

## NATO Warmaster Tournament and League Play Guidelines

These guidelines have been put together to allow for consistent interpretation of the rules. It is also the intent to allow play to be as close as possible to that of a sanctioned GW tournament. In order to do this, I have tried to go by the strict letter of the rules whether it makes sense or not. Where possible the location of the rule is given by page and paragraph. Hopefully this will keep any surprises from happening in the event that any of us get to play in said GW event.

If any one knows of any official interpretation of the rules that differs from these or if in the future any errata or new rules that supersede these guidelines are found please let me (Mark Calloway, mcalloway@mindspring.com) know and I will make the required adjustments. You can also speak to John Ludlum.

Please note this is an official "guide." I have done my best to research the rules as best I can but it is remotely possible I have missed something. If you and your opponent agree before a game that another interpretation of a rule in question is to be in effect, that is acceptable. However this must be stated clearly before the match begins or these guides will be considered to be in effect as written. In a tournament it would be advisable to let the judge know before play commences as well. Please note some of these items are more reminders for things I have noticed we tend to not do correctly or not do at all.

Hopefully this will end some of the contention we have had in the past about various rules. So, here we go:

### **Movement and charging:**

All ranges for commands will be taken from the *center* of the character stand.

Unless charging, a brigade must end its move as a brigade. All units must still be in contact in some way though the original formation need not be maintained. Orders for units that began as a brigade but separated due to one or more charges must finish being given orders before moving on to other units. *P.17, 2 &3*

A charging unit must have LOS at the beginning of its move, the actual act of moving this individual unit. Not the start of the move phase but after any command is given. Not at the start of a brigade charge but the very moment the unit begins its move into contact. *Various*

A charging unit is moved as follows:

1. Nominate the unit to charge and its target.
2. Determine which visible stand from each unit is closest in a straight line.
3. From this line the location of the balance of the charging unit determines edge of the target (flank or front/rear) to attack.
4. Move the closest charging stand as close as possible to the center of the edge determined in 3 above of the closest target stand.
5. Align the remaining stands of the charging unit to bring the maximum number of stands into combat with the charged unit. Charging stands must fully contact the target *unit* where possible. Thus if the center stand of an infantry unit is closest when charged by cavalry, the remaining cavalry stands *must* be placed to each side of the first cavalry stand. *P.33*

Stand and shoot response to a charge is resolved immediately during the movement phase as each unit charges. Any stands destroyed will open up space for other possible chargers. A stand that has already fired but is not engaged by a previous charger may fire at any number of charging units that engage its unit until it is contacted by a charging stand. *P.28, 11; E-Grp/FAQ*

Characters that shoot (basically those riding dragons) in a unit can move from stand to stand in any phase in any turn and thus can shoot as many times as the unit shoots. (Ouch!)  
*E-Group or FAQ*

### **Shooting/Magic:**

Drive backs from multiple shooters is directly away from the *closest* enemy that shot them. In the case of a tie the target may choose. *P.27 Last*

Artillery on a higher elevation or targeting a unit on a higher elevation may fire over *any* intervening terrain or units on a lower level. So a unit right behind a forest, building or hill is fair game for artillery on a higher level. (I hate this one but no matter how I twist it, and I did my rules lawyering best, this is the way the rule is written.) Players may agree that certain special items of terrain will block this between themselves of course. *P.67, 11-13*

A unit may only be affected by any individual spell *once* per magic phase. Period. A different spell can be cast on the unit though. *P.72, Last*

The Geroff spell drives the target toward their table edge, not away from the caster. *P74,3*

### **Combat:**

In multiple unit combat each side allocates their *stands* to attack enemy *units* they touch before rolling the dice. If no target is stated for a stand, it is assumed to fight straight forward if possible. *P.36, 5*

A unit on a hill is defended only if attacked from a lower elevation. Players should agree before the game begins if a flat topped hill is a plateau, and thus open ground on top, or is actually sloped from the edge to the center.

Stands removed in combat cannot support or be supported. I believe this one is being reviewed by the powers that be and may be rescinded at some time in the future, basically allowing dead stand to be supported at least. *P.40, 3*

A unit touching an enemy unit or confused cannot give support. *P.40, 2*

A unit defeated in combat retreats directly away from the edge contacting the largest number of enemy stands. In the case of a tie the target may choose. *P.40, 6*

In a drawn combat roll a die to see who falls back first, winner gets to choose. *P.44, 7*

Fall back is rolled only once per side in a multi unit combat. All units use the same fall back dice roll. *P.44, 10*

Units destroying their foes may advance, even on their opponents turn. *P.44, 1*

### **General:**

When making way for a drive back or a retreat, each unit that moves must roll for confusion and the original unit must roll for each unit it forces to make way. This can result in several rolls for the retreating unit. *P.51, 1*

See the rules on P.50 for making way for a description of how this takes place. (I did not feel like typing the whole section.)

When the break point is reached or a general is slain the game ends immediately. Count up the points. Do not finish the turn. *P.63, 8*

A die that lands cocked in any way or anything but level should be rerolled. This avoids any contention about legal die rolls.