaneous	If a unit is given two Base Sizes, one min and one max, does it have to be on either one of those, or are other regular basesizes inbetween also valid?	It can be any legal base size inbetween those minimal and maximal sizes.
Miscellaneous	When do I have to decide if I use the "Inspiring Presence" of my General or not?	Before making any LD- or Break test.