

Warzone 2 FAQ

02/15/2002

Hi All,

A bit of FAQ policy review. The FAQ will not answer questions if the rules of forces are correct as printed. It won't answer questions on the release schedule. Such submissions will be discarded. I attempt to follow the various posts on the forum and the mailing lists but the FAQ submission forms is the only way to make sure your question is read.

Entries are book by book then alphabetically by subject. As before I've avoided leaving submissions in the form of questions. I feel that answering them in sentence form, stating what the rule is keeps things clearer and allows for more explanation than a yes or no answer.

Below is what should be a complete list of gamers who helped out with the creation of this FAQ. If I missed anyone please let me know. I'd like to thank them for helping. Good Gaming to all.

Mike J. Murtha	Dave Poole	Ed Smith
Matt England	Les Robertson	Tim Steed
Rich Johnson	Dave Shepard	Mark Theurer
Alex Kanous	Chris Smith	Mancer

The Rules of War

Active models : Rules Change : If an active model is charged by a waiting model it can use a remaining action(s) to countercharge. pg. 28

The Big Stick Rule : All players and spectators are encouraged to use common sense, fair play, and their sense of humor before, during, and after the game.

Charge : Clarification : A model can charge another model even if the enemy is not in it's firing arc. pg. 27

Charge : Rules Addition : If a model is active, not already engaged in CC, has remaining actions and is charged by a waiting model it may always countercharge. For example, take model A, five inches away from model B which is on wait. Model A uses its first action to move three inches toward model B, model B declares a charge, model A can then use its remaining action to countercharge. pg. 27

Close Combat : Clarifications : If for any reason both models involved in CC have First Strike (as a Special Ability and/or as a result of charging) it will cancel out and the combat is resolved simultaneously. Having First Strike as a SA does not take precedence over having it because the model is charging. Models that are armed with a one handed missile weapon and a one handed melee weapon that are engaging another model in CC over an obstruction will only suffer the -3 penalty if they are using the melee weapon as their primary weapon. pg. 26-28

Dive for Cover : Clarification : Is handled one of two ways : pg.15

If Diving for cover from a ram attempt

- The model does NOT need to be on wait
- The model must make one leadership roll to dive for cover
- If successful the model is moved out of the path of the ramming vehicle, the model cannot move further than it's MV stat

If Diving for Cover from a template weapon

- The model MUST have a wait action
- Only the normal leadership roll to use the wait action needs to be made
- If successful the model is moved out of the path of the ramming vehicle, the model cannot move further than it's MV stat

Extra CC Attack : Clarifications : pg. 56

- Cannot be used to perform a charge
- Can be used to add bonuses to your CC

First Strike : Errata : the first sentence should read "Models with this Special Ability always get to attack first in Close Combat. pg 56

Friendly Fire : New Rule : If control of one of your troops is transferred to your opponent, by a supernatural power for example, you are allowed to attempt to kill the model.

Min-Max Rule : Gaming Suggestion : As an optional rule to further balance the playing field try the following with one of the two variations. Any elite squad cannot be larger either in A) number of models or B) number of points than the grunt squad that is "supporting" it. For example if you have a Imperial Trencher squad with five members you cannot use it to qualify to buy a Imperial Blood Beret squad with more than five members if you are using the option A. All players should agree to this rule before army construction is begun.

Multiple Hit Modifier : Clarifications : pg. 18

You may aim while firing a weapon with multiple hit modifiers.

If you are firing a weapon with multiple hit modifiers in CC then any extra hits may only be allocated to models in base to base contact with your model. The enemy models must also be within your model's firing arc.

