

# ETC FAQ

## Index

Movement Phase	1
Magic Phase .....	7
Shooting Phase .....	11
Close Combat Phase .....	12
Magic Items .....	14
Other .....	17

On behalf of Amazing Slug, Asger, Ben Johnson, Dodo, Lidder, Razon & Queek.

Below are the first crop of Q&A answers the rest will follow in weekly posts in batches of 25 questions per week, thank you for your patience.

## Movement Phase

1. Are “virtual pivots” allowed?

A. Yes, pivoting models may ignore models, impassable terrain and board edges when pivoting, as long as they do not end their move within 1" of models or impassable terrain.

2. 2 great eagles and 1 fast cavalry unit can put deep enemy formations into “stasis fields”. It cannot charge, because it can’t close the door (1st eagle) and the fast cavalry cannot close the door (2nd eagle). It can only fail charge 0” forward or reform. Allowed?

A. No

3. Skirmisher contraction auto-forcing similar fail or reform situations. Allowed?

A. No

4. Miners entering in 30 man chocolate trains. Allowed?

A. No, No model should end its movement from reserves more than 2xM from the table edge

## ETC FAQ

5. Can random movement model pivot be blocked by 1" apart rule?

A. No

6. How Steam Tank fails his charge?

A. It moves its full distance, 3" for 1 SP, 6" for 2 ect

7. Can/or will you allow a skink priest on engine of the gods fly with steed of shadow spell... thus do a 12"+20"=32" move in one turn?

A. Yes, 32"

9. If Melkoth's Mystifying Miasma from shadow is cast on a model with "fly" ability, does that also reduce his flying distance?

A. No

10. Can characters be placed into second rank by reform? If characters have been forced to second rank by first rank being full, will casualties in the first rank be filled with rank and file, or must the character step forward? General clarifications on character movement inside unit would be useful.

A. See BRB FAQ 1.4

11. Does the last rank need to be sideways contiguous, ie. must it not contain any gaps? Rulebook only discusses removing models from both ends of a single ranked unit.

A. Yes

12. If the partial back rank is deployed to the left side, and there is an enemy unit in the left flank, and a charge is made on the right side, will the back rank break into two parts and shift itself to the right? Or alternatively, will it fight over the gap to the right side?

A. Will not break, but models will fight to the right

13. If the partial back rank is charged to the rear by a slim unit, at a location where there is no back rank models, will the back rank models shift sideways to 'block' the unit if possible? Will the charging unit move past the back rank (now to the sides of the charging unit) into direct physical base contact with second last rank?

A. Last rank will not shift, charger will stop at its level

14. If a unit is charged to a rear and resulting combat leaves empty spaces between the charging and charged unit (which are considered to be in base contact) can you still resurrect models to this empty space?

A. See BRB FAQ 1.4

## ETC FAQ

15. Is swapping places with shadow lore attribute considered moving for either of the models in question thus for example preventing using move-or-fire weapons during next shooting phase?

A. See BRB FAQ 1.4

16. How far does the Hellcannon marches and charges? Using its own M or the crews'?

A. His own Movement

17. If a unit containing one or more characters has had its Movement Allowance altered, will this affect a character leaving the unit, including if he tries to charge out of it? (p101)

A: Yes, but for that move only.

18. Rulebook states that command group must always be in the first rank even before characters, but if this is not possible, they go to second rank. Does this command group priority apply only to first rank so that if not all characters and command group fit in the second rank either can the remaining command group thus be pushed to third rank, allowing characters to make supporting attacks?

A. Yes

19. Does the FAQ errata on Birona's Timewarp mean that the movement of the units with "special", "0" or "-" movement is unaffected, such as steam tank or random move units?

A. No

20. Can steam tank make combat reforms? Can steam tank make a reform when it charges down a fleeing unit?

A. Cannot make combat reforms, but can do reforms after catching fleeing unit.

21. The "stop within 1" of friendly units/enemies/impassable terrain" is sometimes worded inconsistently or confusingly like in pg. 58: "..if the pursuit move would take the pursuers into contact with (or through) a friendly unit or impassable terrain, they automatically halt 1" away". Should these cases be assumed to also mean stopping 1" away from of the listed conditions, not just 1" away if they come into contact?

