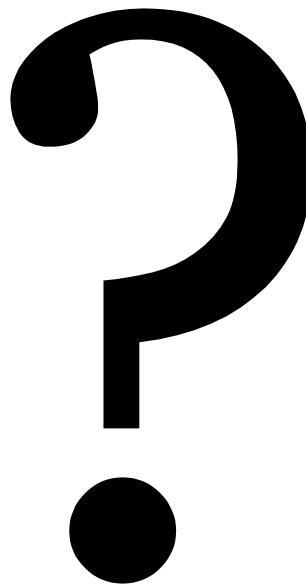# No Quarter

FAQ

Frequently Asked Questions

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The Fantasy Battles Miniatures Wargame

Activation

Q: When activating a unit, do you expend your actions as a unit (meaning that every model in the unit performs the exact same actions), or do you expend actions on a per model basis within the unit (meaning that every model in the unit can perform different actions)?

A: Flexibility is the name of the game (actually it is No Quarter but you know what I mean). Each model can be activated one by one, in which case, one model could move 3", fire once for 4 actions (AC) and then move again. The second model in the unit could fire first and then move, the third model could move its full actions, and so on. Alternatively, you could move all the models "as one" and perform actions simultaneously. If you are using a ranked unit, it makes more sense to move all the models at once on a movement tray to save time. So, a ranked unit of 15 models could collectively move 4" and then make a collective ranged attack by rolling 15 dice against an enemy target (you may need to use different colour dice for second a subsequent ranks as they are at –1 to hit).

At the end of the day, how models are activated is up to you…

Movement

Q: Once a ranked unit has **lapped round an enemy** unit, do they get to reform for free once the enemy is destroyed or do the models have to spend the actual actions (AC) for moving back into position ?

A: Models which have moved out of formation to lap around an enemy must use actions (AC) to reform.

But there is soon to be a new musician ability to help reform a unit!

Q: When paying your 2 actions (AC) to use a **movement ability** do you have to move the entire distance? For example: if you pay 2 actions (AC) to fly, do you have to move the entire 5", or can you move up to 5"?

A: Double Time, Cavalry and Flying allow the model to move up to the extra distance specified. Only the Leap ability requires the model to move the full distance. A movement table has been included to simplify the movement abilities and allow one action to be used for a movement bonus.

Hold

Q: Can units put **on hold** be activated by the controlling player and take a normal action instead of using their hold action?

A: I assume you mean if a Holding unit has nothing interesting happen in front of it, can it be activated normally next turn.

A unit that is "on hold" can be activated normally in the following game turn and use all of its actions in the normal way. It will obviously lose its on hold status. A unit may not be activated again in the turn is was placed on hold except to use its on hold actions.

Q: The rules state that a unit **on hold** can be activated as long as the active enemy unit is within LOS and has performed an action. If the enemy unit decides to make a ranged attack as its first action, can your on hold unit interrupt the attack before it takes place, or do they need to wait until after the ranged attack is completed?

A: The unit on hold may make their attack after the enemy unit has made its action. The holding unit must wait for an enemy unit to make an action before it may use its hold action.

Q: Do all models in a unit have to come off **hold** to shoot, or do only the models that you want to come off hold have to shoot?

A: As models are activated individually, it is perfectly acceptable for models in a unit to use their hold action individually. Enemy models may well be activated one by one in front of the holding unit, not all of the holding models have to fire at the first target presented.

Keeping track of who has used a hold action should not be a major problem, either turn the model sideways or place a coloured glass counter or small dice next to the model or unit to show it has been used.

- Or place glass counters next to all the models on hold and remove them as the model gets activated.
- Or place dice next to the unit to signify how many models in the unit have performed their hold action.

Close Combat

Q: The **lance** special rules say it gives a +2 bonus to strength when charging. Is that cumulative with the ST+2 listed in the weapon profile (making a grand total of ST+4 when charging)?