If you have surplus hit(s) and your next legal target to carry the hits over to is in a different range band which has a different modifier subtract the appropriate number of dice rolls starting with the misses first. If you were left with no surplus hits in the new range bands you lose the hits you would have been able to carry over. For Example, a Chasseur is firing an HMG at PB range with a (x3) multiplier, it scores two hits and a miss, the target model fails a save and dies. The next target is in the Short range band where the HMG has a (x2) multiplier, so you "subtract" one of the dice rolls which was a miss and score a hit on the target. If the target has been in Medium range where there is no multiplier, you would subtract two dice rolls and the surplus hit would have been lost. *Gaming Note : Changing from one range band to another might also cause misses due to increased negative to hit modifiers. For ease of play we decided not to account for this. If you want to do the extra bookkeeping, use the above system and re-roll any carry over hits with the new to hit modifiers.*

Out Of Command Distance : Clarification : If a model is activated out of command distance and then moves into command distance it does not continue to suffer the penalties for being out of command distance during the rest of its actions. pg. 10

Panic : Clarification : Depending on the situation, none, some, or all of a squad can be panicked. Most commonly an entire squad will be forced to make a morale test and failure results in their being panicked. A single model or multiple models might find themselves out of command distance and be forced to make a morale test without the benefit of the squad leader and subsequently fail. In this instance it is possible for some members of a squad to be panicked while others are not. pg. 11

Prone : Errata : Prone models do not block LOS and you may fire past or "over" them without a one inch gap. pg. 22

Squad Leaders : Clarification : Specific Squad Leaders such as a Sergeant are optional unless stated otherwise. pg. 7

Tactical Sense : Errata and Clarification :

With a successful roll the model may target any unit not any model.

May not be used by a model with indirect fire weapons to ignore a model in LOS and perform speculative fire. pg 59

Template Weapons : Clarification : A model would get the benefit of hard cover with respects to damage when affected by a template weapon. pg 21

Natural Weaponry : Clarification : Natural weaponry such as teeth or claws are not considered to be a secondary weapons for purposes of the CC bonus for using two one handed CC weapons. pg. 16

Sniper : Clarification : A model with this special ability must still roll on the vehicles hit location chart when targeting a vehicle. pg. 58 *Gaming Note : Apologies for the reversal of this rule, I don't like the FAQ answers to swing back and forth but it seemed important enough in this case. Vehicle clarifications are still being discussed and more information will be included in the next FAQ. One gaming suggestion, if you want to allow a sniper a little more control over their shots when targeting a vehicle, allow them to adjust the result on the hit location chart. If they use one action to aim allow them to adjust the result by two, if they use two actions allow them to adjust the result by four.*

Speculative Fire : Clarifications : pg. 23-24

You may not attempt to target a point that is outside the weapons maximum range.

The -3 penalty for speculative fire is in addition to any range penalties.

Supernatural Powers : Clarifications :

A model may cast LOS range Supernatural Powers on itself.

You may attempt to cast a Supernatural Power on friendly or enemy models engaged in CC without any targeting restrictions.

The Underling Rule : It is permissible to change, delete, bend, fold, spindle, or mutilate any rule for the purposes of running a scenario or when using "house rules". All players must be made aware of any changes before the game.

Vehicles : Errata and Clarifications : pg 31-36

Crew actions do not need to be sequential, one crew member may use all their actions before another takes any of theirs

If a vehicle moves during its activation, the crew will suffer the appropriate penalties for the rest of the turn. *Gaming note, although it would be logical to assess the penalty for firing while moving at the start of a new activation if the vehicle moved the turn before we have chosen to ignore this to simplify book keeping. If both players agree you can mark vehicles as moving or stopped and assess the penalty as needed.*

Unless otherwise specified any crewmember can fire any vehicle-mounted weapon.

Only one crew member can fire any given vehicle mounted weapon during a turn.

The driver may fire any vehicle mounted or personal one-handed weapons, at the -3 to hit penalty, while driving the vehicle.

Even when hit by a template weapon you must roll on the hit location chart and apply the damage normally.

A vehicle may break away from CC and ram the model it was in CC with.

You can only be rammed by a vehicle on its activation

Vehicle mounted weapons suffer the -3 penalty to RC when firing from a moving vehicle.