A. Yes

## ETC FAQ

22. Can a pursuer move within 1" but still past its own units or impassable terrain, to reach base contact on enemy behind them and declaring charge? Can a pursuer move within 1" but still past enemy units in the same way? If a pursuer comes within 1" of an enemy unit but not in base contact, is it allowed to make a charge or must it stop 1" away?

A. We measure the distance and check if the charge is possible. Then we act like in normal charge. If there is no charge we stop 1" away max

23. The rule "Model must not move more than double its movement" appears in many different contexts. Should this be interpret as a global movement phase limit per model? Especially relevant with fast reform and movement, which might allow a single model to move three times its base movement in some scenarios.

A. Yes

24. If a unit, or a single model, is placed at precisely 1" in the front of a single model, can it move freely in its own movement phase, which means pivoting within 1" from the enemy unit? (or it will be forced to move backward/sideway)

A. Already answered, Virtual pivots are OK.

25. Are reforms which temporary come within 1" of units or terrain allowed?

A. Yes, as long as the centre stays in place and the unit does not finish it's move within 1" of anything.

26. When a unit flees 'directly away' from another, does this mean that you turn the unit about its centre, so that it will flee directly away from the centre of the unit it is fleeing from? (p57) A: Yes." means that flyers could take other directions than perpendicular to the front line?

A. Yes, same as with any unit - you always flee centre from centre.

27. Will the movement denial tactics using fast cavalry/flyers/skirmishers be allowed at the ETC? (So a unit or single model can be either forced to charge one of them coz there is no space to pivot/wheel coz another enemy unit is just 1" to its flank to not charge at all if use deny close door trick with 2 units in front ... forcing the unit to either stay there (forever) or reform turning around and exposing its rear.

A. No

## ETC FAQ

28. The 1" apart rule says units must be 1" away from another one except when charging. If a charger ends its move in less than 1" distance from an unengaged unit, is such unit obliged to move so that is further than 1" away? How may such unit move away from the 1" zone, when any movement would inevitably move it in or through the 1" zone?

A. Yes. Move the charging unit back until it is no longer in the 1" apart zone from anything."

29. Can a unit reform so that a character isn't in the front rank when there is room for him to be there?

A.No

30. Can a unit enter a building using a magic movement spell?

A.Yes

31. Will using a swift reform to enter a building from a long distance away "teleporting" the reforming unit be considered "worst play" in the same way as miner congas were at previous ETCs?

A Yes

32. Is it possible to "perform" a tactical charge against one unit even if my units are already able to fight with their majority of their models? (changing direction through the "free wheel" action)

A.Yes

33. What happens if a Fanatic goes between two units, when their gap is 1"? If a player declares a second Fanatic on a close line to first Fanatic what happens then?

A. A: If after passing through a unit the fanatic ends up within 1" other units without hitting them, move the fanatic in its original path until it clears enemy units and ends up at least 1" away from all other units. It causes no hits during this extra move. If the fanatic moved without hitting units and ended up within 1" of units, move it backwards until it's 1" away from everyone instead.

34. Which is the minimum distance for a Chariot/Monster that goes in vertical line to a building or any other terrain feature like impassable rocks etc during the movement phase in order to hide his large side? 1" or almost 2" ?

A. Yes as virtual pivots are allowed, 1"

35. Can the Furnace or the Bell do a Make way?

A. No

## ETC FAQ

36. Are you allowed to create situations where two unit block charges to each other, making both of the impossible to charge. Note that there exist many similar situations, so a generic answer would probably be better than one based on this specific situation.

Similarly you can also create situations where units cannot move forward due to enemy units placed 1" away but the enemy units can stay outside the front arc and therefore cannot be charged. Allowed?

A. Addressed in the worst play section

37. A character is deployed in the second rank (due to lack of room in the first rank). Later a character in the front rank leaves/dies, is the character in the second rank forced to move to the front rank?

A. Yes

38. Are characters allowed to move more than twice their basic move when they join units and are placed to front rank. (advantages from this are moving wizards/general/bsb into congaline/long line units for extra movement)

A. Addressed in the worst play section

## ETC FAQ

### Magic Phase

1. Various spells and effects: "Place the template within 24...". Does this mean one part of the template needs to be within 24", or just its center, or the whole template?

