

O.B.G FREQUENTLY ASKED QUESTIONS

Q: Can I measure distances and ranges at any time, and for any reason?

A: Yes

Q: Do I have to move my units during my player turn?

A: No, movement is always optional

Q: What happens if my movement tray doesn't fit through a gap?

A: A unit whose movement tray cannot fit through a gap must stop their movement at a point where they would normally be able to stop, and may move no further. All units must abide by all normal rules that may affect this, such as 'keep your distance'

Q: What happens if I need to get over a modified leadership roll of 12 to pass a stand fast test and fail?

A: In the rare case a unit needs to get higher than a modified leadership roll of 12 on 2D6 to pass a stand fast test and fail, they will suffer extra casualties equal to the number the test was failed by. For example, a unit with Leadership 9+ loses a combat and their opponent has 5 momentum. This would mean that the unit would need 14+ on 2D6 to pass their test. If they rolled a 7 on 2D6 they would then suffer 7 extra casualties. If, however, they rolled 12 on 2D6, they would pass the test and suffer no casualties as this is 'insane courage'.

Q: If two of my units that are attempting a co-ordinated charge are no longer within distance to their target due to an evade reaction, can they both attempt to redirect a charge?

A: Yes

Q: Can a bow armed unit shift itself into range of a target that was out of the maximum range of its weapons before the move?

A: No. To declare a target for your shooting attack you must already be in range with the weapons you intend to use. The shift allows you to move further away from your target as they get closer, or to move closer to get into shorter range before or after you attack.

Q: If a model is armed with a shield but is using a weapon in combat that does not allow them to use their shield, do they still get the to hit modifier?

A: No. A unit that cannot use their shield will not suffer any to hit modifiers when they are targeted until they are able to use them again

Q: If my unit has only pivoted during my player turn, do they still count as having moved for the purposes of shooting attacks?

A: Yes, they would suffer a -1 to hit modifier for shooting attacks

Q: Some of my units have different weapons modelled onto them than what I have equipped them with, is this allowed?

A: All of your miniatures should be shown as carrying the arms and armour you have given them where possible. If you have equipped any miniatures with something not represented in the unit, it is good sportsmanship to let your opponent know before the game starts.