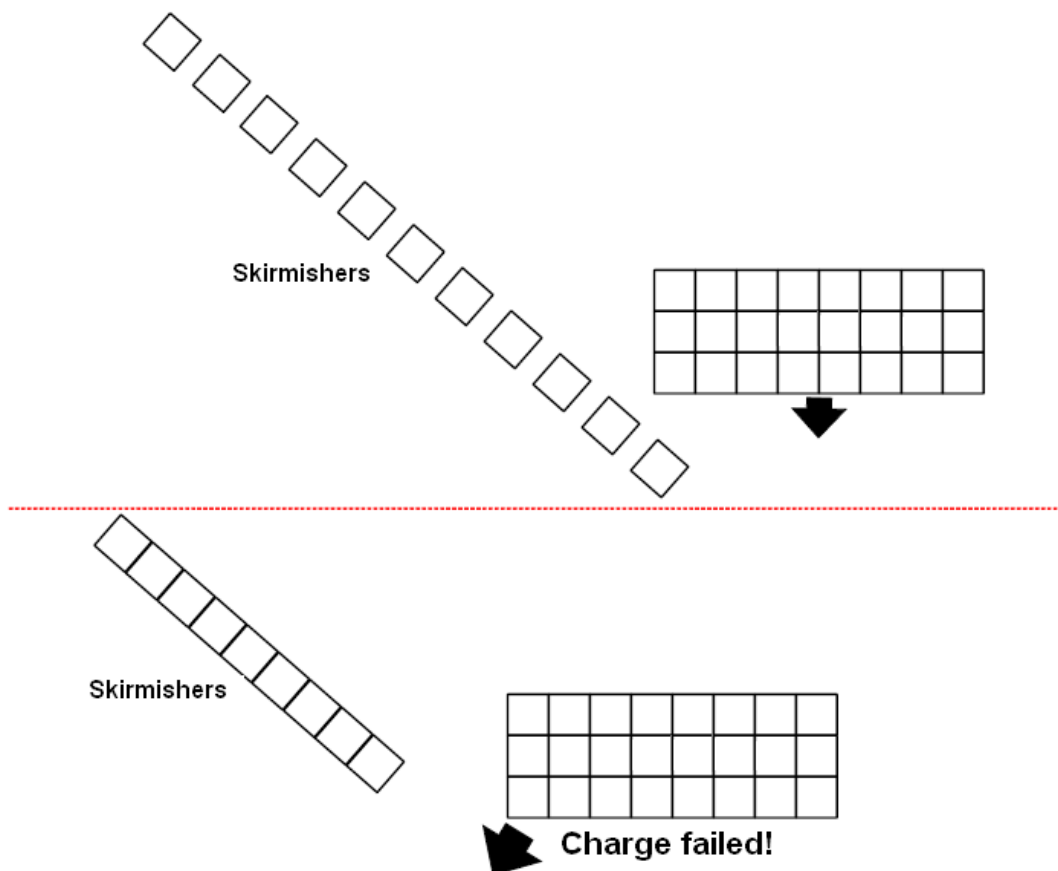


# WORST PLAY

The 8th edition Warhammer Fantasy Battle rules make it possible to create situations where a unit performs unbelievable feats on the battlefield, such as inexplicably freezing enemy units in their tracks with no possibility of retaliation or moving great distances across the battlefield in the blink of an eye without a large movement attribute or special rules. At the ETC we deem these not as maneuvers that require great intellect or skill to use, but as loopholes in the way rules are written and which should not be allowed. Some of the most common situations are described in this pdf. Players are not allowed to use these, and if your opponent seems to be trying to take advantage of the rules in these ways, summon the judges. If the situations create themselves accidentally, such as units accidentally overrunning to positions such as these (this should be highly unlikely), try to agree with your opponent how to slightly shift/pivot units or otherwise fix units. If you can't agree, call a judge.

