



## WTC FAQ - ARMY & CODEX

# FACTION FAQ'S

VERSION 1.11 - LAST UPDATE: 11 JULY 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 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.
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 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. <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.~~
4. <Abilities> ~~The Torc of Morai Heg increases the cost of a stratagem by 1. If the player using the stratagem does not have enough CP to pay the increased cost (for instance it was a 1 cp stratagem and they only have 1 cp) the stratagem fails and the player is refunded their CP.~~

### 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.



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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.
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. <General> Nurglings should have a 5+ Invulnerable save
8. <General> The Great Unclean One's Bileword - sweep should have a strength of 7

## 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.
3. <General> The Mirror Of Fates enhancement in the Lords of Dread Detachment follows the same rules as the other abilities that increase the cost of a stratagem that are in the Balance Dataslate Modifying a Stratagems CP Cost and is therefore an aura. However only this half of the ability is replaced by the wording in the Dataslate, the Free use of the Command Re-roll stays.
4. <General> When using the Imperious Advance stratagem you may end your charge move in engagement range of the enemy units that you selected as the targets of your charge.

## CHAOS SPACE MARINES

1. <General> Using Focus Of Hatred on an attached unit follows the Persiting 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.



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5. <Abilities> Fabius Bile's Chirurgeon ability is triggered immediately when he is killed, and so remaining attacks can be allocated to him. In the situation where a fight on death rule is used on him and he can fight, the resolution of the fight on death takes precedence. The correct sequence will then be: Fabius is destroyed, you roll to see if he fights on death (if a roll is required), the rest of the attacks of the attacking unit are resolved, then resolve the fight on death of Fabius Bile (and any other models in his unit that can fight), then roll to see if he gets back up, get him back up if he succeeds, and then the attacking unit can consolidate.

### DEATH GUARD

1. <Abilities> If a unit of Poxwalkers is under the effects of Hazardous when making their melee attacks the hazardous tests from their attacks can be sequenced to be before the Curse of the Walking Pox ability is resolved as they have the same timing. Also as the Unit is not making attacks when fighting on death the ability would have no effect in that situation.
2. <Abilities> When a unit of Plague Marines is taken in a Chaos Space Marines army using the Cults of the Dark God rule, the Infused with the Blessings of Nurgle ability does not function.
3. <Abilities> When shooting with the Plagueburst Crawler, the Spore-laced Shock Waves ability is not a persisting effect, once resolved units are no longer Struck by spores and will not trigger mortal wounds each time a Plagueburst Crawler shoots.
4. <Abilities> The Lord of Contagions Unholy Resilience ability can only be used by 1 Lord of Contagion in each Battle Round, meaning that if more that 1 of them was to be destroyed in that battle round, only the first would be allowed to roll the dice to see if it can be set back up.

### 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 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.

### EMPERORS CHILDREN

1. <Stratagems> Treat the Armour of Abhorrence stratagem as having the same wording as all of the other Armour of Contempt style stratagems meaning that it will only last until the attacking unit that triggered the use of the stratagem has finished making it's attacks.

### 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



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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 Malovelent 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 of the source score a Critical Hit on unmodified 5+'s.
4. <Abilities> **A unit may not be effected by a Resurrection Orb more than once per turn.**

### 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 Persiting Effects as per rules commentary.
3. <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.



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### 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

1. <General> When using the Saga of the Beastslayer detachment Saga to determine the Beastslayer Target do not count any embarked units with the qualifying keywords.
2. <Abilities> Logan Grimnar's Guile of the Wolf (aura) is effected by the Balance Dataslate and is replaced by Reign of Confusion text there.
3. <General> For the Saga of the Beastslayer, Wolf-touched Enhancement; note that the bearer can only be attached to a Wulfen Infantry unit.

### 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.
2. <Abilities> Change Lion El'jonson's The Emperor's Shield ability to: Each time an attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.

### OTHER SPACE MARINES

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 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





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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.
4. <Abilities> **When using the For the Greater Good army rule you select your Observer units at the start of the shooting phase and immediately select the units that they are Spotting. If you want to, you can select the same enemy unit to be the Spotted unit for multiple Observer units.**
5. <General> **If a unit from your army does not have the For the Greater Good faction ability then when it is making a ranged attack against a Spotted unit it will not gain the +1 Ballistic Skill bonus or Ignores Cover (if applicable) but will gain any other benefits bestowed by the Guiding unit or Detachment abilities that work with it. For instance a unit of Kroot shooting at a Spotted unit in the Mont'Ka detachment in Battle rounds 1-3 would gain the Lethal Hits ability.**

## 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.
6. <Stratagems> **When using either the Subterranean Assault Tunnel Network stratagem or the Surprise Assault Detachment Rule, you are using a different rule to Set up a unit on the table. Therefore things like Mawlocs Terror from the Deep ability does not trigger as a result of this as you are not using the Deep Strike ability. Also you may bring in units from Strategic Reserves that have already been on the table using this ability in Battle Round 1 as they have been given a method of being Set up.**

