



WTC FAQ - ARMY & CODEX

FACTION FAQ'S

VERSION 1.4 - LAST UPDATE: 20 NOVEMBER 2024

ADEPTA SORORITAS

1. <Abilities> If a model that had the Saintly Example Enhancement is destroyed within range of a unit that has a rule that interacts with miracle dice such as The Triumph of St. Katherine, these rules will apply to the Miracle Dice Gained as a result of the enhancement.
2. <General> The Verse of Holy Piety enhancement may be used in any Battle Round that the bearer is alive in.
3. <Stratagems> The Stratagem Divine Intervention can use one of the Miracle Dice that have been generated from the character's destruction as part of the 3 dice you can use to resurrect it but as the Stratagem doesn't interrupt the sequence of the unit being destroyed the Miracle Dice should be rolled before the Stratagem is used.

ASTRA MILITARUM

1. <Abilities> Tempestus Aquilons have the Deep Strike Ability.
2. <Abilities> The Leman Russ Demolisher's Line-Breaker and Leman Russ Eradicator's Urban Warfare abilities cannot be used at the end of a charge move to overwatch, as it would then be in engagement range of an enemy model as it is an out of phase rule.

ADEPTUS CUSTODES

1. <General> Using Assemblage of Might on an attached unit follows the Persiting Effects as per rules commentary. As per the Embark rules on Page 17 of the core rules you may not target a unit that is embarked in a transport with Assemblage of Might.
2. <Stratagem> The Arcane Genetic Alchemy Stratagem is used at the point of allocation of a Psychic Attack, not the targeting step. This means that when a Mortal Wound is allocated from a Psychic attack or ability it can be used, this includes things like Doombolt which is used at the start of a phase, as the ability itself does not specify "during a phase".

ADEPTUS MECHANICUS

1. <General> The Rad Zone Corps Detachment rule has an option where your opponent can choose to have their units Battle-Shocked in order to have less of a chance of taking Mortal Wounds. The Detachment rule goes on to state that the Battle-Shock effect lasts until the end of the Battle round. Rules as Written, this would have no effect as the units would stop being Battle-Shocked just before the start of their Command Phase. We believe the Intent is to allow the Battle-Shock to continue through the entirety of the First Battle Round and so will be ruling it as such.
2. <General> The Cybernetica Datasmith has the ability to join a unit of Kastelan Robots even if there is one or more of them already attached to the unit, this means that you are able to add up to 3 to the same unit.



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AELDARI

Currently no entries.

CHAOS DAEMONS

1. <General> The Soul Grinder does not need a base.
2. <Abilities> Pink and Blue Horrors Split ability can be triggered by any attack made by your opponent (Ranged weapons being used, Close combat attacks) but not abilities that are not attacks (i.e. Grenades stratagem, Doombolt, etc.). It is also triggered if the model dies as a result of making an attack with a Hazardous weapon that it then fails the Hazardous test for.
3. <Abilities> If you pass a battleshock test while in The Shadow of Chaos for a unit of Horrors from your army that no longer contains any Pink Horrors, you may only return Blue horrors to the unit, or Brimstone Horrors if there are any that have been destroyed. Remember that when returning models to the unit with the Daemonic Manifestation rule as you are not using the Split ability on the Datasheets, you may not exceed the starting strength of the unit at the point it was added to your army (see mustering your army), and that this is the starting strength that is used for determining if the unit needs to take a battle shock test or similar.

CHAOS KNIGHTS

1. <Abilities> The amended Super Heavy Walker rule in the Balance Dataslate does allow a unit with this ability to move through terrain that is entirely more than 4" tall and then take the test to see if it is Battle-Shocked.

