



Base sizes / Questions and answers

12 April 2024

Base sizes

Arox

Name	Size	#/base	Type
Liagulians	20x20	2	Unit
Reptilians	20x20	2	Unit
Repsolians	20x20	2	Unit
The Sanctified	20x20	2	Unit
Ropuchons	20x20	1	Unit
Trygodrons	25x25	1	Unit
Desauros	60x40	1	Model
Golden Guard	20x20	1	Unit
Forgon	37x37	1	Model

Sorgax

Name	Size	#/base	Type
Liagulians	20x20	2	Unit
Reptilians	20x20	2	Unit
Repsolians	20x20	2	Unit
Ropuchons	20x20	1	Unit
Martyrs of Voro-dan	20x20	1	Unit
Slagors	25x25	1	Unit
Desauros	60x40	1	Model
Crushers on Scalyvars	25x25	1	Unit
Forgon	37x37	1	Model

Vaendral

Name	Size	#/base	Type
Amazons	20x20	2	Unit
Barbarians	20x20	2	Unit
Ravagers on Sungals	25x25	1	Unit
Sozruits	20x20	2	Unit
Half-giants	20x20	1	Unit
Giant	25x25	1	Model
Voutars	20x20	1	Unit
White Witches	20x20	2	Unit
Elephanton	60x40	1	Model

Heroes

Name	Size	#/base	Type
Command Group	25 Round	2	Model
Champion	25 Round	1	Model
Mage	25 Round	1	Model
General	25 Round	1	Model

Dirandis

Name	Size	#/base	Type
Amazons	20x20	2	Unit
Barbarians	20x20	2	Unit
Riders on Gridons	25x25	1	Unit
Wolf Brothers	20x20	2	Unit
Half-giants	20x20	1	Unit
Giant	25x25	1	Model
Sasquatches	20x20	1	Unit
Wilhars	25x25	2	Unit
Elephanton	60x40	1	Model

Gaeldor

Name	Size	#/base	Type
Barbarians	20x20	2	Unit
Oduns	20x20	1	Unit
Amazons on Spiders	25x25	1	Unit
Voraks	20x20	2	Unit
Half-giants	20x20	1	Unit
Slagors	25x25	1	Unit
Trefloq	37x37	1	Model
Wild Creatures	25x25	2	Unit
Marmydon*	80x60	1	Model
Forest Dragon	60x40	1	Model

Sheol-Morg

Name	Size	#/base	Type
The Damned	20x20	2	Unit
Dark Fauns	25x25	1	Unit
Horned Warriors	20x20	2	Unit
Kozars	20x20	2	Unit
Skeletons	20x20	2	Unit
Truhlaks on Fallen Ogars	25x25	2	Unit
Minotaur*	37x37	1	Model
Black Knights on Horgars	25x25	1	Unit
Hybrids	25x25	1	Unit
Hydra*	60x40	1	Model

* – model is not out yet

#/base – number of models per base

Questions and answers

Latest added questions and answers are placed in a green frame.

Proxy models: Players can use whatever proxy models they wish for units or models that are not out yet. When the official models or units are out, use of proxy models during leagues or tournaments is forbidden.

Suggested number of models per base: Number of models per base should correspond to product pictures on Spellcrow website, or to the number indicated above in this document.

Q: What is the number and type of Command Group models?
A: The Command Group model must include min. 2 models and min. 1 standard (held by the standard bearer or separately on the base – you can do it whatever you like). Musician is optional. There just need to be min. 2 models. Exception to this are larger models, which are placed separately on a base (e.g. Ropuchons or Half-giants). In such a case the Command Group base must include min. 1 such model and min. 1 standard.

Q: Do Marauders count towards any limits?
 Two instances:

a) Base Units – I deploy a Horde in my rooster, 16 bases, and I get a free marauders unit. Do I fulfil the condition of having minimum 2 basic units or do I still have to deploy one more?
 B) Unique Units – I deploy 3 hordes of 16 models. Does it mean that I get 3 additional marauder units, and as a consequence I have 6 units?

A: a) Marauders do not fulfil the condition of fielding the minimum of basic units b) Yes, you get one marauder unit for each 16-base horde, so for 3 deployed hordes of 16 bases you receive 3 marauder units. In total, you will have 6 units, 3 hordes which are counted towards the limit, and 3 marauder units that are not.