A. Just the center.

2. I cast "better" version of RiP spell, it can be dispelled on "basic" value or "better" one?

A. Basic value

3. Does RiP spell stops working when my wizard drops his level to 0?

A. No

4. Does lore attributes affect bound spells?

A. Yes

5. Can I use more then one dispell-scroll-type item at a time?

A. No

6. I use Transformation of Kadon and then a breath weapon, can I repeat it? (dispell the spell, cast it again, use a breath weapon again?)

A. Yes

7. Can additional dice (slann's, DE dagger) override the "not enough power" rule?

A. Yes, anything which adds PD classified as power dice might

8. Book of Hoeth vs. Ring of Hotek. Rolling any double means miscast, and while the casting cost is sufficient, it also means irresistible, correct?

A. Yes, Rolling any double means miscast, and while the casting cost is sufficient, it also means irresistible force.

9. Are Lore attributes part of spells, for example, do I get MR ward agains Roiling Skies?

A. Yes

10. Okkam's Mindrazor affecting mounts - what strength they do get to use? Take a case of Noble (Ld-9) ridden HE Chariot, with Crew (Ld 8) and Mounts (no Ld). Will Chariot (No Ld) Impact hits strength/eventual stomp strength change?

A. Pending

## ETC FAQ

11. Roiling Skies affects Comet of Casandora?

A. Yes

12. Can i place a template direct damage spell/or and its centre out of a unit and hope for a lucky scatter (Pit Of Shades) when spells discription states "anywhere within 24"?

A. No, must be placed on a unit.

13. How does "Dwellers Below" work on Cauldron of Blood/Anvil of Doom/Casket of Souls - are they auto-killed?

A. Yes

14. How do spells or effects that require a characteristic test work on the Screaming Bell and Furnace?

A: This also holds true for ridden monsters/chariots, for anything that can be killed separately. Any effect that causes the model to test (e.g. Dwellers) would force it to make a single test on a best characteristic available (Lord on Dragon tests on dragon's Strength against Dwellers). Any effect caused by a template (e.g. Pit of Shades) forces each divisible part to test on its own best value (Seer would test on its I, Bell on the I of the Ogre). Simple - template = every part tests, model = one test for the whole.

15. When Net of Amyntok is cast on a unit containing a character, will the character or the unit need to take a strength test if the character wishes to leave the unit? What if the model charges? What if the character is being swapped by shadow attribute of a wizard that is not part of the unit?

A. See BRB FAQ 1.4

16. Does Hammer of Sigmar give re-rolls to the wounding rolls with no listed strength, such as Caress of Laniph, Fate of Bjuna and the spells which use metal attribute?

A. Yes

17. Are direct damage spells ranged attacks, for the purposes of various items giving protection "against all ranged attacks of any kind", such as Vampire Counts' Wristbands of Black Gold?

A. Yes

18. Does a single model character get the 4+ LOS! against a direct damage spell?

A. Yes, unless the spell says that a model can be picked-out

## ETC FAQ

19. How do the old lores spells work with the general casting restrictions - do they ignore them (e.g. can Vanhels, Gateway, ... be cast outside the forward arc)?

A. They use their own description for targeting purposes, but cannot be cast into combat unless it's specifically mentioned so. A wizard is in his own front arc

20. Can gateway be cast into close combat?

A. No

21. Does a spell caster's unit fall within the caster's own forward arc? (e.g. can a vampire cast vanhels on himself and his unit?)

A. Yes

22. When can you dispel a RIP spell? E.g. if a wizard with throne of vines in play casts another spell with irresistible force can his opponent then dispel throne of vines and hence remove the miscast protection?

A, Whenever no action is going on at the moment. In the example, No

24. Q about errata that gives characters look out sir from some spells. All the normal rules for look out sir apply? That means mounted characters, in infantry units, never get look out sir? For example bell / furnance skaven, they always have to test? And do they roll a combined profile test or a separate one (from their mounts)?

A. Yes

25. Given the new look out sir rules for curse of the horned rat, if a character makes his look out sir, but the total roll of the 4d6 is larger than the number of models in the unit (and you therefore get a new unit of clanrats), how do you handle the character that was in the unit? (ps, there are good rules for a similar situation for mounted characters in the skaven FAQ)

A. As per skaven FAQ p7. Clanrat unit is created, character stands next to it as close as possible to its former position

26. Does a grey seer need to choose lore(s) on the army list? If so, exactly how is this handled with the use spells from 2 different lores rule? Can he choose "ruin and plague" and then use 4 spells from ruin and 0 from plague?