CHAOS SPACE MARINES

1. <General> Using Focus Of Hatred on an attached unit follows the Persisting Effects as per rules commentary, and if used on an attached unit you'll need to destroy all of the units that make up the attached unit for your focus to count as being destroyed. As per the Embark rules on Page 17 of the core rules you may not target a unit that is embarked in a transport with Focus of Hatred.
2. <General> The Deceptors Soul Link Enhancement can be used to target a model that is not on the battlefield (i.e. is in reserves or has been destroyed) as long as it is not embarked in a transport. When you use the Enhancement you replace all of the abilities on your datasheet with the abilities on the unit you selected - this includes the Core abilities (such as Deep Strike) and so may change the ways that you can set up the model during the game. If you lose the Deep Strike ability while in reserves (excluding Strategic Reserves) you will have no way of deploying that turn. In the case of Once per Battle abilities like the Chaos Lord's Chance for Glory you can still only use this ability once per game on the model with this Enhancement and does not count as being used by the Chaos Lord that was the target of Soul Link, and can still be used if the Chaos Lord has already used that ability. This will not change the options the model has to lead a unit as it will retain the Leader ability and the unit choices that it can lead are not an ability.
3. <Measurements> When using the Deceptors Falsehood Enhancement, when replacing a model you need to position the centre of the Chaos Lord's base as close as possible to the centre of the base of the model that is replacing. If it is not possible to place him in the same position as the original model he must be placed as close as possible to that spot. As the Leader forms part of an attached unit once set up on the battlefield any persisting effects that the original unit was under the effect of would then transfer to the Leader. It may give a battlefield position where he is now closer to an enemy than before, you should be making your opponent aware that this can happen prior to the game in line with our sportsmanship policies.
4. <Abilities> The Vindicator's Siege Shield ability cannot be used at the end of a charge move to overwatch, as it would then be in engagement range of an enemy model as it is an out of phase rule.



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DEATH GUARD

Currently no entries.

DRUKHARI

1. <Stratagem> A Drukhari unit equipped with a Phantasm Grenade Launcher can use the Grenade stratagem. For the purpose of using the stratagem, consider the bearer model to have the Grenade keyword.

GENESTEALER CULTS

1. <Abilities> When the Reductus Saboteur uses the Primed and Ready ability please note that it does not allow more than one use of the Grenades Stratagem per turn.
2. <General> When using the Cult Ambush army rule, units that are added back to your army count as Reserves and so are effected by things like the Space Marine Infiltrators Omni-Scramblers and other abilities. Additionally they are able to make use of the Rapid Ingress Stratagem, and use any of their abilities while off the table. They may still be selected by things like Oath of Moment while off the Table.
3. <Abilities> The Magus Mind Control Ability ends at the end of the Phase.

GREY KNIGHTS

1. <Abilities> The Mortal Wounds applied by Brother Captain Stern's Exemplar of the Silvered Host ability will count as Psychic if the attack that caused the wound had the Psychic keyword.
2. <Abilities> The circumstances of a unit disembarking from a transport depend on whether you can use Mists of Deimos or not, please see our Movement Phase FAQ section for more information.

IMPERIAL AGENTS

1. <General> When adding Inquisitorial versions of a unit that exists in another army (for instance, Chimeras, Grey Knight Terminators, Sisters of Battle squads) to that army you need to make it clear that it has different Faction Keywords to the rest of your army and so frequently Stratagems and Abilities will not work on it.
2. <General> For clarity Dedicated Transports do not count towards your Retinue totals for army selection, just remember that you need to be able to place a unit in each transport when it's deployed or it will be destroyed.
3. <Abilities> The Vindicare Assassins Dead-Shot ability only ignores the Lone Operative rule, and not rules that work similarly such as the Festering Miasma stratagem from Chaos Space Marines..

IMPERIAL KNIGHTS

1. <Abilities> The amended Super Heavy Walker rule in the Balance Dataslate does allow a unit with this ability to move through terrain that is entirely more than 4" tall and then take the test to see if it is Battle-Shocked.



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NECRONS

1. <Set Up> When playing using the Hypercrypt Legion detachment rule, if you have used the Cosmic Precision Stratagem to place a unit on the table that does not have Deep Strike Ability, and was previously removed from the battlefield (i.e. your opponent went first and you removed the unit at the end of their first turn using the Hyperphasing rule), it may then be set up during your first turn more than 3" away from enemy units as you have given the unit a method of arrival.
2. <Abilities> The Annihilation Barge Malovent Arcing ability is only resolved against the final target of the shooting if there has been an interrupt to the Select Target sequence caused by a rule that has the "Just After" timing that causes the original unit to no longer be eligible, as that interrupts the sequence of rolling for its ability.

ORKS

1. <Abilities> Krumpin' Time stops as soon as the last Meganobz model is removed from play. If this would be as a result of an attack then the attacks are fully resolved before the rule stops.

SPACE MARINES

1. <Abilities> The Hellblasters For the Chapter! ability is still triggered if the model dies as a result of making an attack with a Hazardous weapon that it then fails the Hazardous test for. Remember Pistol cannot be used while in Engagement range to shoot with outside your own shooting phase.
2. <Abilities> The Vindicator's Siege Shield ability cannot be used at the end of a charge move in which it would then be in engagement range of an enemy model as it is an out of phase rule.
3. <General> Using Oath of Moment on an attached unit follows the Persisting Effects as per rules commentary.
4. <Stratagem> To use the Stratagem "Adaptive Strategy" you need to have a Doctrine active for your army. This is because GW has clarified that "any" means one or more as per their rules commentary.

