



CODEX: DARK ELДАР FAQ

Some of the information in this document has already been incorporated in later editions of the Dark Eldar Codex. We have however decided to leave them here for people that might own an older version of the Codex. If you are using a more recent edition, please ignore any redundant information.

Errata

Page 4, Special Rules, Fleet of Foot. The entire entry should be replaced with the following:

'As normal, all models in a Dark Eldar army may run, except for vehicles and models mounted on jetbikes. The following models have the Fleet of Foot special rule: all Lords, Wych Lords and Haemonculi (except when equipped with Hellion Skyboards or jetbikes), Warriors, Mandrakes, Wyches, Warp Beasts and Beastmasters.'

Page 14, Reaver Jetbike. The entire entry should be replaced with the following:

'A Dark Eldar character on a Reaver Jetbike changes its unit type from Infantry to Jetbike, with all of the benefits of an Eldar Jetbike described in the rulebook. The model gains +1 Toughness as normal, but also +1 Strength due to the combat blades fixed to the bike. The bike comes with an in-built splinter rifle, which does not count towards the character's weapons allowance. Characters mounted on Jetbikes cannot be given Webway Portals or Crucible of Malediction.'

Page 15, Goblet of Spite, second paragraph. The entire paragraph should be replaced with the following:

'A Succubus that carries the Goblet of Spite, any models in the same unit as the Succubus and any units with a model in base contact with the Succubus or his unit will always hit on a 3+ in close combat when attacking a model that has a WS value.'

FAQs

Dark Eldar Army List

Q. Is the Grotesque's Feel No Pain rule the same as the Feel No Pain universal special rule?

A. It is played as it is written in the Codex, and bears no relation to the Feel No Pain Universal Special Rule in the Warhammer 40,000 rulebook.

Q. Is the Talos a monstrous creature or a skimmer?

A. The Talos is classified as a monstrous creature and as such uses all the rules for Monstrous Creatures rather than skimmers.

Q. If an enemy unit is locked in combat with a Wych unit and another unit, do all the models have their Weapon Skill halved?

A. Only models attacking the Wyches have their Weapon Skill halved.

Q. When Wyches attack an enemy (who has a Strength lower than 6) in close combat, is the enemy's WS halved because of their Wych Weapons?

A. No, only when the enemy is attacking does their WS count as halved.

Q. How does the result of 1 on the combat drugs for Reaver Jetbikes and Hellions work?

A. It simply makes them Fearless and stops Hellions from using the Hit & Run special rule.

Q. When models roll a 4 for their combat drugs do they always strike first in combat regardless of any other factors? And on a roll of '1', what exactly is a "pursuit" move?

A. Yes they always strike first, regardless of any other factors. Ignore the reference to a "pursuit" move as it refers to rules that are no longer in use.

Vehicle Upgrades

Q. Can a Dark Eldar Raider with slave snares attack more than one unit per turn?

A. Yes – any unit it passes over may be attacked.

Q. *Can a Dark Eldar Raider with slave snares and a torture amp tank shock a unit and attack it with its Snares?*

A. No. It may not use both in the same turn.

Q. *Does a torture amp allow a Raider to ram other vehicles?*

A. No.

Q. *Does the Horrorfex count as a defensive weapon?*

A. No.

Dark Eldar Wargear

Q. *What do gruesome talismans do?*

A. They no longer any effect in this edition of the game.

Q. *Can a Dark Eldar character on a Reaver Jetbike or Hellion Skyboard that uses combat drugs assault more than 6"?*

A. No – the speed of the Jetbike/Skyboard cannot be increased just because its rider is under the influence of combat drugs!

Q. *If a character has a Hellion Skyboard and has joined a unit or is accompanied by a bodyguard, can the squad be mounted in a Raider?*

A. No.

Q. *What happens if a model that is allowed to assault 12" due to combat drugs is affected by difficult terrain?*

A. The model rolls two dice and double the result of the highest dice to determine how far it can move, just like beasts & cavalry.

Q. *What do bellmasks do when given to non-independent characters?*

A. They serve no function when given to non-independent characters.

Q. *Are xenospasm grenade effects cumulative?*

A. Yes, although only if multiple grenades are fired by the same unit.

Q. *Are the effects of combat drugs for characters cumulative?*

A. No, so there is no point in choosing the same

effect more than once.

Q. *Can you clarify how the webway portal works?*

A. If the Dark Eldar player holds any units in reserve, he must specify if they are going to enter the game through a webway portal or follow the normal reserve rules. If Dark Eldar units that are using the portal have not arrived yet and all models carrying a portal are destroyed before deploying it, these units count as destroyed. When the Webway portal is in position, it acts as a gate through which your 'special' reserves can enter the table. These models move onto the table from the portal marker, measuring from its edge as they would if they entered the table normally. The normal rules regarding enemy in proximity apply, notably that you cannot come within 1" of an enemy model except during an assault. This means that, if enemy models surround the portal, then models cannot use it to enter the table, except for skimmers, jump packs, jetbikes and other models that can move over other models. Units may not partially enter play using the portal nor may they charge through it. The moral of the tale is that you should defend the portal until you have used it and not simply abandon it in the middle of the enemy.

Special Characters

Q. *Does Lelith Hesperax gain the advantages of the combat drugs her retinue has?*

A. She does, otherwise she would be the only Wych in the army (and probably in the universe) not to use combat drugs.

Thanks to Jon 'yakface' Regul and his FAQ ruling council