Q: Explanation of the army composition in regards to the number of champions, command groups and general (p. 50)

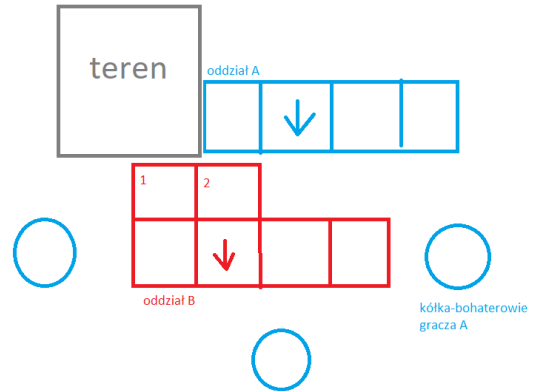
A: The intention was that if a rule states says ‘can’, then it is an option, not obligation. Therefore an army must have 4 heroes, and at least 1 Command Group and a General. If you do not want to, you do not have to include a champion or a mage, but you need to have at least 4 heroes in the army.

Q: Can a single unit receive an Order more than once in a cycle using *Heralds of the Torment* Sorgax army special rule? (p. 54)

A: Yes, a unit that previously has received an order may receive one again using Sorgax army special rule.

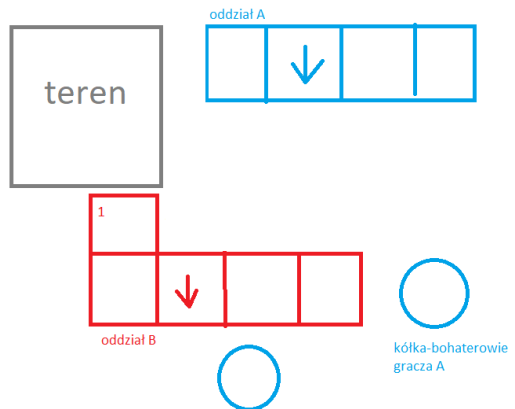
Q: Do single models on a square base like Giant or Forgon have to turn using the die or do they turn in place?

A: Around a die.



Q: Unit A charges unit B. As a result, unit B loses only 1 base. How to position unit A? If it leaves the combat, can unit B use the “Force back!” rule before unit A leaves the combat?

A: In this situation unit A can align with the rear of the first rank of unit B.



Q: Unit A charges unit B. How to position unit A? Does positioning allow for skipping over terrain? The above questions assume that unit B is immobilised. For the purpose of the question treat blue hero bases as enemy units.

A: In such a difficult situation it is the same as above, meaning unit B can position itself at the rear of the first rank of unit B.

Q: Rule conflict: *Curse of the Witch* (White Witches, p.57) ‘Cold Blood Test made by an enemy unit (...) is always considered failed.’; *Fearless* This unit always passes a Cold Blood Test (...). Both are Rules of armies and units, so the table from p. 31 is not applicable (rules are equal in importance). What to do if White Witches fight a Giant or Slogors?

A: As per Errata, the *Fearless* rule states: ‘This unit always passes a Cold Blood Test and a Panic Test.’ The rule *Curse of the Witch* states that Cold Blood test is always considered failed. As a consequence the unit is forced to take Panic Test. However, due to the *Fearless* rule, Panic Test is automatically passed. Irrespective of the order of rules, if *Curse of the Witch* is above or below other rules, in case of *Cold Blood* test, due to automatic pass of the Panic Test the outcome is the same – no base can flee from the battle.

Q: Are mage rules cumulative? Example: Will two Priests of the Old Gods in the army mean that two additional friendly units can pray? (p. 59)

A: Mage rules are not cumulative. Regardless of the number of Priests of the Old Gods in the army, only one additional friendly unit can pray.

Q: ‘Mage rules are not cumulative.’ So a second and subsequent mages are only for spell casting and using items, without granting additional prayers?

A: ‘Mage rules are not cumulative.’ concerns special rules of individual mages. Example: if there are two Priests of the Old Gods in Dirandis army (special rule states: As long as the Priest of the Old Gods is on the battlefield, an additional friendly unit can make a prayer.’), then the army uses the rule from only one mage. If the army would have 1500 points and had three Priests of the Old Gods then the army would get an additional prayer per cycle for each just because they are mages. However, one of them would also provide an additional prayer due to his special rule. An advantage of having three mages with the same special rule is that even if during the battle two of them would die, the army can still use the special rule from the third one that survived. If you have one Priest and he dies, you lose his special rule as well.