A: The lance's ST+2 is added to the model profiles base strength (ST) value. So, a model with strength 4 would add +2 giving a total strength of 6 (if carrying a lance and charging). A lance is a bit big and unwieldy for a protracted combat, the warrior would be expected to switch to a sword or similar weapon for subsequent combat rounds.

A broadsword has the same ST+2 and it can be used every turn, but it costs more points.

Q: How do **extra attacks** work for models armed with lances? Does this ability represent literal extra attacks or is it that the model is just that much more likely to kill it's opponent?

A: The extra attack ability represents the models skill and ability to make its attacks count. It does not matter what sort of weapon is being used. So if a model with extra attack (x) armed with a lance or broadsword attacks, it will roll the number of dice represented in brackets.

Q: If you kill an opponent with the **extra attack** ability and have an extra hit left over and no other models are in base contact does it carry over into your follow-up move or is the overkill wasted?

A: Overkill only carries over to models in base to base contact at the time of the attack.

If an attacking model kills an enemy and has any hits left over, they may be applied to any other model in close combat with the attacking model. This is referred to as "overkill" and allows individuals and characters to cause havoc to enemy units.

Overkill may not be "saved" and then applied after the attacking model has used his followed up move to another target.

Q: Do **reach weapons** enable attackers to attack through or over friendly models much like a spear?

A: Reach weapons only allow a model to attack without getting into base to base contact. Think of it as swinging a great big halberd around, you would not want to have a friendly model between you and the target. Spears on the other hand allow for a thrusting and stabbing action and the warriors are (allegedly) trained to fight in this formation.

Q: Do all friendly models gain the benefits from models with the **team work** ability - even if models involved in the combat don't have team work, or does it apply to models with team work only?

A: Only models with the team work ability benefit from CC+1 and ST+1. Other models only get the benefit of a single combat assistance bonus.

Q: Do **cavalry steeds** get close combat attacks?

A: Only if they are special steeds and have the a combined model profile.

Q: Does an individual need to have the **parry** special ability in order to be able to parry an attack, or does he just have to have a CC value of 6 or higher?

A: The model must have the ability AND a CC profile of 6 or greater.

Q: Using the example from the rulebook of the Orc Warlord and riding the dragon; when **making close combat attacks** do you pay 10 actions (5 for the Orc and 5 for the dragon) when attacking - or do you pay 5 actions period to cover both the Orc and the dragon's attacks?

A: The elements (or parts) of an activated combination model move a fight simultaneously, as the Warlord swings his broadsword, the dragon takes bites out of the enemy.

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	12	4	7	5	7	4	8
Dragon		3	6	7			
Weapons	Broadsword (UC5, ST+2)						
Armour (AR)	Heavy Armour, Shield (AR5)						
Special Rules	Flying Warlord • Extra attack (x2) Dragon • Extra attack (x3) • Claws (UC3, ST+0) • Fire breath (UC6, ST4, large teardrop template)						

In close combat, both elements of a combination model may fight at the same time, but at the higher action cost of the two models attacks. That is to say, if the rider has an attack that costs 5 actions (AC) to use and the mount has an attack that costs 3 actions (AC) to use, both occur at the same time for 5 actions (AC).

The timeline below shows the Orc Warlord and the Dragon fighting in close combat during a single activation. Both elements of the model attack at the same for higher action cost of the two attacks. In this case both attacks require 5 actions (AC). The Warlord and the Dragon may repeat the same attacks for an additional 5 actions (AC). This will leave 2 actions (AC) left over (which could be used for movement if possible).

ACTIONS	1	2	3	4	5	6	7	8	9	10	11	12
Orc Warlord	5 AC Attack					5 AC Attack					-	-
Dragon	3 AC Attack			-	-	3 AC Attack			-	-	-	-

In the timeline example below, the Warlord does not use his Broadsword for his second attack. So both the Warlord and the Dragon are able to make two further 3 action (AC) attacks.

