



WTC FAQ - ARMY & CODEX

VOTANN

1. When Ancestral Fortune would interact with random damage, the unmodified 6 counts as the dice roll result. For instance a D3 damage weapon would count as $6/2=3$ damage, a D3+3 damage weapon would count as 6 damage and a D6+3 damage weapon would count as 9 damage.
2. A unit that benefits from the Cyberstimms ability when they are destroyed cannot be the target of the Cyberstimms Infusion stratagem when they fight.
3. When making one wound roll against the target unit, and each other unit a beam line passes over (excluding units that were not eligible to be targeted by this weapon when targets were selected), the line must pass over the base or hull/downward projection of these 'other units'.
4. Beam weapons will never hit friendly units that aren't currently in LOS, that are engaged with any enemy units, or that are benefiting from Look Out Sir. To that effect, treat all friendly units affected by the Beam as if it was an enemy unit for resolving the targeting. The unit currently firing is never counted towards any friendly units being hit and as such will never be affected by the beams.
5. Beam attacks have to be slow-rolled and a new line drawn with every attack.
6. **If your army contains Uthar, then no other kharl can be upgraded to a high kharl. Uthar is still ignored for the purposes of 'hero of the oathband'.**