Q: Fortune-teller – 14 points/model (Mage) Can use magic spells and items up to 6 points. (p. 59) Are those 6 points the whole limit for Fortune-tellers spells and items? Or maybe the cost of spells and items cannot exceed 6 points?

A: Fortune-teller cannot take items and spells that cost more than 6 points.

Q: Can heroes join units during deployment, or do they have to be deployed separately?

A: Heroes have to be deployed separately. They can join units during the battle.

Q: Can heroes join units with *Creature* special rule?

A: Heroes can join units with *Creature* special rule, but they cannot join single models.

Q: Is ‘clear way’ a way that has no terrain features or any part of a different unit in its way, through which a base would move during a successful charge? In order to find out if there is a ‘clear way’ for a unit, but not for a single model, can we ignore one base from it?

A: During a move any terrain feature or a part of a unit (even if it is just one base left due to casualties) constitutes an obstacle for the unit. During a charge, if a unit has a blocked way only for one base, it does not impact the charge. However, if only two bases from a unit have a clear way, and the other two or one do not, then charging unit does not use 2d6 charge roll, but only 1d6 roll.

Q: Is any removal of Activation Die, after which you take an action, an Activation? In the sentence ‘After making an action with a given unit, he proceeds to remove the Action Die of any other unit of his choice and makes an action with it.’ (p. 27 – Initiative Test and Activation Roll) it is not mentioned that another chosen unit is activated when the Activation Die is removed. Is it a loss of Activation Die (p. 27 – Unit actions), after which you take action without activation? E.g. If Activation Roll was 2, does it mean that 4 Activation Dies are removed and 4 actions performed? Or the intention was: ‘After making an action with a given unit, the player proceeds to activate another unit, removing his Activation Die and performing an action with that unit.’?

A: To better understand the rule, the sentence can be replaced with: ‘After making an action with a given unit, the player proceeds to activate another unit, removing its Activation Die and performing an action with that unit.’

Q: If a single model cannot be aligned to left or right of the charged unit, is such a charge failed, or should it be moved left or right as much as it is possible?

A: If there is no possibility of aligning a single model to left or right side, then a condition for a successful charge is that at least one base (yours or enemy's) is touching the enemy with its full side.

Q: When one unit is visible to another unit? When such visibility does not exist / such a unit is obscured? The rules sometimes mention a ‘visible’ unit (e.g. during a charge), however, there is no mention of when such a visibility occurs and what obscures it (terrain or other units?), or how to check the visibility (looking from above or moving the eye to the level of miniature?). We can only speculate using the charge as the example (from the above, not obscured by anything, from the front and at least a base-wide?).

A: In Argatoria the visibility is synonymous with ‘clear way’ between units. If the model does not require ‘clear way’, the visibility, then it can take offensive action towards enemy. A good example is Forgon. His only requirement is that an enemy unit that is not engaged in combat is within 20 cm from him. That means that Forgon can use *Living Catapult* rule without having a clear way to the enemy. The enemy can be behind another unit or terrain feature.

Q: Can you charge an enemy hero? Or is the only way of killing him to touch his base? Can such a hero be used to block a charge (e.g. enemy would have to stop his movement on a hero)?

A: Units can charge only other enemy units, not heroes. You can try to kill a hero by making a move that will cause a unit to touch its base. Enemy hero cannot be used to protect from a charge because a unit that would touch him must roll a d6 (result of 2 or less means that the hero dies), and if the hero survived, it needs to join a friendly unit within 15 cm. If he cannot do that, he dies. Then the charging unit finishes its charge.

Q: The hero remains attached to the unit until the player controlling it decides to disconnect it. When and how this happens? Does the hero, who previously joined a unit, leave a unit when there were



casualties forcing a gap between him and the unit, or does he still count as supporting the unit and provides his bonuses?