ACTIONS	1	2	3	4	5	6	7	8	9	10	11	12
Orc Warlord	5 AC Attack					3 AC Attack			3 AC Attack			-
Dragon	3 AC Attack			-	-	3 AC Attack			3 AC Attack			-

Finally, the Warlord may decide to make improvised attacks at 3 actions (AC) to allow maximum attacks by the Dragon. This would be a devastating attack against a rank and file unit as they would be inflicting a large number of hits (a total of 20 attacks!).

ACTIONS	1	2	3	4	5	6	7	8	9	10	11	12
Orc Warlord	3 AC Attack			3 AC Attack			3 AC Attack			3 AC Attack		
Dragon	3 AC Attack			3 AC Attack			3 AC Attack			3 AC Attack		

There are many variations as to what is allowed in close combat, remember that a mode may freely switch from weapon to weapon and even to improvised attacks which only ever require 3 actions (AC) to use.

Q: Can you **follow up** after each attack that you make (assuming that you eliminate the model you are facing), or do you only get one follow up move per turn, regardless of the number of combats you fight?

A: A model may make one follow up move per activation unless it has the bloodlust ability.

Ranged Combat

Q: Can you make more than **one ranged attack per turn** if you have the actions available to do so?

A: Yes, unless the weapon special rules state otherwise.

Q: When **shooting into close combat** what happens if you fail the command (CO) test - does a failed test mean the unit / model ends its activation?

A: Any models attempting to shoot into close combat which fails their command (CO) test, may use their actions in another way, like moving, or shooting at another valid target. However, only one command (CO) test attempt per unit activation may be attempted.

This is similar to the way charging fear causing models works, a failed command test in that example still means the models can do something else.

Q: Can a unit with missile weapons **fire if in close combat**? What if some are and some are not in contact with enemy models?

A: Any models engaged in close combat may not fire ranged weapons unless specified in the special rules of the weapon. Models in a unit are activated one by one, so if some models with ranged weapons are engaged in close combat, they cannot make ranged attacks. Other models in the same unit who are not engaged in close combat may make ranged attacks (or charge into combat to help their comrades).

Q: When **firing from the second and third ranks**, is this only possible if firing indirect, or can models in the second and third row fire directly through the models in the first rank?

A: Models in the second a subsequent ranks of a unit armed with ranged weapons may make ranged attacks but at a –1 ranged attack (RA) penalty (they have to try just that bit harder to shoot over the ranks in front).

Q: Are you able to make ranged attacks against models in the **second and third ranks** even though you do not have line of sight to them (they are hidden behind the models in the first row)?

A: No, ranged attacks are made against the models in direct line of sight. However, if a template is being used, then the normal rules for who is hit are followed.

Q: When does an **archer on a chariot** get to fire his bow?

A: Combination models move and act as one model. If an archer has a 4 Use Cost (UC) bow, the archer can fire the bow when the chariot has "used up" 4 actions (AC).

Example : A chariot and archer have 12 actions (AC) in their combination profile. The bow requires 4 actions (AC) to fire. The chariot moves 4". The chariot has now expended enough actions for the archer to fire once. The archer makes its ranged attack against an eligible target. The chariot now moves another 4" (making a total of 8 actions used for the chariot). The archer could fire at this stage if he wants to. However, the archer has no line of sight to any targets. The chariot continues to move. At any time during the chariots remaining move, the archer could fire his bow once as he is effectively reloaded and ready to fire. After the chariot has moved another 2" (making a total of 10 actions used), the archer fires at another target. The chariot moves its last 2" (making a total of 12 actions used) but the archer does not have sufficient actions accrued to fire again.

Q: When making a ranged attack **against an individual**, are you at a -1 ranged attack (RA) penalty like when attacking a dispersed unit?

A: No. Individuals just stand out a bit more on the battlefield.

Q: When using a weapon with **projectile travel**, does the target model just have to be damaged in order for the missile to continue to travel, or does the target model have to be killed (an important distinction when it comes to multi wound models)?