## 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> **The Cabal of Sorceres Army Rule is sequenced as a single step when resolving abilities or rules that both players have. For instance, if you are playing against a custodes player that has a unit of Wardens that have not used their Living Fortress ability and at the start of your shooting phase they say that they would like to use it, it would be sequenced in the order that the controlling player chooses with Cabal of Sorceres as a single item in the list of things to be sequenced. Therefore a player could choose to do all of their rituals before they allow the Living Fortress ability to be used. As always with Sequencing see our FAQ entry because there should be a discussion held with your opponent to ensure there are no "Gotcha" moments.**



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4. <General> Cabal of Sorcerer rituals do not need to be fully sequenced at the start of your shooting phase, you just pick a model with the rule, pick a ritual to manifest, and attempt it then repeat the process until you have run out of models or rituals or both.
  5. <General> If when using the Warpmeld Sacrifice detachment rule, you have taken wounds that would stop you from being an eligible target when the attacking unit was selected to shoot or fight, you then follow the Rules Commentary entry of Eligible Target (no longer eligible).
  6. <General> When Manifesting a Ritual the process to follow is to:
    - A. Roll 2d6,
    - B. Choose to roll an additional D6 or not - this is Channelling the Warp,
    - C. Check for doubles and triples, and then take mortal wounds if applicable,
    - D. Resolve the ritual if the manifesting model is still alive.Mortal wounds are only suffered from rolling a Double or Triple if you have rolled 3d6.
  7. <Stratagems> When using the Touched By Tzeentch Stratagem in the Warpmeld Pact detachment the effected unit only gets to shoot or charge, not shoot and charge after advancing and therefore must choose one of those 2. There is no requirement to choose at the time of using the Stratagem, you may decide later in the turn.
  8. <General> ~~When using the Warpmeld Sacrifice detachment ability the Eligible Target (no longer eligible) rules commentary entry may apply. This means that when used in the shooting phase the attacking unit may need to redeclare the targets of their attacks if the unit is now out of Line of Sight, Range or both. This may mean that a unit is no longer eligible to attack and may not now choose to declare an action. If used in the Fight phase the timing is after an attacking unit has made any Pile In Moves but after targets of attacks have been made and the same may apply. If there is another unit also in engagement range of the models that have declared targets they may then declare those but may now no longer attack depending on if there's an enemy in engagement range of that model.~~
- ~~—As there are a lot of "Gotcha" possibilities with this Detachment Rule, the WTC's stance on sportsmanship should be clear to everyone. If you are playing using this detachment you should ensure that your opponent is clear on the ways that this rule may be used to your advantage at the start of the game.~~
9. <Abilities> Add the Firing Deck 2 Ability to the Thousand Sons Rhino Datasheet.
  10. <General> When the Warpmeld Sacrifice Detachment rule is used, mortal wounds are taken immediately, however they fall into the same category as casualties taken during a shooting or fighting activation and therefore when casualties are taken out of range or line of sight, the unit will still be an eligible target for any attacks that have already been declared. In addition, to make it clear, the -1 to wound from Warpmeld Sacrifice is in effect from the point the rule is used on that unit, meaning that for the initial target selection that triggered the rule, those attacks are at -1 to wound.

## 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

1. <Attached Units> When selecting your Warlord at step 6 of the Army Creation Process you may not select a Lord on Juggernaut that you have given the Disciple of Khorne enhancement if you intend to Attach it to a unit of daemons as it will have the wrong faction keyword at that point. You must have another character that may be your warlord.
2. <Attached Units> A Lord on Juggernaut with the Disciples of Khorne enhancement loses the World Eaters faction Keyword, but not the faction ability Blessings of Khorne. Therefore the unit that he is attached to gains the benefit of the Blessings of Khorne rolls.





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3. <Stratagems> In the Khorne Daemonkin detachment Bloodletters that have been deployed using the Summoned by Slaughter Stratagem during their controlling players charge phase are ineligible to declare a charge. In the opponents charge phase Bloodletters summoned that phase may make use of the Heroic Intervention Stratagem.
4. <Stratagems> You may not use Summoned By Slaughter to deploy Bloodletters in the First battle round unless that unit has already been on the table.
5. <Abilities> When playing the Vessels of Wrath detachment if Angron is destroyed and you are using his Reborn in Blood ability after making a Blessings of Khorne roll you may not also make use of the Vessels of Wrath detachment rule that battle round as you need to have Activated a Blessing in order to use it and Angron stops you from doing that when he revives.
6. <Abilities> When a World Eaters Helbrute is the target of a ranged attack, it may only choose to fight if it is in engagement range already and due to its specific wording only if the unit that attacked it is in engagement range with it. There is a rare situation that can occur with Hazardous weapons that are making melee attacks where after attacking and losing models to the Mortal Wounds caused by Hazardous there are no models left in engagement range of the Helbrute. In this situation it may not be selected to fight unless it has charged that turn.

## A NOTE ON BASESIZES AT WTC

1. <Aeldari> Swooping Hawks are to be played on 32mm bases
2. <Astra Militarum> For the Ratlings, the Tankstopper rifle model is to be played on a 28.5mm base
3. <Thousand Sons> The Thousand Sons Sorcerer model is to be played on a 40mm base-
4. <Tyranids> The Hive Tyrant is to be played on a 60mm base-