A: A hero can leave the unit in two cases. *Case one:* If in a previous cycle a hero was attached to a unit, during the unit's activation in the next cycle the player can decide that the hero remains stationary, but the unit will make a move or charge. *Case two:* A hero can leave the unit if the unit to which he is attached does not move or make a charge. Hero can be detached from a unit if the unit sustains enough casualties for there to be a gap between him and the unit.

Q: Magic – Fireball What happens if the spell is cast on a unit with one remaining base? Are there two tests so it is easier to finish the unit, or is it just one test for the remaining base?

A: In such a situation there is only one test for the remaining base.

Q: Scenario Control: Is the number of units in the enemy's half counted from current or starting army strength? What happens if the enemy has less than half of his units (assuming we count from the starting strength), and I do not have 50 BP in models, does it mean that regardless of conditions fulfilled by myself the enemy cannot win the game anymore?

A: You count the remaining army strength.

Q: Charge: Is aiming with your unit to touch enemy unit with a corner a valid tactic, or is there a requirement to align yourself front towards the enemy?

A: Aiming with your unit's corner is a valid tactic, even recommended, as this determines the alignment of fighting units. There is no requirement of facing front towards charged enemy.

Q: If the general dies, do we still add his LD to Initiative Test?

A: No, after the general has died, the player cannot use his LD anymore and the army cannot use its special army rule.

Q: What happens if there is a tie during a roll-off (both players have the same result after all modifiers have been applied)? (E.g. 'Deploying the army' p. 27, 'Initiative Test (...) p. 27). I assume both players roll again?

A: Yes, if both players obtained the equal sum, the roll needs to be repeated.

Q: '(Army) can have 1 Mage for every full 500 army points.' Is the limit per actually spent points or the set limit of points?

A: Set limit of points.

Q: Forgon – Living Catapult. The rule states 'Once per cycle', does it mean that the rule can be used at any given time or only during Forgon's activation?

A: At any given time. The rule can even be used as a reaction to a charge or move, if the enemy is in 20 cm radius from Forgon.

Q: Trygodrons' *Immunity* vs Elephanton's *Monster* rule – which one takes priority?

A: *Monster* rule states: 'The enemy fails a Panic Test on a 2+ instead of a 4+' and *Immunity* in short means: 'Panic Test is failed only on a score of 6' Rule *Monster* does not work on a unit with *Immunity*, because *Monster* rule changes a standard Panic Test from 4+ to 2+, but *Immunity* gives the unit a non-standard Panic Test only on 6+, the standard Panic Test of 4+ is being overwritten. The *Monster* rule affects units without *Immunity* normally.

Q: If a unit has been charged from the back and lost a full rank, who makes the move to remain in base contact, charging unit or charged?

A: Charging unit makes a move forward to remain in base contact.

Q: Does the activated unit that is with base contact with more than one enemy unit will attack only one of those units or can it split its attacks based on how it is touching the enemy units (e.g. 4 bases attacking front and 1 attacking the side in case of a 4x2 unit)?

A: Currently a unit fighting more than one enemy must choose the unit to attack, it cannot split its attacks.

Q: Can two units pray for the same thing in the same cycle? Can two units pray for Agility for example?

A: Yes, more than one unit can pray for the same thing in one cycle. The only constraint is that the same unit cannot pray twice in one cycle, regardless if the prayer would be different or not.

Q: Terror: Does the spell work on single models?

A: No, it does not, due to the fact that they usually have Fearless rule, which makes the Cold Blood Test and a Panic Test an automatic pass, and Terror forces a Cold Blood test at the start of the next cycle.

Q: Can you move through your heroes if you will not end the movement on them?

A: Yes, you can move or charge through your heroes, as long as you do not end your movement on top of them.

Q: What does 'the unit can turn freely' mean (e.g. in the Voutars *Keen Senses* rule)?

A: It means the unit may turn up to 360 degrees.

Q: Command Group – question regarding CG and charge with 1d6 roll instead of 2d6 (e.g. due to obstacles along the way) – does the





Command Group allow for a roll of 3d6 and choosing 2 highest scores, or does it add an additional 1d6?