A: The target model just has to be damaged. So if a multi wound creature takes a wound, the projectile has passed through a body part and continued on its way…

Command

Q: If an unactivated unit makes a **command (CO) test** - fails it – panics - and moves immediately after the active unit has finished its turn, can the panicked unit still activate or is the retreat move its activation?

A: A panicked unit only uses half its actions to run away. If it can be activated in the same turn, and pass a rally test, it only gets half it actions to do anything. So it does balance out. In fact, if the unit has already been activated in a game turn AND THEN has to run away, it is getting additional actions to run away for free.

Q: If a unit charged by a **fear causing unit** and fails its command (CO) test, does it need to test again if the fear causing unit should charge again in a later turn?

A: The unit must attempt to pass the fear test again.

Once a unit has passed a fear test it does not need to retest against units with the same or a lower fear level.

Q: Does the -**1 command check penalty** for enemy units within 10 inches apply even if the enemy unit is engaged in close combat with a friendly unit? Do enemy individuals count when determining this penalty?

A: Any enemy unit within 10" will cause the –1 penalty even if it is close combat. It is the threat of more enemy units in the area that cause the penalty. Individuals do not cause the penalty.

Magic

Q: Does a model hit by the spell **lava pool** get a save? The card doesn't say so but common sense would dictate if you fail the command test, your armour's going to cook you, not save you.

A: The command (CO) test is the models attempt at a save. If the model is not quick enough to get out of the pool, it will take a wound. No armour save is taken, as you say, the model would get cooked and no armour would save it.

Q: When using magic (template effects) does the target still get to make an **armour roll**?

A: If the magic spells says "no armour save" then it does not get one. If the spell says it inflicts a ST7 hit and does NOT specify "no armour roll allowed" then it DOES get an armour save.

Q: Can you roll to **cancel a spell** that an enemy is actively maintaining? Do you have to roll to cancel you own spell effects (smoke)?

A: Yes, the magic section refers to cancelling spells. Wizards also have to roll to cancel their own spells.

Cancelling A Spell In Play

Some spells can remain in play, such as smoke or pestilence. During a Wizard's activation, he or she may attempt to counter an existing spell that is still active. The Wizard must equal to or under the spell level of the spell he is attempting to cancel.

The wizardry level of the magic user attempting to cancel the spell may not be used, but the magic user does get a +1 cancelling bonus when attempting to counter the spell.

If the magic user has enough actions, a concentration bonus may be added when attempting to counter a spell in play.

Regardless of the actions required to originally cast the spell, it costs 3 actions (AC) to attempt to counter a spell that is currently in play.

Various

Q: I have experienced some trouble while creating new armies for No Quarter. When is an ability deemed an **ability or a trait**? Should not the cavalry move be a trait to mounted troops. This question is quite important for the restrictions of max abilities and traits.

A: When creating the trait section, I basically took any ability "that could not be learnt" and moved it to trait. If a model is born/created with something (like wings) then it is inherent to the models being and not necessarily a "skill" that can be taught (alright, birds still have to learn how to fly...)

The cavalry ability requires than a rider and the mount "learn" or train how to move and act as one.

It was a judgement call really, like the double time ability, the model "learns" how to move quickly through training and practice.

Q: What are the benefits of having a **musician** in a unit other than looking good? is the 25% extra cost justified here?

A: A musician has a +1 modifier on command (CO) tests and is allowed to buy the sound charge special ability.

There will be a new reform ability coming soon.

Q: **Tail attack** is noted as weapon and as trait. It can be given as secondary weapon and will therefore cost only half?

A: Tail attack, being a trait cannot be halved in points as a second weapon. Although it is used as a weapon, the model creature, either has a tail, or it does not. A model without a tail cannot "learn" the tail attack trait.

Q: How do you tell if an **individual is part of a unit**? Does it need to be explicitly declared to your opponent, or does the individual just need to be close enough to be in coherency with the unit? How does an individual join a unit once the game has started?