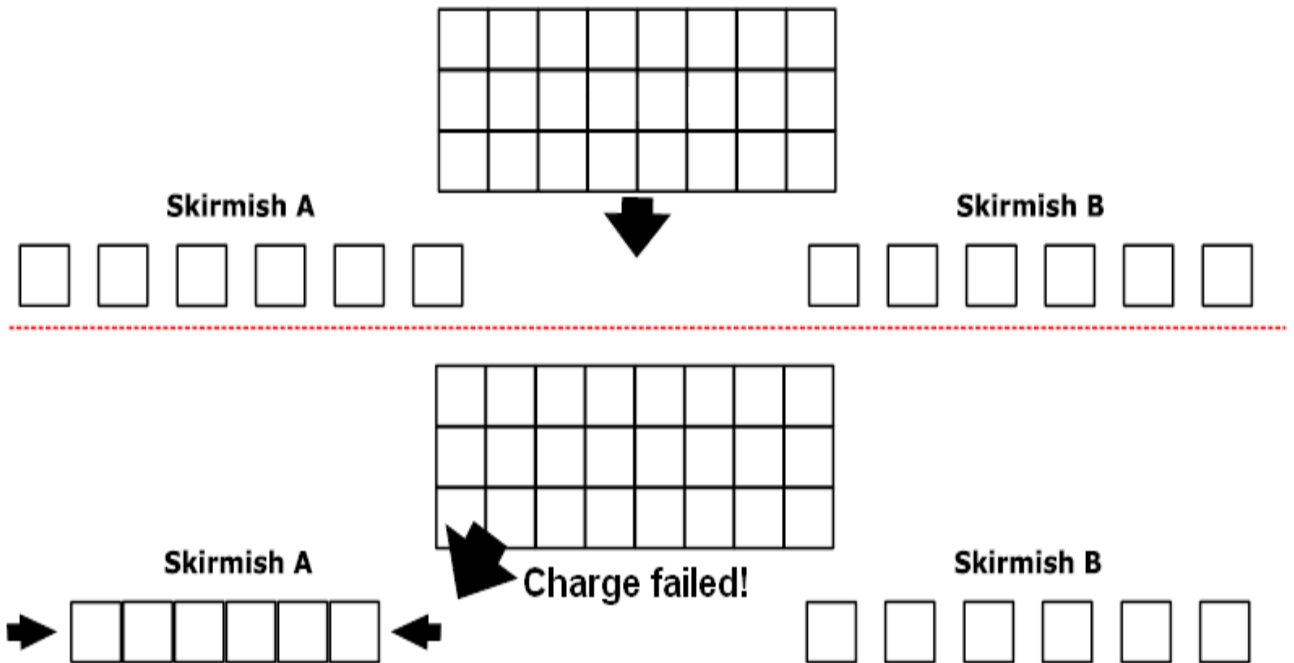
## 1. The skirmisher contraction:

Skirmishers are in a long line right in front of an enemy unit. The enemy can't move normally, so declares a charge, but fails due to skirmishers contracting so far away that it can no longer catch them with the max. 90 degrees wheel allowed. Suggested solution: have the skirmishers contract differently. For example, around the middle model in the line.



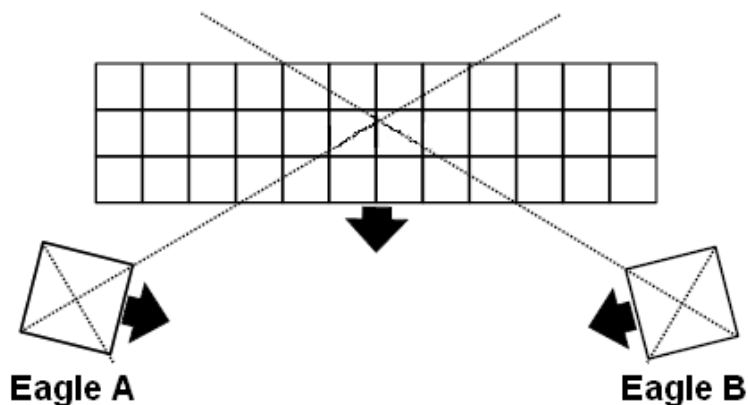
## 2 Two skirmisher units contracting:

Similar to 1, in this situation a unit can't move normally, but can declare a charge against either skirmish A or B unit, but will fail its charge in both situations because after the contraction the other unit is now in the way. Suggested solution: Have the unit charged contract against a different model, such as the rightmost model in Skirmish A or leftmost in Skirmish B.