Wait : Clarification : Using a wait action does not allow you to ignore targeting priority rules. pg.12

Weapon Immunity : Errata and Clarification : Any damage which requires a model to make an armor roll is considered Anti-personnel unless otherwise stated.

Weapon Immunity functions per hit, if a weapon has multiple hit modifiers the model would need to make a roll for each hit. If the weapon has wound modifiers the model would only get one roll, this includes incendiary weapons. pg. 60

The Forces of War

Capitol

Sunset Striker Hero : Errata : The Sunset Striker Hero is armed with 2 Katana's in addition to the listed weaponry. pg. 7

Great Grey : Errata : MV is 0/6. pg 8

Bauhaus

Ducal Militia Sergeant : Errata : The Ducal Militia Sergeant is armed with a pistol in addition to the listed weaponry. pg. 13

Explosive Charges : Errata : The Bauhaus Explosive Charges are Anti-Tank weapons. pg. 19

Mishima

Hatamoto Hero : Errata : The Hatamoto Hero is armed with 2 Katana's in addition to the listed weaponry. pg. 23

Imperial Wolfbanes

Headhunter Hero : Errata : The Headhunter Hero is armed with a pistol in addition to the listed weaponry. pg. 36

Berserker Chieftain : Errata : The Berserker Chieftain should cost 24 points, not 23. pg. 36

Chain : Clarification : When the Chain is used as the primary CC weapon it cancels out any and all bonuses from any type of Charge, e.g. normal, Ferocious, Enhanced, it does not affect a charge that the model wielding it is unaware of, e.g., Stalk, Unseen Assailant. pg. 39

The Tribes of Earth

Buying Criteria : Clarifications :

The various tribes currently have no grunt/elite squad designations, you must simply follow the squad to individual ratio when buying a Tribe force.

When allying an army with a Tribe army each must follow their own buying criteria. You may not use a non-Tribe squad to qualify for buying a Tribe individual and vice-versa. pg. 48

Brotherhood

Crucifiers : Clarification : Since the Crucifier is armed with four one handed weapons that can be used in CC it is entitled to a +3 CC bonus while engaging in close combat. pg 26

Keeper of the Art : Errata : The "heavy sword" under the Keeper listing is the same weapon as the "one handed heavy sword" in the Brotherhood armory. pg. 64

Valkyries, Vestal, Blessed Vestal Laura : Errata : The "two handed power spear" under their listings is the same weapon as the "power spear" in the Brotherhood armory. pg. 65

Supernatural Powers : Clarification : Any power which states "This Supernatural Power can not be used on a unit that is already under the influence of X Supernatural Power ." should be taken to mean that the effects cannot be stacked or made cumulative. This does not prevent a Brotherhood model from casting the same Supernatural Power on the unit to "continue" the effects of the Power for another turn. pg. 66-67

Dark Legion

Bloodfest : Errata : This Supernatural Power can only be cast on your own units. pg 90

Buying Criteria : Errata :

- You may never have more Greater squads than Lesser squads.
- You may never have more Individuals than squads.
- For every two units that do not have supernatural powers you may have one that does.
- You may never have more than one of a particular Personality. pg. 70

Choosing a Dark Legion Army : Errata :

When choosing a Dark Legion army you must first decide on the Dark Apostle you are going to play. The Dark Legion is divided into two main bodies – the Horde and the Cults. Each of the Dark Apostles also have their own specific servants. Once you have decided on a Dark Apostle you may then choose forces from the Horde, the Cults, and the servants of your chosen Apostle. A Dark Legion army is made up of Lesser squads, Greater squads and Individuals. A Dark Legion army may consist of any proportion of Horde, Cults and a single Apostle's forces so long as you follow the buying criteria. *Gaming note : Obviously you are free to play a "generic Dark Legion army" simply by not taking any servants of a Dark Apostle. pg. 70*