A: It is up to the controlling player to incorporate an individual into a unit or split him away from a unit. When each player deploys their army, they take it in turns to position a unit. Any individuals allocated to a specific unit are positioned with the unit at this time. At any time during the game, an individual may leave a unit by simply declaring the split when he is activated.

Example : A unit of elite swordsmen with a leader and a hero (individual) have been moving and operating as a single unit. The controlling player wants to split the individual away from the unit so he can perform heroic deeds on his own. The controlling player declares he is activating the hero model and not the unit. The hero model is then activated and may move away from the unit. The unit may be activated later in the game turn.

Another acceptable method of splitting an individual from a unit would be to activate the unit and leave the individual to be activated later in the game turn.

Example : A unit of elite swordsmen with a leader and a hero (individual) have been moving and operating as a single unit. The controlling player wants to split the unit away from the individual so it can charge a large enemy unit. The controlling player declares he is activating the unit and not the hero. The unit is then activated and may perform its actions as normal. The hero may be activated later in the game turn.

Q: When forming a **support battery** unit that is comprised of multiple support weapons, how close together do the weapons and crews need to be in order to stay in coherency?

A: Model in a support battery must be no more than 4" from one model to another. However, models in a support battery may be activated individually.

Q: Should it be easier to hit **very large models**?

A: Very large targets (VLT) were introduced in the No Quarter Siege rules.

Very Large Targets

Any model deemed a very large target (VLT) will be hit on a roll of 9 or less. Only a fumble will miss. The model must still be within maximum range and line of sight of the weapon being used.

If any part of a template from a ranged weapon touches a very large target (VLT) then the model is automatically hit (there is no need to roll a D10 to see if the model is hit).

Q: What about **profiles for very large models**?

A: The profile for very large models should follow the normal profile creation rules. If a very large model is due a high armour value to reflect its size, the points must be paid for in the normal way.

However, there is a Colossal Creatures supplement scheduled which may well include revised rules for the really big models.

Q: When **removing casualties** in ranked units the rules state to remove the casualties from the back row. Does this still apply if there are special models in the front rank of a unit, or can the attacker choose to attack and remove these models?

A: The idea of removing casualties from the back is to save you the effort of reforming the unit after casualties. Soldiers will step into fill a gap of a fallen comrade.

Character and individual models are always the last to fall to ranged attacks. Otherwise you would get the situation where the heroes are hiding in the middle of a unit!

For ranged attacks to pick out character models in the front rank, the firing model must be within the weapons close range (CR) and line of sight. There is also a -1 ranged attack (RA) penalty for trying to select a specific model. Remember the character model will still benefit from the +1 AR bonus conferred by the unit formation.

Q: What about an 'unstoppable' type ability for a "steam tank" type model? Something that makes the model unpinnable in close combat (i.e. it can continue to move even if engaged in close combat)?

A: Very true. With the creation of the siege rules and model profiles for really large creatures, it makes sense that such models have a greater chance of just "moving away" from close combat. Whereas "retreating from combat" gives the opponent a chance of striking the model as it turns its back.

Unstoppable (Trait)

Large powerful models are very difficult to hold in close combat. Many large models can simply move away from combat when they are activated, smaller models fighting against them are unable to stop them.

A model with the unstoppable trait may move out of close combat during its activation. The model may turn as it starts to move. Models with legs may turn up to 90º whilst wheeled or tracked models are more limited and may only turn up to 45º. Once the model has turned (if required) the model may move directly ahead. If the path is blocked by models which are smaller than the unstoppable model, they are moved to either side of the moving model - they leap out of the way! Models leaping out of the way do not get a close combat attack. If the path is blocked by a larger of equal sized model, the unstoppable model may not move.

If a model wishes to turn around (i.e. make a turn of more than that detailed above) and then move out of combat, it is deemed retreating from combat and the normal "Voluntarily Retreating From Combat" rules will apply.