

WTC Event FAQ 2024

If there's a ruling that needs to be made during the event that we feel is worth making an FAQ entry for so that people all know about it we'll add it here.

This doesn't mean that they'll make it into the next publication of our FAQ officially, just that enough people at the event needed clarification at the time. As with all unofficial FAQ's entries are subject to change before being ratified in an official document. Unlike our usual FAQ's this document will be presented in a question and answer format.

General Rulings:

Q: When can I use stratagems, abilities, or other rules that would interrupt the attack sequence?

A: When there is a specific trigger such as "After", "When", or a specific and also explicit wording to allow the rule you're using to interact with the game at that time.

Q: Does the attack I'm making need to have Ignores cover and other such abilities before I make a hit roll for it to have an effect?

A: Usually yes, you'll need to look up the ability in question as the majority of these abilities need the attack to have been made with the ability, and therefore the weapon needs the ability before the hit roll is made.

Q: When using an ability that has no specific timing, such as "Just after" and is just used in any phase, how does this interact with mortal wounds being inflicted seeing as they are now treated as part of the attack sequence?

A: They need to be used before the attack sequence has begun, this would also be the case if you were taking mortal wounds from a hazardous weapon as that happens "just after" the attack and interrupts the normal sequence of events.

Q: When can I use a reactive move (like Termangants' Skulking Horrors or Mist of Deimos)?

A: In any of the following situations:

- When a unit ends a Normal Move/Advance/Fall Back (if those are in the trigger of the rule).
- When a unit disembarks from a Stationary transport, that unit will HAVE to make a Normal Move or Advance and that Normal Move or Advance could trigger it if the unit remains within range of the ability. Remember, when disembarking from a stationary transport you cannot choose to remain stationary, even if the models do not move.

Q: When can I NOT use a reactive move (like Termangants' Skulking Horrors or Mist of Deimos)?

A: In any of the following situations:

- When a unit disembarks from a transport that has already moved, that unit has not made a normal move, just counts as having made one, and so will not trigger the rule.

- When a unit arrives from reserves within range (like with a Deep Strike 3" away) it did not make a normal move, only counts as having made one.

Remember, in both of those situations, the unit is Set Up and the unit can be Overwatched.

Q: When both units of an attached unit are destroyed, how many points can be scored with the Overwhelming Force secondary?

A: You will score points for each unit of the attached unit that was destroyed and were within range of an objective marker at the start of the turn. So if both the Leader and the Bodyguards were on it, 5 points. If only the Leader, 3 points, etc...

Q: When only one unit of an attached unit is destroyed, how many points can be scored with the Overwhelming Force secondary?

A: You will only score points for the unit that was on the objective at the start of the turn, so if the Leader was killed through precision, and it was not on the objective, no points, if it was, 3 points. Same thing applies for the Bodyguards.

Q: When an attached unit is performing an action and one of the units is killed (for instance all the Bodyguards) can the action still be completed?

A: Yes, as long as the remaining unit (for instance the Leader) still satisfies the completion condition of the mission.

Q: Which models can and can not overhang the battlefield edge?

A: Models that can NOT are:

- Vehicle models that are NOT Walkers NOR Aircraft cannot overhang the battlefield edge at any point (setting up, moving, finishing a move). This is due to the first entry of the Positioning and Movement section of the GW FAQ, the Hull entry of the GW Rules Commentary and the WTC General Core Rules entry number 11.
- Models without bases cannot overhang.

Models that can are:

- Other models can overhang the battlefield edge as long as their bases are wholly on the battlefield.

Remember entry 10 of the Setting Up Models and Deployment Clarifications from WTC which states that when deploying any models in your deployment zone, you cannot overhang the battlefield edge unless that unit have the Infiltrators rule.

Q: Are Psychic abilities and rules that inflict mortal wounds (such as Vortex of Doom, Doombolt, ...) attacks?

A: No, they are not, so rules that are used when targeted (by an attack) or destroyed by an attack cannot be triggered on those, etc...

However, the damage they inflict is considered to have been inflicted by a Psychic attack, and thus will allow the use of rules such as Psychic Hood that gives Feel No Pain against Psychic Attacks.

Faction Specific Rulings:

~~Q: Do I need to have a Doctrine active for my army to make use of the Adaptive Strategy stratagem from the Space Marines Gladius Task Force?~~

~~A: Yes, all the units with the appropriate faction keywords to benefit from the doctrine need one active to use the stratagem, not just one other unit.~~