Ilian Nephrite w/Dimension Blade and Pistol : Clarification : Since the Nephrite is armed with three one handed weapons that can be used in CC it is entitled to a +2 CC bonus while engaging in close combat. pg 26

Supernatural Powers : Clarification : Any power which states "This Supernatural Power can not be used on a unit that is already under the influence of X Supernatural Power ." should be taken to mean that the effects cannot be stacked or made cumulative. This does not prevent a Dark Legion model from casting the same Supernatural Power on the unit to "continue" the effects of the Power for another turn. pg. 90-94

Venus : Bauhaus Forces of War

Bauhaus Force Lists : Clarification : The force list from the Venus FOW book is not designed to be mixed with the force list from the 2nd Ed. FOW book. Players must use one list OR the other and they may not be combined. *Gaming Note : This restriction is to enhance competitive play, as long as all players agree, units from either force list could be used in a generic (non-ducal) Bauhaus army without upsetting game balance.*

Ducal Militia Sergeant : Errata : The Ducal Militia Sergeant is armed with a pistol in addition to the listed weaponry. pg. 13

Muzzle Flash : Errata : The Muzzle Flash counter is removed at the start of the unit's next activation. pg 61

Vulcan Battlesuits : Clarification : Since the Vulkan Battlesuit can use its HMG one handed it is counted as being armed with two one handed weapons that can be used in CC and receives the +1 CC bonus when engaging in close combat. pg 85

Shadow Hunters : Errata : The Predators squad are mistakenly equipped with the Enhanced Weapons upgrade, this is not a legal enhancement for this squad type in this duke's forces. pg.94

Personalities : Clarification : Valerie Duval is an Etoiles Mortant, Max Steiner is a Venusian Ranger, Konrad von Juntz is a Dragoon, and Johan Emigholtz is a Mounted Hussar, and may purchase legal enhancements for their troop types. pg. 88-89

Supplemental Squads : Clarification : Supplemental squads are considered to be the same squad type as the one they are supplementing. So a Ducal Militia HMG team are considered Ducal Militia and are eligible to buy legal enhancements for that type of unit.

Squad Type Individuals : Clarification : Individual that are associated with a squad type are considered to be the same squad type. So a Dragoon Kapitan is considered to be a Dragoon and is eligible to buy legal enhancements for that type of unit.

Yohan Emigholtz : Errata : His correct point value is 68. pg. 89

Mars :Capitol Forces of War

Capitol Force Lists : Clarification : The force list from the Mars FOW book is not designed to be mixed with the force list from the 2nd Ed. FOW book. Players must use one list OR the other and they may not be combined. *Gaming Note : This restriction is to enhance competitive play, as long as all players agree, units from either force list could be used in a generic (non-configuration) Capitolian army without upsetting game balance.*

Hard Armor : Clarification : The Partial Anti-Tank ability of the HMG-85/T affects the Vulkan/Orca reroll save with the first Armor roll calculated with the 5-point armor penalty applied. The 2nd roll is made using the target's full Armor rating.

Maria Del Torres : Clarification : it's ability to re-roll Initiative dice takes place AFTER the opponents have rolled Initiative die.

Orcas : Clarification : In spite of many shared abilities, Orcas aren't vehicles so that the Orca and its Gunner don't mix their actions during their activation.

Orcas and Purple Sharks : Clarification : Concerning how units of models made up of multiple crew (Orca, Purple Shark) panic, squads are calculated on a per model basis. Count only the number of models purchased. When the squad is reduced to 50% or less of it's original number, it makes a test.

Supernatural Powers : Clarification : Closed Vehicles are affected normally by Supernatural Powers with the exception it is always the Vehicle that is damaged by any Wounding/Killing affects. Any non-Wounding/Killing affects are applied to the Crew. All Armor Tests are made using the Vehicles Armor, and all Power and Leadership Tests are made using the Crews values.