

WHAT THE 40K

WHAT THE FAQ

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WHAT THE FAQ is a *fan-made, unofficial, non-profit game mod for Warhammer 40,000.*

WORD BEARERS CUSTOM DETACHMENT

This document outlines a house rule detachment intended to provide Word Bearers players named Dark Ritualists. Featuring a set of mechanics which are thematically rich and unique relative to the official detachment offerings while aiming to be tastefully potent.

DARK RITUALISTS

DETACHMENT RULE	ENHANCEMENTS
<p>PROFANE EQUILIBRIUM <i>In armour etched with sigils that flare with the empyrean's power, these fanatical diabolists spread the malignant power of the Dark Gods, opening the way for legions of daemonic entities.</i></p> <ul style="list-style-type: none"> • Each time a HERETIC ASTARTES unit from your army attempts a Dark Pact test, until the start of your next Command phase models in that unit are Empowered. <p>Empowered units benefit from the Feel No Pain 6+++ ability,</p> <ul style="list-style-type: none"> • In addition, each time a model with this ability takes a Leadership Test, if a CHARACTER model from your army (excluding DAMNED units) is visible to that unit, you can add 1 to the roll. 	<p>APOSTLE OF THE DARK COUNCIL -25 pts <i>Oftentimes it is as important for leaders to guide their warband in matters of faith as much as war.</i></p> <p>DARK APOSTLE or DARK COMMUNE only. At the start of your Command phase, if the bearer is within range of an Objective Marker, it can perform a Dark Ritual, roll a D6.</p> <ul style="list-style-type: none"> • The Bearers unit suffers that many Mortal Wounds and you gain 1 CP. <p>EXALTED POSSESSION - 20 pts <i>This warrior shares his flesh with a particularly powerful daemon. Physically stronger and faster than mere mortals, he venerates the Chaos pantheon with this union.</i></p> <p>INFANTRY only (excluding DAMNED and TERMINATOR) models.</p> <ul style="list-style-type: none"> • Bearer gains the DAEMON and POSSESSED keywords. • The bearer becomes eligible to lead Possessed. • The bearer gains a 5++ Invulnerable Save. • Increase the Wounds characteristic and the Strength and Attacks characteristic of the bearers melee weapons by 1. • Increase the Toughness characteristic of the bearer by 2. • Increase the Movement characteristic of the bearer by 3". <p>MALEFIC TOME - 10 pts <i>This unholy book is inscribed with true names and daemonic hierarchies that offer the bearer insights into the powers of the warp.</i></p> <p>Once per turn when resolving a PSYCHIC attack for the bearer's unit, you can change the result of one Hit roll, one Wound roll, one Damage roll, one roll used to determine the number of attacks or one roll to activate a (Psychic) Ability to a 6.</p> <p>MASTER OF THE UNION - 15 pts <i>The anointed can lead their daemonic brethren with unparalleled influence, drawing forth the unholy power.</i></p> <p>MASTER OF POSSESSION only. While the bearer's unit is Empowered, PSYKER and DAEMON models gain the Feel No Pain 5+++ ability.</p>

STRATAGEMS

CURSED DESPOILERS - 1CP

DARK RITUALISTS - STRATEGIC PLOY

The sites the enemy deem valuable must be cast down and despoiled in the name of the Dark Gods.

WHEN: Start of the Command phase.

TARGET: One **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** unit from your army within range of an objective marker you control.

EFFECT: That objective marker is said to be Cursed, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Cursed and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

SOULS OF THE DEVOTED - 1CP

DARK RITUALISTS - STRATEGIC PLOY

The most unscrupulous amongst the Traitor Legions will think nothing of sacrificing the souls of their followers for personal glory.

WHEN: Start of the Command phase.

TARGET: Up to 3 **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** models from your army within 6" of one **HERETIC ASTARTES CHARACTER** model unit from your army

EFFECT: Those models are slain from that unit and that **CHARACTER** unit regains that many lost wounds, up to a max of 3.

-> If the slain model's unit is Empowered, regain +1 lost wounds to a max of 4.

HEXAGRAMMIC WARD - 1CP

DARK RITUALISTS - WARGEAR

Diabolical wards of protection can turn aside the enemy's blows.

WHEN: Any phase, when an attack is allocated to a model from your army.

TARGET: One unit from your army.

EFFECT: The Damage characteristic of that attack is changed to 0.