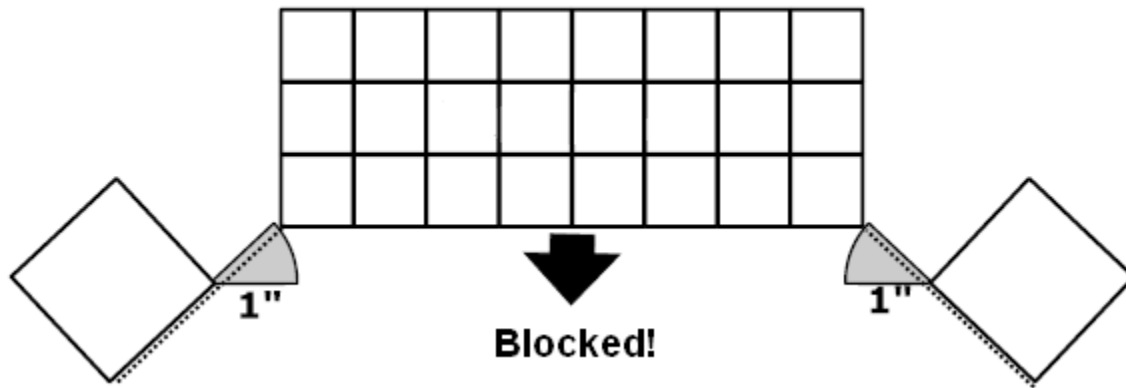
## 3 No charge to the correct zone

In this situation two great eagles or similar units have moved in front of a wide unit. The blocked unit can't move normally. It can't declare a charge, because it can't reach the correct frontage of either of Eagle A or B. Suggested solution: pivot the closer eagle so that the unit can charge it.



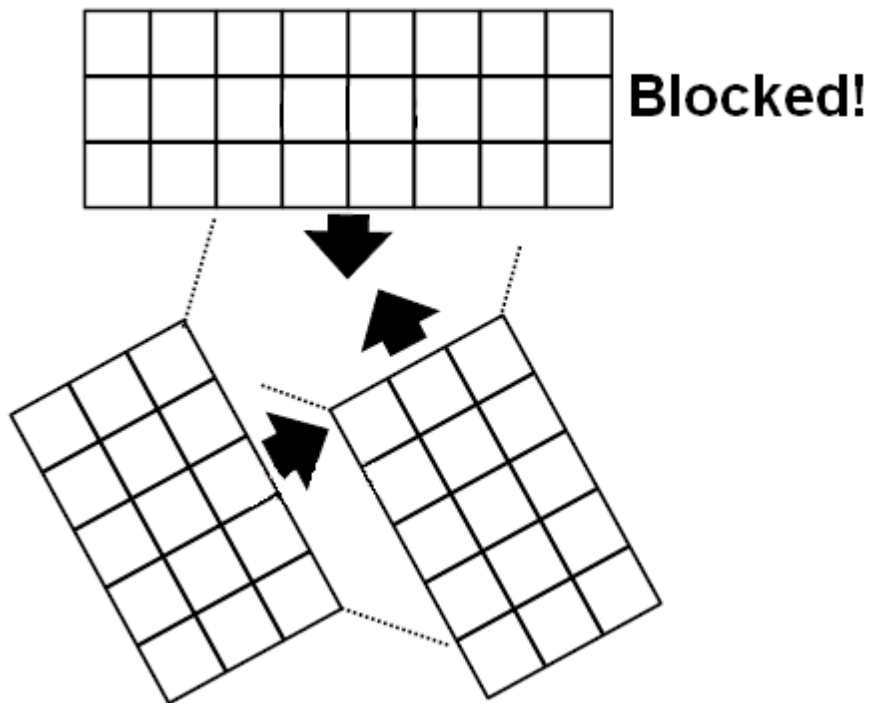
#### 4 Completely blocked by invisible models

In this situation the unit can't see the units to its sides and can't move, because the 1" zone from the enemies gets in the way. Suggested solution: push the blocking units back slightly to allow the blocked unit to move forward.



#### 5 Completely blocked by visible models

In this situation a unit can't move normally or charge, because a charge against either of the blocking enemy units is impossible due to the door closing failing. The blockers can't close the door against the charger, because they're both blocking each other too. There are many variations to this trick. The important thing to remember is that units should be allowed to stand in the way of enemy charges to a certain degree, as long as the would-be charger is not completely blocked from doing anything but reforming on spot. Suggested solution: It's hard to come up with a good solution, apart from fudging. Don't place your units like this on purpose!



## **6 The fanatic slingshot**

Regardless of whether units that move in a single file contain fanatics, they can move great distances over the battlefield in an unrealistic, unintended manner with simple wheels. No model in a unit consisting of multiple models moving in a single file may ignore the 2xmovement limit during wheels.

## **7 Overguessing**

Cannons are not allowed to fire at targets they can't see. This means if a model is standing behind a unit, unseen by the cannon, the cannon may not declare an optimal shot against the hidden model. An optimal shot is one that aims 10" short of the furthest (looking from the cannon) corner of the target. The cannon is allowed to aim optimally against a unit standing in front of the hidden target and hope for a long bounce, though. Cannons are allowed to fire sub-optimally against targets any time they wish, as long as they are not using knowledge about hidden units. In unclear situations, ask the judges.