



WTC FAQ - ARMY & CODEX

FACTION FAQ'S

VERSION 1.7- LAST UPDATE: 03 APRIL 2025

ADEPTA SORORITAS

1. <General> The Verse of Holy Piety enhancement may be used in any Battle Round that the bearer is alive in.
2. <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 ressurect 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.
3. <Abilities> While playing the Penitent Host detachment you may choose to not select one of your Vow's of Atonement and do not need to play through all of them in the first 3 Battle Rounds.

ASTRA MILITARUM

1. <Abilities> When using the Priority-Drop Beacon Enhancement the bearers unit does not need the Deep Strike ability to be able to set up using Deep Strike as the Enhancement allows you to be set up that way.
2. <Stratagems> When using the Coordinated Action stratagem, the selected units benefit from both their own and the other unit's order, and so can benefit from more than one order during that phase. At the end of the phase they go back to their own order(s).

ADEPTUS CUSTODES

1. <General> Using Assemblage of Might on an attached unit follows the Persisting 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 Pychic 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".
3. <Keywords> When selecting this faction for your army you only gain the benefit of the Martial Ka'tah if your set faction is Adeptus Custodes.
4. <Stratagems> When using the Unleash the Lions stratagem the following situations may occur. You may have chosen them as one of the units for Marked for Death, if you have, your opponent would only need to kill 1 of the single model units to have scored this secondary, and removing any of them from the battlefield would also score your opponent the points. The unit may have formed part of an attached unit and the character is now no longer part of the original unit and is its own unit by itself, treat this as if the bodyguard unit had been killed essentially. Your Lions may have been the target of a persisting effect such as Oath of Moment, Focus of Haterd, Ruthless Efficiency, etc. and for the duration of that effect all of the split units will have that effect on them. In the case of Roboute Guilliman's Master of Battle ability, for creating a second Oath of Moment, target, again only one of the split units would need to be destroyed to trigger this. If you have used the From Golden Light ability before splitting the unit, all of the split units created count as having used their ability, but if not they are still able to.
5. <Stratagems> A character with the Superior Creation enhancement can only be the target of the Gilded Champion stratagem once per game, and if it has been destroyed and set back up prior to re-using the once per battle ability it still has access to it.



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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.
3. <Keywords> When selecting this faction for your army you only gain the benefit of the Doctrina Imperatives if your set faction is Adeptus Mechanicus.
4. <Stratagems> Change the "When" of the Guided Retreat stratagem to "Your Movement phase, just after an Adeptus Mechanicus unit from your army declares a Fall Back move".

AELDARI

1. <Abilities> When using the Yncarne's ability "Inevitable Death", before removing the last model in the unit, determine the center point of its position and align it with the centerpoint of the Yncarne's base. This means that the Yncarne will be positioned directly over the model that was removed with the centre of it's base as close as possible to the centre of the destroyed models base.
2. <Attached Units> A unit of Guardian Defenders or Storm Guardians can either be joined by a Warlock Conclave, characters using the Leader ability, or both. In either case Guardian Defenders may still be joined by a Support Weapon Platform such as a Vibro Cannon. In a similar fashion Windriders and Warlock Skyrunners work the same way and can either have the Warlocks, characters using the Leader Ability or both.
3. <Stratagems> There is a difference between the Warhost and Aspect Host versions of the Skyborne Sanctuary Stratagem, as there is no clear indication that GW intended these to work in a way that is not RAW we will be ruling it that way for now.

CHAOS DAEMONS

1. <Modeling> 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.
4. <General> When using the Blood Tainted Detachment rule change it to: At the end of a phase in which a Legiones Daemonica Khorne unit from your army destroyed an enemy unit that was within range of an objective marker at the start of the phase, if your unit has a higher Level of Control over that objective marker than your opponent has, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.
5. <General> When playing the Plague Legion detachment and using either the Cankerblight, or Maggot Maws Enhancements the immunity to mortal wounds inflicted by the Daemonic Terror rule only lasts until the end of the phase.



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6. <Stratagems> When playing the Legion of Excess detachment and the Thieves of Pain Stratagem is used on a unit that has the Feel no Pain rule the mortal wound is still passed to the secondary target of the stratagem regardless of if the Feel no Pain roll was successful or not.
7. ~~<Datasheet> Change the Seeker Chariot Scythed Impact ability to read "Each time this unit makes a Charge move, until the end of the Fight Phase..."~~

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.
2. <Abilities> Even if a unit that has the Super Heavy Walker faction ability is taken as an allied unit it still gets to use those rules during the game.

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. <General> When using the Creations of Bile Detachment the Experimental Augmentations Detachment Rule effects all infantry excluding Damned units regardless of whether they are embarked or not, and you only resolve it once for the entire army.

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.



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GENESTEALER CULT

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 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.
3. <General> If a unit is affected by the Teleport Shunt detachment ability, consider it to have the Fly keyword on its datasheet until the end of the phase, so that it can benefit from the Fly keyword.

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.
2. <Abilities> Even if a unit that has the Super Heavy Walker faction ability is taken as an allied unit it still gets to use those rules during the game.

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 Malvolent 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.
3. <Abilities> The Doom Scythe's Atavistic Instigation ability allows your opponent to choose from either of the 2 options listed. If they choose to stand firm then for the rest of the phase all attacks against that unit regardless



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of the source score a Critical Hit on unmodified 5+'s.

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. <General> Using Oath of Moment on an attached unit follows the Persisting Effects as per rules commentary.
3. ~~<Keywords> When selecting a detachment from a Codex Supplement such as the Liberator Assault Group from the Blood Angels Codex Supplement, none of your models that do not have the Blood Angels keyword on their datasheet gain that keyword. Essentially this means that yes you may then gain the improved effect of Oath of Moment.~~
4. <Abilities> When using Robute Guilliman's Master of Battle Ability to select a new target for your Oath of Moment Army Rule, if the original target of the Oath is returned to the battle for any reason it does not either switch back to that original target, or also apply to it. Only the new target of Oath is effected by the rule.

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.

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.

DEATHWATCH

1. <Attached Units> Inquisitors may Lead either the Fortis or Indomitor Kill teams.
2. <Attached Units> Deathwatch: When a unit that has attached Characters is the target of an attack use the majority toughness of all of the models in the unit, not just the Bodyguard unit when working out the majority



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toughness.

T'AU

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".
3. <Abilities> The Neurogaunt's Neurocytes ability does not work with the Neurotyrant Neuroloids ability, they need to be within Synapse range of a model.
4. <Stratagems> The Rapacious Hunger Stratagem when used on a Harvester Unit would Regenerate 4 wounds as the D3 part of the D3+1 is replaced by the number 3.
5. <Abilities> The Venomthrope Foul Spores and the Maleceptor Encephalic Diffusion Ability can be countered by slow rolling your attacks and casualties being taken from within 6" of the Venomthrope to make the enemy unit lose the Stealth Keyword. The Benefit of Cover will still remain as that is checked at the select target step.

THOUSAND SONS

1. <Abilities> The Mutilith 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.



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LEAGUES OF VOTANN

1. <General> The Eye of the Ancestors detachment only rewards additional Command Points for the units selected (usually 2 for strike force) as part of this rule, not just for killing a unit with a pre-game Judgement Token on it. Players should make sure that it is very clear to their opponents which these units are.

WORLD EATERS

Currently no entries.