

**ULSTER WARLORDS 2019**

**F.A.Q**

This replaces section 6 of the Ulster Warlords 2019 Event Pack.

Realms

* Battlescape features and battle plans, along with realm spells and realm commands can be found in your player pack (*provided for each player on the day*).
* Honour the Dead (*Shyish Realm Command*) This command ability may not be stacked.
* Honour the Dead (*Shyish Realm Command*) When counting the number of models slain from a unit, models killed and resurrected do not count towards the number slain.

Terrain

* Unless otherwise stated an endless spell may be placed on or within terrain following the normal restrictions for the placement of models.
* No terrain piece may be set upon another, including Sylvaneth Wildwoods.
* You may remove trees (*if they come out*), but may not place or pass over models in the aperatures created by tree removal.
* Warscrolls shat not be used for any terrain laid out by organisers.
* Terrain will be provided on each table. Players are requested not to bring their own terrain. Terrain will be laid out on tables in a standard pattern, with no piece being within 6 inches of the table edge or another terrain piece.
* Mysterious terrain rules will be in effect.

Shooting/ Combat Phase

* Unless otherwise ***specifically stated*** on a warscroll or FAQ, units which may pile in and attack must follow ALL of the prerequisites for a normal pile in move (must be within 3” or have charged that turn). This includes all abilities, battle traits, command traits and spells which allow you pile in both in and out of phase.
* Distances in close combat/shooting phase can be measured from a models ‘zone of control’, as defined by a cylinder extending from the models base to the height of its head or body, whichever is highest (*excluding limbs, wings, weapons, banners etc*).