



WTC FAQ - ARMY & CODEX

CRAFTWORLD ELDAR

VERSION 1.1 - LAST UPDATE: 26 JULY 2023

1. If you roll a dice you cannot contribute a Fate dice for a reroll.
2. Any contributed Fate Dice are lost if the entire roll (e.g. charge, Damage) is rerolled.
3. Eldrad: Diviner of Futures - these extra 3 D6 dice can never be rerolled and have to be kept separate from the initial 12 Dice from Strands of Fate. You can proceed to reroll the 12 dice by removing one of those 12 for a total of 11 dice in the pool (then 10 if you reroll again etc.), keeping the 3 that were generated from Eldrad's ability.
4. Wraithguard may not use their War Construct ability while in engagement range of their opponents as the unit is not eligible to shoot while it's in engagement range.