



WTC FAQ - ARMY & CODEX

HERETIC ASTARTES

VERSION 1.2 - LAST UPDATE: 28 FEB 2024

1. When Abaddon joins a unit, the unit receives all god specific effects and is eligible to receive all Dark pacts effects.
2. If a unit is not on the battlefield it may not be selected to shoot or fight, and as a consequence may not use the Dark Pacts Army rule.
3. When a unit is selected to Shoot and you choose to use the Dark Pacts Army Rule the unit does need to have made an attack to trigger the resulting Leadership test.
4. Abaddon can use his Dark Destiny ability while leading a unit and can still use it even if the unit did not make a leadership test as a result of the Dark Pact.
5. You may use Dark Pact when selecting a unit to fire overwatch, but you may not while a unit is fighting on death as they are not selected.

THOUSAND SONS

1. A model that is selected to use a ritual will only gain an army 1 Cabal point regardless of how many instances of the Thousand Sons Helbrutes Arcane Knowledge Amidst Babbling Insanity would apply.
2. If an embarked model with the Arcane Vortex Enhancement has a weapon that is being used by the firing deck rule it does not receive its bonus for that attack.

WORLD EATERS

1. When a unit of Khorne Berserkers uses its Blood Surge ability, it may choose not to move after seeing the result of the dice, but if it does move it must move as far as possible following the conditions in the ability.
2. If you control an objective and have more than one Icon unit on it you can reroll one of your Blessings of Khorne dice for each of the Icon units there.

DEATH GUARD

1. To use the Biologus Putrifier Explosive Maladies ability you cannot select a unit that was already the target of the Grenades Stratagem that turn.