



## WTC FAQ - ARMY & CODEX

# ADEPTUS ASTARTES

VERSION 1.1 - LAST UPDATE: 23 MARCH 2023

1. Tremor Shells do stack with either Tenebrous Curse or Psychic Shackles even though Tenebrous Curse and psychic Shackles can never be used in conjunction with each other.
2. Regarding the Astartes Banner or the Standard Of The Emperor Ascendant upgrade for it, it is acceptable to tactically pull models as casualties from combat so the unit is no longer engaged within 1", leaving subsequent models that are removed as casualties able to shoot the unit it was previously engaged with. Fast Dice rolling is not mandatory in cases like these where the order in which models are pulled might make a difference. When the banner is used in overwatch, either by receiving casualties from an enemy unit shooting overwatch at it, or models from the unit overheating their guns or some such, the shots generated by the banner are always resolved at a normal ballistic skill as if it were the shooting phase.
3. If a unit with Shock assault was declared as the target of a charge, and the charge would fail, because the unit in question would be destroyed in overwatch, or the charge roll would be insufficient, the unit declared as target of the charge does not benefit from Shock Assault.
4. Where Master Artisans would interact with abilities such as the Astartes Banner, only one model from the unit can benefit during a given phase.
5. A Thunderfire Cannon is able to shoot while the Techmarine Gunner is performing an action.
6. Eradicators cannot benefit from Total Obliteration while they are subject to shooting due to the Astartes Banner Aura.
7. Commanding Oratory only applies to litanies that the Chaplain can recite/knows during your battle.
8. Units benefiting from Temporal Corridor are prohibited from fighting but can still make a charge move.
9. Null zone applies to enemy and friendly models alike.
10. Steadfast Example does not work in conjunction with the benefit bestowed by Rites of War. Affected units will only count as 1 model each for the purpose of determining who controls an objective via Objective Secured
11. When a model that has a negative to-hit modifier with a melee weapon (like a powerfist) makes use of the Meltabomb stratagem, the negative to hit modifier would apply to the one attack.
12. A model that is revived with Combat revival is considered to have moved just as other models in its unit in their movement phase. If the unit fell back the revived model is also considered to have fallen back for instance. Any rules that affect a revived model's unit at the time when it revives also applies to the revived model.
13. <RAW> A Bike Squad must have an Attack Bike to be able to use the Combat Squad ability.
14. An Impulsor that is benefiting from Relentless Determination does not allow a disembarking unit to ignore the Assault Vehicle rule. Units disembarking this way are still exempt from charging.
15. Successor chapters like the Minotaurs are not bound by the suggested successor chapter rules stated by GW. You can freely choose which successor chapter to use.
16. Where Codex Warfare is concerned, only score VP's for this secondary when a given doctrine is active for your army as a whole. When a given unit benefits from an active doctrine that is not also active for the rest of your army (by means of a special rule, stratagem or ability), that unit will never contribute to the secondary score for Codex Warfare.

## BLACK TEMPLARS

1. Relic Bearer items like the Fist of Balthus cannot also be Master-Crafted.
2. Shock Assault and The Oath "Accept any Challenge no matter the odds" and the relic "Honour the Vehement" do not interact. You only get +1 attack from Shock Assault in a fight when Shock Assault applies, otherwise you will gain the bonus attacks from the other rules for a total of +2 attacks.



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### BLOOD ANGELS

1. Miraculous Savior does not allow the Sanguinor to use the ability to come in as Reinforcements in the first battleround, nor does it allow to ignore abilities such as Omni Scramblers.

### DARK ANGELS

1. <RAW, RAI> The Multi Spectrum Array of Incursors does not allow them to use Fire Discipline at their normal BS. A set-value BS is not considered a modifier for the purposes of the Multi Spectrum Array.
2. The Steady Advance stratagem meets the criteria for unlocking the benefit of Grim Resolve.
3. For the purpose of Stubborn Defiance, select a unit from your army. That one same unit needs to control the objective marker in consecutive turns to score the points. If that unit is affected by a rule that it cannot use its objective secured (Engulfing Fear) or that it loses it (Necrons Harbinger of Despair), then that unit cannot score points for holding that objective for consecutive turns.
4. For Engulfing Fear, apply the -1 leadership penalty after checking for the last bullet point. In essence, when manifesting the power and checking if the result of the test is equal to or greater than the leadership characteristic of the unit, the -1 penalty does not apply.

### IMPERIAL FISTS

1. A Crimson Fist model benefiting from Refuse To Die, and failing the required roll, cannot make use of rules or abilities that are triggered when a model is destroyed (like Only in Death Does Duty End)

### DEATHWATCH

1. An Infernus Heavy Bolter can make use of the Hellfire Shells stratagem.

### IRON HANDS

1. Psysteel Armor has no effect on saves generated from a void shield.
2. Betrayer's Bane counts as a melta weapon
3. A Master of the Forge benefiting from the Iron Hands warlord trait: Adept of the Omnissiah will heal/repair for a total of 4 wounds.

### RAVEN GUARD

1. The Raven Guard Master of Ambush warlord trait can be used in conjunction with the Infiltrators Stratagem
2. Ex Tenebris counts as a bolt weapon.



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### SALAMANDERS

1. When using Self Sacrifice, note that the stratagem will not take effect when the first unit you selected is not within line of sight of any enemy units. In such cases, the second unit is an eligible target regardless of the fact that it is currently within 6" of the first unit selected, bearing in mind normal targeting restrictions.
2. The Never Give Up ability always expires on a given unit before a new unit is affected by it.

### SPACE WOLVES

1. Announce the use of Keen Senses when you pick a unit to shoot with, prior to choosing a target.