BLACK TEMPLARS

Currently no entries.

BLOOD ANGELS

1. <Abilities> When using the Icon of the Angel enhancement, if the unit that has it is engaged with an enemy unit that is also within 6" of Mephiston, both the Icon's ability and Mephiston's Transfixing Gaze can be used and sequenced for both effects to work in combination. This means that the unit that is attempting to fall back can take both a desperate break out test and also be forced to remain stationary.
2. <Abilities> The Death Company Marines, Death Company Marines with Jump Pack, and Death Company Marines with Bolt Rifles, Black Rage ability should be written as "Each time a model in this unit makes a MELEE attack" in all cases.

SPACE WOLVES

Currently no entries.



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DARK ANGELS

1. <Abilities> As The Lion Helm ability on Azreal has no means of interrupting a sequence (there is no "Just After" or "After") you must use it before a sequence such as the attack sequence has started to be able to gain the benefit during that sequence. Please see our Sequencing Section of the Core FAQ for specific examples.

TAU

1. <Abilities> The War Shaper may not use his War Leader ability on a destroyed unit that is part of the attached unit he is in to use Join the Hunt for a reduced cost. It also cannot be used on the Warshapers own unit when it is destroyed as the process for destroying a unit is that the models are all destroyed and removed from play, and then the unit is destroyed. At that point there's no datasheet in play with the War Leader ability to be able to use it.
2. <Abilities> The Krootox Riders Kroot Packmates ability can be used in conjunction with the Hidden Hunters Stratagem. When this happens the enemy unit can reselect its target following the "Eligible Target, No longer Eligible" Rules Commentary entry, and if they do the Krootox Riders will resolve their ability when the attacking unit has finished making its attacks. If there was no other eligible target, no shots are fired and so the Krootox Riders cannot resolve their ability and the shooting phase continues.
3. <General> The Hammerhead Gunship, has an incorrect entry in the 40k App and has the option to swap its Twin Pulse Carbines for 2 Twin Smart Missile Systems. This should say that the weapons can be swapped for 2 Smart missile Systems, you can reference the Sky Ray Gunships Datasheet for the profiles of these weapons.

TYRANIDS

1. <Abilities> If a unit that is under the effects of a rule that has removed it from the battlefield and has the instruction to be placed into Strategic Reserves and set up on the battlefield next turn (or similar wording) is the target of the Psychostatic Disruption Enhancement and the roll is successful the unit will still be in Strategic reserves and can arrive following the normal rules for Strategic Reserves. There's no need to enter in the next movement phase specifically.
2. <Abilities> The Null Nodules Enhancement is used at the point of allocation of a Psychic Attack, not the targeting step. This means that when a Mortal Wound is allocated from a Psychic attack or ability it can be used, this includes things like Doombolt which is used at the start of a phase, as the ability itself does not specify "during a phase".

THOUSAND SONS

1. <Abilities> The Mutalith Vortex Beast's Immaterial Flare ability cannot be used to target a Lone Operative unit more than 12" away with Doom Bolt.
2. <Abilities> Twist of Fate can be used twice on the same enemy unit (provided you can use it twice with different Psykers within range and visible to it).
3. <General> As per the rules on Sequencing in our Main FAQ document, if when resolving a Ritual it is no longer possible to do so (for example you have chosen to use Doombolt twice, but there's no longer a valid target for the second Doombolt) the Ritual is "not considered to have been used in the first place" and so any Cabal Points spent on that ritual are refunded.
4. <Abilities> The Vindicator's Siege Shield ability cannot be used at the end of a charge move in which it would then be in engagement range of an enemy model as it is an out of phase rule.



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VOTANN

1. <Abilities> When using the Conversion rule, to fulfil the requirements of "an unmodified successful hit roll of 4+" your attack needs to hit the target, regardless of any modifiers to the roll, but must still hit when compared to your Ballistic Skill. Therefore if you are shooting with a -1 to hit modifier, a 4+ would still become a Critical Hit due to the rule, which not only hits the target itself, but also triggers the Sustained rule on the weapon. If you are shooting at a target but are under the effects of a modifier to your Ballistic Skill such as the Death Guard Sicknesses then a 4+ to hit would be an unmodified fail, and you would need a 5+ to hit to trigger the conversion effect. As usual Critical hits are only ever scored on a 6 while Overwatching, even if you have an ability that would hit on a 5+ like the Brokhyr Thunderkyn.

WORLD EATERS

Currently no entries.