A. Ruin and Plague on the army list then he is allowed to choose the spells however he wishes, including 0/4

## ETC FAQ

27. According to the rule Guardians, how is this "floating above the heads of the models in his unit" integrated in the Virtual line of sight system? How does it work with Saurus units rather than Temple Guard?

A. In temple Guard, Slann counts as size 3 for line of sight purposes during his magic phase. No effect in other units

28. According to the rule Guardians, can a Slann cast magic missiles if his unit is engaged in CC but he is not in base contact with an enemy model only when he is in a Temple Guard? Or, for example, can he cast a magic missile from the second rank of a saurus' unit?

A. No.

## ETC FAQ

### Shooting Phase

1. Cannon sees nothing. Can he fire at empty spots and hit models behind hills and other models?

A. No

2. Cannon sees a dragon. Yet he doesn't see the spot 8" in front of dragon (other units are in the way). Can he fire an optimal shot against the dragon?

A. Yes

3. Do war machines have arc of sight?

A. yes, 90o from the its base like a normal unit

4. A template hits the seer & screaming bell. Who is hit and how?

A. Both hit, Randomise the higher strength if there is one

5. On a similar note, does a Seer on the Bell get a Look-out sir roll against templates?

A. No.

6. When the bell is hit but not killed by cannon ball, does it stop the cannon ball?

A. Yes

7. Can models armed with weird "shooty" contraptions use them in the shooting phase if they marched? Death Rocket, Brass Orb, etc.

A. No, count these items as shooting weapons which use normal shooting restrictions.

8. Can a model shoot twice in a shooting phase (dragon and his rider armed with a shooting weapon)?

A. Yes, but only on the same target.

9. Does helstorm rocket battery friendly fire work so that assuming the second scatter roll is a hit, no result of the first artillery die should result in a hit on friendly model?

A. Yes

10. Are shooting attacks the same as ranged attacks? Are ranged attacks shooting attacks?

A. Every shooting attack is a ranged attack, but not every ranged attack is a shooting attack.

## ETC FAQ

### Close Combat Phase

1. Abomination purchases warpstone spikes to give "Warpstone Weapons" to all of its attacks. Does this include the thunderstomp or results 1-2 and 5-6 from its table?

A. All attacks/hits except thunder stomp are magical

2. How are the impact hits from steam tank distributed against a unit + screaming bell + seer?

A. When a Steam Tank (or any chariot) charges the Bell & pushers unit, or Steam Tank grinds the unit in successive rounds, and is only touching one type of the models (either the Bell or the pushers), impacts go against this type of the models. When it is in contact with both types of the models, only the rank and file models are impacted. Defer to the normal rules for distributing shooting hits (BRB p. 99) if there are fewer than 5 rank and file models in the unit, and randomize any hits on the Bell as per the Bell rules.

When a Bell & pushers unit impacts the Steam Tank, the Steam tank impacts only target the Bell. Randomize any hits on the Bell as per the Bell rules.

3. Challenges: Is "thunderstomp"/"stomp"/"breath" allowed against the enemy infantry model in challenge?

A. Yes

4. Challenges: If a character moves to a no-fighting rank due to challenge refusal, does his unit loses any of his benefits (bsb rr, heralds' attributes, stubborn etc) other than LD?

A. No

5. Mixed Units: How are CC casualties removed inside Squig Herds and similar mixed units? Do they randomise like shooting?

A. Remove targeted type of model

6. SteamTank: Is it still auto-hit in CC?

A. Yes

7. I slain a hero with a Heroic KB hit, does his mount (dragon/stegadon etc.) is slain?

A. No

## ETC FAQ

8. How wounds on mixed units allocated in CC work? ... Example a 6 skinks & Kroxigor (not in contact) unit takes 7 wounds in same In, are excess wounds lost?

A. Yes they are lost.

9. "Will a charge fail if the unit cannot maximize models in a combat fully? Can other units or terrain be moved in order to maximize combatants?"

A: No to both questions. Still, a unit must maximize as much as possible without shifting any units/terrain

10. Does a flaming close combat wound prevent regeneration from other non-flaming attacks with the same initiative?

A. No

11. Unit with hero assaulting building. 10 regular soldiers go in, opponent strikes, kills some. Can the hero come in as a replacement and strike while being not-targetable this way?

