

F.R.A.G. Witch Hunters FAQ v1.1

This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.

WITCHHUNTER UNIT TYPES

- All units are 'Infantry' except for the following:
 - Units with an Armor Value are 'Vehicles'
 - Characters with a Jump Pack are 'Jump Infantry'
 - Seraphim are 'Jump Infantry'
 - Inquisitor Lord Karamazov is a 'Monstrous Creature'
- [clarification]

Q: Does Divine Pronouncement cause an immediate Morale check?

A: Yes and if the unit actually suffers 25% casualties that shooting phase it will test again at the end of the phase (or fall back again if it failed the first test) [clarification].

Q: If a psyker using 'Purgatus' is part of a unit, is his target restricted by where the rest of his unit shoots?

A: The psyker must pick an enemy model from within the same enemy unit that the rest of his squad is firing at [clarification].

Q: If a psyker uses 'Purgatus' does it restrict what enemy units he may assault in the subsequent assault phase?

A: Yes, he may only declare an assault against the enemy unit that contains (or contained) his target [clarification].

Q: The Penitent allows the Inquisitorial retinue to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?

A: For this purpose, the unit will be 'affected' by a (non-persistent) power if it will:

- target them.
- wound, kill or remove them from play.
- cause them to take a Ld or other characteristic test.
- force them to move or stop them from moving.
- force them to re-roll any dice.

[clarification]

Q: Does Hammer of the Witches affect an enemy psyker embarked on a transport?

A: Yes, as the Witch Hunter player does not choose whom the power is used on [clarification].

Q: The 'Shield of Faith' rule allows Sororitas to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?

A: For this purpose the model, or the unit they are part of, will be 'affected' by a (non-persistent) power if it will:

- target them.
- wound, kill or remove them from play.
- cause them to take a Ld or other characteristic test.
- force them to move or stop them from moving.
- force them to re-roll any dice.

[clarification]

Q: Can a model/unit with an Auspex fire at every infiltrating unit within 4D6", or just one?

A: A model/unit with an Auspex waits until all infiltrators have been set up, rolls 4D6" once, and may then fire once at each enemy unit within this distance (provided they are also within range and line of sight). If both sides have units with Auspexes/Surveyors, randomly determine which player fires his units first [clarification].

Q: Is the shooting granted by an Auspex subject to the Night Fighting rules?

A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired at [RAW].

Q: Can a Psyker who is allowed to shoot due to an Auspex, use a psychic shooting attack instead?

A: Only if the psychic shooting attack specifically targets a single enemy unit [rules change]. The psyker may use a psychic shooting attack against each enemy unit he shoots at (even with the same ability), but he must pass a separate psychic test (if applicable) each time.

Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex shooting? If so, how many times may it be used?

A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].

Q: Can Witch Hunter Bionics be used even if the model was killed by Instant Death or something that automatically removes the model from play as a casualty?

A: Yes against Instant Death, but no against things that just remove the model from the table [RAW].

Q: Can a model using Digital Weapons use another special weapon in the same round of combat?

A: Yes [clarification].

Q: Can Digital Weapons be used against vehicles without a WS and if so do they always hit on a '4+'?

A: Yes and yes [RAW].

Q: Does a Witch Hunter Force Weapon '[slay] outright' as in the codex or does it inflict 'instant death' as in the rulebook?

A: The Witch hunter Force Weapon slays outright and therefore models immune to Instant Death can still be affected by it [RAW].

Q: Can a model locked in combat reveal an Inquisitorial Mandate or is fighting in combat considered a "move"?

A: A model locked in combat may reveal an Inquisitorial Mandate but will not be able to pile-in or make a consolidation move (although he will not prevent the rest of his unit from making a sweeping advance, pile-in or consolidation) [clarification].

Q: Do Psycannon Bolts ignore cover saves?

A: No [rules change].

Q: Can multiple Witch Hunter Psychic Hoods be used against a single enemy psychic power attempt?

A: No [rules change].

Q: Does Holy Promethium cause an immediate Morale check?

A: Yes and if the unit actually suffers 25% casualties that shooting phase it will test again at the end of the phase (or fall back again if it failed the first test) [clarification].

Q: If an Inquisitor uses 'Iron Will' to pass a Morale Check in close combat does this trigger 'No Retreat' wounds?

A: Yes [clarification].

Q: Can a unit led by a Priest that appears to be in Assault range of an enemy unit in the shooting phase still make a 'run' move?

A: The Priest's unit may not run in the shooting phase if they are already within assault range of the enemy (the player is allowed to check assault range) [clarification].

Q: Is the Culexus Assassin allowed to move through enemy models when charging if he can reach a psyker model?

A: No, he is only able to ignore the rule about having to charge the closest model in the target enemy unit if doing so will allow him to get into base contact with a psyker [clarification].

Q: Does the Vindicare's Exitus Rifle have the 'sniper' special rule?

A: Yes [clarification].

Q: Death-Cult Assassins are deployed "as a single choice". Does that mean individual Death-Cult Assassins can't be held in reserve while others are deployed normally?

A: All Death-Cult Assassins from a single Elites choice must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn [clarification].

Q: Is an Orbital Strike affected by the Night Fighting rules at all?

A: No [clarification].

Q: If Saint Celestine is killed without losing her last wound (such as suffering a Deep Strike mishap) does she still take the leadership test to put her back into Reserve?

A: No, only when she actually loses her last wound (or is killed via instant death) does she take the Leadership Test to go back into Reserve [RAW].

Q: With the release of new version of Codex: Imperial Guard, and Codex: Space Marines what inducted units can a Witch hunter player use their army?

A: Refer to the units and restrictions listed in the Daemonhunters FAQ from Games Workshop.