A: In case the unit would roll 1d6 for charge range instead of 2d6 (due to obstacles along the way), if a Command Group is in 5 cm range, it can roll 3d6 instead and choose TWO highest rolls. Command Group's rule states: '(...) roll 3d6 for the charge INSTEAD of the roll that he could normally make (...)' – so in this situation instead of rolling 1d6 it can (despite obstacles forcing a 1d6 roll instead of 2d6 roll) make a roll of 3d6 and choose TWO highest rolls'

Q: Two units are engaged in combat, A and B. Unit A prays for Enemy's Misfortune and it attacks. Then, the opponent activates unit B which prays for Fortune. How this situation should be resolved?

A: In this case, a successful prayer for Fortune cancels the effect of the enemy's prayer instead of giving the re-rolls in the WS Test.

Q: Spells – last point of *General rules and conditions* states: 'The spell cannot be repeated in the same cycle' Does it mean that during a cycle only one Mage from both armies can cast a particular spell (e.g. Blizzard can be cast only once by one player but not the other)? Or does it mean that a particular Mage cannot cast the same spell twice, BUT a different Mage from the same army can cast it? That would mean that one unit could be under the influence of two Blizzards or be hit with a Fireball twice?

A: The spell cannot be repeated in the same cycle in the same army. This means that during a cycle only one Mage in an army can cast a particular spell.

Q: I'm charging the enemy unit and I'm using a Staff, because I want to re-roll the failed hits. At that moment, the opponent uses his Staff and tells me I will need to re-roll all successful hits. How this situation should be resolved?

A: You used your magic item first, so the effect of your item is resolved in the first place, and then the effect of the enemy's item. Re-roll all your failed scores in the WS Test. Then, you have to resolve the effect of the Staff used by your opponent and re-roll all successful scores in this test.

Q: How can the attached hero change the point of contact with the unit it is attached to?

A: A hero may move within the unit it is attached to if the unit makes a move or charge. Such a hero may be moved in order to be attached to the same unit but in another, more convenient place. If the unit is engaged in combat and it didn't charge in this cycle, in the Heroes actions, the hero may change the point of contact within the unit it is attached to or detach from it in order to attach to a different free unit, or simply move to another place on the battlefield.

Q: Page 33 (or the revisions in Purple Warlock Magazine 2) state that every spell cannot be repeated in the same cycle. Does this refer a casting attempt or a successful casting? I.E.: If I have two Mages

with the same spell and the first Mage fails to successfully cast the spell, can the second Mage try the same spell again?

A: Only one Mage may attempt to cast a particular spell. Another Mage in the army cannot attempt to cast the same spell as the first Mage in the same cycle, even if the spell was not successful.

Q: Page 33 states that 'you can buy up to two magic spells for your Mage'. We assume that this means, if we include more than one Mage per army that every Mage can get different spells/magic items. Is this correct?

A: If you have, for example, 2 Mages in your army, both can buy Whispers of the Gods spell, but only one of them may cast it in the same cycle. The main advantage is that if one of the Mages dies, you will have another one who is able to cast the spell that is crucial to your tactics. Most players buy four different spells (if they have 2 Mages, each one has different spells from the other), but sometimes, you may feel that one particular spell is important to you, so you can preventively buy it for both Mages.

Q: The Vaendral Champion of Earth (pg. 57) can move enemy units with a successful roll. When can he make that roll? And does that roll count as an attack or something else?

A: Special abilities of the Champions can be used only in their activation during Heroes actions unless their ability states otherwise. This is just use of an ability of the Champion, it does not count as an attack.

Q: Terrain: The rule determining the max. terrain size – is there a minimal terrain size? May I setup a wall 10x1 cm if the rule only states the max. size of 10x10 cm?

A: When a terrain is to have a size of 15 cm x 15 cm, neither length nor width can have less than 12 cm. When a terrain is to have a size of 10 cm x 10 cm, neither length nor width can have less than 8 cm. Small Stone Terrains is a dedicated set for *Argatoria* and is has very particular dimensions. Players can make their versions of Small Stone Terrains but they need to stick to the features of the set. No sizes or shapes may differ from it.

Q: Terrain: Are the terrains supposed to be square or rectangular?

A: Terrains may have any shapes, but they need to stick to the required dimensions.

Q: Arox: Mystic of the Reborn – may I use the rule of the Mystic in combination with the Command Group rule and a prayer?

A: If the unit is within the ability range of both the Mystic of the Reborn and the Command Group, it must choose only one of the abilities that it will use when charging. It may additionally take advantage of the prayer for Agility.

