Ynnari FAQ 1.0

Last Update 28/2/2017

Q1: Is a unit embarked on a transport affected with a Soul Burst action when a unit is destroyed within the proper range?

A1: No, per the BRB FAQ from GW. The unit is effectively off the table and cannot be affected by any “aura” type effect or anything that specifically targets them unless the effect specifically states that it works on units embarked in transports (ex. Flamers and their No Escape rule).

Q2: How does one measure where a unit has died from for the purposes of the Strength from Death special rule? Is it per phase? Is it from the last model standing? Is it per wound pool?

A2: For ease of play, measurements shall be done per Weapon Group. (ex. A squad of bolters fires at a unit. If that unit is wiped out then any model that was slain from that wound pool may be utilized for measurement. If that unit lost all but one model, which was slain by a weapon with a different profile after the bolters, then that one model would become the source of the measurement.)

Q3: Can I Charge in the assault phase after Turbo Boosting/running or the turn I arrive from any type of reserves if I trigger a Soul Burst reaction in the same player turn? Also, can I charge a unit that is different than the one I fired at, with a Soul Burst reaction in the same player turn?

A3: No, the restrictions for charges are not ignored aside from which phase they can happen in per the Strength from Death special rule.

Q4: If I fire at one unit and destroy it, can I utilize a Soul Burst action to fire at a separate unit in the same phase?

A4: Yes, the rules for firing at the same unit refer to each shooting attack. You can fire at another unit, even if the original unit you were firing at is not destroyed (independent character destruction or another unit was destroyed). This can also allow you to charge either unit in your following assault phase.

Q5: If I take off 3 hull points/wounds from a Gargantuan Creature or Super Heavy Vehicle, will that cause a Soul Burst Reaction? (more ITC focused)

A5: No, these count as kill points for mission purposes but do not actually count as units being destroyed for the purposes of the Strength from Death special Rule.

Q6: If a unit suffers a deepstrike mishap of a "1", will that trigger a Soul Burst reaction?

A6: No, as the "unit" mishaps if it is unable to be placed. If it rolls a 1 it is not placed, nor are the occupants. It counts as a casualty without ever being "placed". The original model that you do place, prior to scattering, is more of a target and not the unit itself. The final destination is where the unit becomes "placed" if it does not mishap.

Q7: Can my Wraithblades start the game in a Raider? (or any other variant of the preceding question.)

A7: Yes, as the Ynaari grants its faction to all the units in its detachment or formation in addition to that unit's normal faction.

Q8: If an independent character is slain while in a unit, does that trigger a Soul Burst reaction?

A8: Yes, as the independent character becomes a unit when he separates from the unit by being "removed as a casualty".

Q9: A demoralized unit falls back off the table. Would this trigger soulburst?

A9: No, this will not trigger a Soul Burst Reaction. As the unit will not be within range of anyone, being that they are not on the board (mechanically). And they were not "killed" (fluff wise).

Q10: If one of my units completely wipes a unit in the assault phase, can that unit make a soul burst reaction?

A10: No, per the BRB under Locked In Combat, you will be locked in combat until the end of a phase (not subphase) that you are not in base combat with an enemy.

Q11: If a Soul Burst reaction causes me to charge in to an ongoing combat that is already at an initiative step of 9 or lower, do I get my hammer of wrath hits? If I charge in a unit at initiative 1, do they get to fight?

A11: No, you will not get any hammer of wrath hits, as these are completed at I10. And No, you will not get to swing if you charged in at initiative one, as your charge is completed at the end of that initiative step.

Q12: Can a model or unit of models which does not have battle focus gain the effects of Battle Focus (from a formation, psychic power or other source) when it has the faction Ynnari?

A12: No, a model loses the ability to use battle focus when it gains the Ynnari faction.

Q13: Can the Yncarne select to roll powers from the Daemonology:Sanctic psychic discipline despite it being a daemon and usually being unable to do so?

A13: Yes, the unit entry for the Yncarne specifically allows it to roll powers from this discipline despite the usual limits for a daemon.