Ogr Cubb Singles 2024
- rules and F&Q -

Note: Last edit: 13/2/24

1. **Rules authority guide:** Ogr Cubb Clarifications > GW Rules Commentary > World Championship of Warhammer FAQ > English GW Official Rules
   a. In case of an unclear ruling, the judges will use the WTC rules.

2. **Out-of-game rules**
   a. Dice
      i. A player may ask their opponent to use different dice if they are not easily legible to them (call judge if necessary)
      ii. A player may ask their opponent to use their dice
   b. Rolling dice
      i. Both players have to make sure at the beginning of the battle they have the same "cocked dice" policy. We strongly encourage any dice that is not lying 100% flat to be re-rolled.
      ii. When a player uses fast-rolling, they can't then use Command Re-roll to re-roll one of those dice.
      iii. Fast-rolling is mandatory except for cases where the CP re-roll might be important. In that case, you can slow-roll.

3. **Generic questions and issues**
   a. How do you solve the problem of units defending a walled ruin and being positioned just over 1" away from the wall? Far enough that models outside the wall are not in engagement range but close enough that they can't be placed inside the ruin.
      i. The charging unit must roll high enough for the charge move to be able to clear the wall with at least one model (ignoring the defending unit).
      ii. The defender then moves his models a minimum distance away to enable to charging unit to be moved inside the building with a single rank.
         • This move must create a minimum of new situations (models getting on or off an objective, out of the ruin etc.)
      iii. In such situations it is advisable to call a judge.
   b. When a unit is partially inside ruins and partially outside, fighting a unit inside the ruins, is there a way to make the models outside fight? It requires base-to-base contact, but the ruin wall prohibits that.
      i. Models outside the walls can't be in base-to-base contact with models inside the walls and therefore "second rank" models can't fight in this situation.