A. Only models of the same type as were killed may replace fallen (no champions etc.)

12. Multi-Combat Resolution: If one of the units fighting in a multi-combat situation wipes out its only enemy in btb (auto-win), does it still confer its bonuses (ranks, charge, flank/rear etc) for this round's combat resolution (against the still engaged enemies)?

A. No

## ETC FAQ

### Magic Items

1. Does the Other Trickster's Shard force its bearer to re-roll his ward saves?

A. No

2. Models with a ward save, some of them in contact with the Other Trickster's Shard, some not. Do wounds from targeted attacks to sharded models carry over to unsharded models?

A. Yes

3. Can you recast the book of arkhan?

A. No

4. Spirit Swallower/Blood Drinker on Vampire and simultaneous attacks. When healing part takes place? Example: Keeper of Secrets (5 wounds maximum) with SS has three wounds left, causes 5 damage and gets 4 (through wards) at the same initiative. What is the final number of wounds daemon has left?

A. Treat the timing in the same initiative as simultaneous hitting-wounding-saving-performing effects. After the wounding, daemon is dead and it stays so. This also means that flaming attack does not turn off the regeneration for the attacks with the same initiative.

5. Can a lvl 0 mage use arcane items

A. Yes

6. Are wounds caused by feedback scroll/cupped hands miscast doubled on characted under the Bane Head from the Slann?

A. Yes

7. What's "a hit" with regards to charmed shield? Skaven plague? Dwellers? 13. spell?

A. Anything that would then roll to wound or poison.

8. How does Sivejir's Hex Scroll interact with characters who have innate magical casting abilities but are not wizards, such as Warrior Priest and Arch Lector? Is it ineffective or works automatically?

A. No wizard, no interaction.

## ETC FAQ

9. Is Sword of Fate (Empire magic weapon that always wounds on 2+ against the selected target and leaves no AS) considered wounding at the basic strength of the owner for the purpose of Pendant of Khaeleth?

A. Yes

10. Magic weapons do not benefit from the Flaming Attacks rule. Does this also affect Ensorcelled Weapons and Warpstone Weapons?

A. Ensorcelled weapons are explicitly magic weapons, so can not be flaming. Warpstone weapons do magic attacks, which isn't the same thing (similar to Wight Blades in that regard).

11. When could be activated the Storm Banner, at the beginning of both players turns, or just at the beginning of Skaven player's turn? In which turns you roll the 4+ if its effect ends?

A. In any player's turn. Check every own and every opponent's turn.

12. According to RB p. 99 "Combined units" a character inside the unit is treated as a single combined unit. Therefore, if we join unit of Chosen with a character with the Favor of the Gods, can we use his item to modify the result of a Warshrine EotG effect?

A. Yes

13. There is a GW FAQ for hit re-roll ability/item vs. opponent forced re-roll item (i.e. ignore re-roll). Does that also affect miscast re-roll items? E.g. a HE player may have item which forces opponent to re-roll all miscast rolls, choosing each time the roll which stands, while opponent may also have an item which e.g. allows him to re-roll his first miscast.

A. Yes

14. Magical weapons cancel poison if a poison spell is cast on a unit does the char bearing a magic weapon going poison this way?

A. No

15. The Charmed Shield is one use only. Can it still be used as a shield after the 2+ save has been taken? What about Parry then?

A. Yes, it can be used further and counts as a magical shield with no special properties. This also prevent Parry with the shield."

## ETC FAQ

16. If a Vampire has the Blood Drinker weapon, has joined a unit of Knights and does for example 3 wounds, how many knights does he raise? 1 as the description of Invocation or 3 as described in the weapon description?

A. 3

## ETC FAQ

### Other

1. Do you always have to use the generals leadership gained through Inspiring presence

A.No, always use the best Ld available.

2. Can character on flying mounts join normal units?

A. Yes, Yes, as long as his mount is not a monster or chariot.

3. Can I charge with my unit of scouts/fast cav using vanhels or waagh in the very first turn?

A. No

4. Does frenzy force me to charge when I used vanguard move?

A. No

5. Is Terror a panic test?

A. Yes

6.Anvil/Cauldron/Casket, The errata states that they are part of the WM's crew, while WM rules states that crew is mere wound markers. Are these characters allowed upgrades & magic items? If yes, do character's magic items' bonuses affect all the wounds of the WM (f.e. there is a rune that drops enemy's Strength to 5)? Can you use killing blow special rule vs a character in WM? etc etc etc...