RESTRICTIONS: Each unit in your army can only be targeted by this Stratagem Once Per Battle.

WARP REFLUX - 1CP

DARK RITUALISTS - BATTLE TACTIC

When the warp provides, a price must always be paid...

WHEN: Any phase, after a unit fails a Dark Pact Leadership Test.

TARGET: Select an enemy unit within 12" and visible to the unit which failed the Dark Pact.

EFFECT: That selected enemy unit suffers D3 Mortal Wounds instead of the unit which failed the Dark Pact.

->If the unit which failed the Dark Pact was already Empowered, the enemy unit suffers D3+1 Mortal Wounds instead.

REVERED HOSTS - 1CP

DARK RITUALISTS - BATTLE TACTIC

There is no greater way to venerate Chaos than to bond mortal with daemon.

WHEN: Fight phase.

TARGET: One **HERETIC ASTARTES** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll a Hit roll of 1. If that unit is a **DAEMON** unit you can re-roll a Wound roll of 1.

-> If that unit is Empowered, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1.

MALEVOLENT COVENANT - 1CP

DARK RITUALISTS - EPIC DEED

With gruesome offerings and ritualized promises, the annointed seek the protection of their infernal masters.

WHEN: Any phase.

TARGET: One **HERETIC ASTARTES CHARACTER** model which was just destroyed for resurrection. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: At the end of the phase, select one **HERETIC ASTARTES CHARACTER** unit on the battlefield to perform the rite. Set the destroyed **CHARACTER** model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models. That model is set back up regaining D3 lost wounds. The **CHARACTER** unit performing the rite suffers that many Mortal Wounds.

->If the unit performing the Rite was Empowered add 1 to the roll.

RESTRICTIONS: Each **CHARACTER** unit in your army can only be resurrected by this Stratagem Once Per Battle.

Designer Notes for v1.2 - When printing this PDF, feel free to exclude this page.

Profane Equilibrium

- The state of having the FNP perk has been given the label Empowered, which is now leveraged by other rules, increasing the importance of making Dark Pacts.
- The FNP perk for Dark Pacting is now triggered by the attempt, rather than having to pass the Dark Pact test.
 - In practice I found quite often units would fail (even with re-rolls on units with Icons of Chaos and with the +1 from Profane Equilibrium's second perk). Which resulted in the rule feeling *thin*, as not being able to trigger an already fairly conditional perk.
- The FNP perk granting a 5+++ for units already benefiting from a 6+++ has been removed.
 - As the new CSM Codex removed the Master of Possession's ability to give a 6+++ to a unit it leads. This results in only Accursed Cultists benefitting from that rule, which feels lame.
 - Instead this intended layer has been moved into the Master of Union Enhancement, which replaces the Baleful Icon Enhancement - see below.

Enhancements

- Apostle of the Dark Council - Reframed to be more straightforward.
 - While there are now less conditions to satisfy, it requires dealing Mortal Wounds to the bearers unit. Making it more susceptible to denial over the course of a battle.
- Malefic Tome
 - Changed to once per turn instead of once per phase.
 - Added the capacity to use its perk on Psychic Ability rolls as well.
- Baleful Icon - has been changed to Master of the Union, to provide the affordance of giving the *Word Bearers* the capacity to field a light *anvil* type unit.
 - Restricted to Masters of Possession and Possessed, allowing it to gain a 5+++.

Stratagems

- Revered Hosts
 - Changed its Fight phase perk, to provide all units with re-roll hit rolls 1, while **DAEMON** units retain the ability to also re-roll Wound Rolls of 1.
 - The +1 AP has been moved to now be conditional while a unit is Empowered.
- Souls of the Devoted - has been added replacing Fanatic Zealotry
 - The intention behind Fanatic Zealotry was to provide a reactive dynamic stratagem. However it failed to provide a tangible impact in practice.
 - While Souls of the Devoted is primarily a durability tool for characters, it does combo into Malevolent Covenant and can uniquely be used to pull a unit out of Engagement Range, through the thematically apt action of sacrifice.
- Warp Reflux (was previously Malevolent Covenant)
 - Added a bonus +1 Mortal Wound if the unit which failed the Dark Pact test was already Empowered.
- Malevolent Covenant (was previously Cursed Seal)
 - The number of wounds a **CHARACTER** resurrects has been lowered to D3, and if the unit performing the Rite was Empowered, that **CHARACTER** regains D3+1 instead.