A. Those characters are a part of their war machine, they are removed at the same time the machine is. They cannot be targeted separately, cannot be killing blowed or stomped. They also have their own profile and attacks, different from the attending crew. Whole machine benefits from their saves and close combat attacks against the machine are worked out against the characters profile.

7. Does HE Foebane sword wound on 2+ vs War Machines

A. Yes

8. Can a unit that failed it's stupidity test move or shoot using spell/item/ability?

A. No

9. Definition of Roll off. Can player who won a roll off chose who starts

A. No, you win you go/deploy ect first unless specified otherwise.

10. Long row of knights is perfectly hit by a large 5" template. How much knights are hit? Also, do we assume the standard "less than an inch wide" GW cavalry base is actually 1" wide?

## ETC FAQ

A. 7 are hit, base is considered less than inch wide - 25 mm

11. Do we assume war machines without base have always some standard base size? 50mm x 50mm or 2" x 2" (related to previous question)?

A. No

12. Rulebook says that war machine shot start location and distance is always drawn from a fixed point that is nominated before the start of the game. Is the LOS drawn from this same point?

A. Yes

13. When model stands partially on a hill, is the whole model cuboid treated as elevated, even the parts that are not on the hill? Additionally, can you see through or under the model?

A. No. Model on a hill does not 'extend' the hill with parts of it's base that are not on it.

14. If a cannon hits a multi hit location model with one part giving shared ward saves to the whole model, such as arch lector with war altar, does the order of evaluation matter and can the mobile be killed first, depriving the pope of the ward save?

A. No, both get to save.

15. How many wounds do skaven war machines have? Armybook and rulebook list 4, but faq says they have 3 crew.

A. 3 wounds

16. When do you choose whether something deploys abnormally? Gutter runners for example have 2 different ways to deploy abnormally.

A. Before scouts are deployed (all units declare together).

17. Can LoS be measured freely during the game?

A. Yes

18. If the Steam Tank is no longer a chariot, and is now a war machine, then doesn't that mean that opponents who charge it will not "close the door", nor will they gain rank bonuses, flank or rear bonuses, and have to nominate up to 6 models to assault?

A. No, Steam Tank is still a chariot. It does count as warmachine only for the purposes of army restrictions.

19. How many models do I need for the monstrous infantry to gain the Look-out Sir rule?

A. 5 rank-and-file models, excluding any special cases like look-out gnoblar

## ETC FAQ

20. If something needs to be determined before the start of the battle, is that before deployment or immediately before the first turn is decided?

A Before the first turn is decided, See GW FAQ 1.4

21. Does a roll of 1 to wound always fail?

A. No, See GW FAQ 1.4

22. DoC, when we have a horrors unit with 28 models its seems they are lvl 3 wizard so they know 1,4,5 from tzeentch lore. The herald of tzeentch must roll 2 d6 dice to choose his spells. Is he obliged to take only 2,3,6 (the rest of the spells)?

A. No

23. Will assassins (both DE and Sk) be visible to opponents even before it is revealed due to open lists?

A. The presence of the assassin will be visible as an item in the armylist along with it's equipment, but the assassin himself is hidden until it is revealed

25. When allocating hits to a unit with a character and less than 5 rank and file models who is the controlling player?

A. Controlling player is the one who owns the unit

26. Can Ogre kingdoms field 2 tyrants? Their army book says 0-1 for that lord choice.

A. No

27. Can a BSB created according to the 6th Ed. armybook (Bretonia, Ogre Kingdoms, ...) carry magical shield?

A. Yes

28. Characters will get "look out sir" versus the following spells that automatically kill models or automatically remove an entire regiment: Dwellers Below, Final Transmutation, Dreaded 13th, Infernal Gateway 11-12 effect. Normal requirements for lookout sir apply. Does champions get look out sir?

A. No

29. Characters will get "look out sir" versus the following spells that automatically kill models or automatically remove an entire regiment: Dwellers Below, Final Transmutation, Dreaded 13th, Infernal Gateway 11-12 effect. Normal requirements for lookout sir apply. What happens to the spell when a character is outside a unit and makes his 4+ look out sir? A single "hit" on a model in the unit or the entire spell on the unit?

A. Single model will be hit/test