

WARHAMMER 40,000 CODEX:

Dark Eldar

Official Update Version 1.0a

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our army books. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

ERRATA

Page 29 – Reavers, Grav-talon

Change to “If a model with a grav-talon inflicts one or more unsaved wounds with its blade vanes (see above) the target unit must immediately take a pinning test.”

Page 47 – Voidraven Bombers, Void Mine

Change “template” to “blast marker” in the second and third sentence of the last paragraph.

Page 48 – Baron Sathonyx, Bones of the Seer

Change “chooses deployment zone” to “goes first”.

Page 49 – Lelith Hesperax, A League Apart

Change the first sentence to “If Lelith’s Weapon Skill is higher than that of all enemy models she is in base contact with, she gets a number of bonus Attacks equal to the difference between her Weapon Skill and the highest Weapon Skill from amongst those enemies.”

Page 55 – Asdrubael Vect, Obsidian Orbs

Change “Each wound caused[.]” to “Each unsaved wound caused[.]”.

Page 56-61 – Weapon Profiles

Change all occurrences of “Special” to “Type”.

Page 58 – Plasma Grenades

Add “Assault Grenades.” to the start of the description.

Page 58 – Shuriken Pistol

Replace “See the Warhammer 40,000 rulebook.” with:

	Range	Strength	AP	Type
Shuriken Pistol	12"	4	5	Pistol

Page 62 – Webway Portal

In the third sentence, change “in base contact with the bearer when he activates the portal.” to “in base contact with the bearer, and not within 2" of an enemy model or another webway portal, when he activates the portal.”

Page 63 – Night Shields

In the second sentence, change “reducing the range of enemy units” to “reducing the range of the weapons of enemy units”

Page 63 – Torment Grenade Launcher

In the last sentence, change “must pass a Morale check” to “must pass a Leadership test”

AMENDMENTS

None.

FAQs

Q: If a unit with the Power from Pain special rule destroys an enemy unit, does it gain a pain token no matter how the unit was destroyed? For example the resultant explosion from shooting at a vehicle wipes out an enemy unit. (p25)

A: Yes.

Q: When a unit comprised of some models with Power from Pain and some without destroys an enemy unit, does the unit gain a pain token? (p25)

A: Yes.

Q: When assigning pain tokens between multiple units where only some have the Power from Pain special rule, do you randomise the token between all units involved or just the ones with the Power from Pain special rule? (p25)

A: You randomise between the units with the Power from Pain special rule.

Q: When a unit comprised of some models with Power from Pain and some without has a pain token, does the effect it gives apply to every model in the unit or just to the models with the Power from Pain special rule? (p25)

A: It only applies to the models with the Power from Pain special rule.

Q: Do you gain a pain token for each independent character you kill, even if he is in a unit? (p25)

A: Yes, as long as he still counts as an independent character.

Q: When does a unit with Power from Pain gain a pain token for destroying a model/unit with the ability to return to play. For example a Necron with the We'll be Back special rule. (p25)

A: The model/unit must be completely destroyed so the unit will only gain a pain token once the model/unit is completely removed from play. In the case of a Necron unit, a pain token will be generated once a unit has been destroyed (even if some of its models have returned into other nearby units).

Q: Do upgrade characters generate a pain token if they are killed? (p25)

A: No. Non-independent characters of any kind that are in a unit do not generate an additional pain token.

Q: If the combat drug hypex is rolled at the start of the game, what affect will this have on any Jetbikes in the army? (p25)

A: None as they cannot run.

Q: When a unit of Hellions performs a Hit and Run attack, taking an independent character with them, what happens if, once the Hit and Run move has been resolved, the independent character is within 2" of a friendly unit? (p28)

A: You will need to move the independent character the minimum distance possible so that he is not within 2" of a friendly model.

Q: How do you mark the start and end points of a unit of Reavers move when they are using their special Bladevanes attack? (p29)

A: Should confusion arise, simply pick any model in the unit as the start point and mark that spot. Then move the unit and pick any model as the end point. One unengaged, non-vehicle unit under the line between the two markers can then be chosen to be the target of the attack.

Q: Lhamaeans confer their Mistress of Poisons special rule onto the Archon they belong to. When do I nominate which Court of the Archon belongs to which Archon? (p35)

A: You should nominate which Archon each Court belongs to at the start of each game. Archons with a Court that includes one or more Lhamaeans will benefit from the Mistress of Poisons special rule.

Q: Does destroying a vehicle count as killing a model for a Cronos Parasite Engine for generating pain tokens from its spirit syphon, spirit vortex or spirit probe? (p41)

A: No.

Q: When an implosion missile hits a complex unit (one where all the models are not identical in gaming terms) how do you work out what rolls are needed to wound and how do you distribute these wounds? (p47)

A: Although the implosion missile causes wounds in an unusual way it should be treated the same as any other blast weapon. A unit will suffer a number of hits equal to the number of models underneath the blast marker. Using the majority Wounds value of the unit roll to see how many wounds are caused and then allocate these in the usual manner.

Q: Can a void mine be used regardless of the speed the Voidraven Bomber is moving at in its Movement phase? (p47)

A: Yes.

Q: A void mine is used in the Movement phase. How does this effect what weapons can be fired by the Voidraven Bomber in the Shooting phase? (p47)

A: The void mine does not count towards the number of weapons a Voidraven Bomber can fire that turn.

Q: Does a unit of Hellions continue to benefit from Baron Sathonyx's Master of the Skies special rule after he leaves the unit or is killed? (p48)

A: No. They will only benefit from the rule whilst he is in the unit.

Q: What happens if your force contains Duke Sliscus but does not contain any Kabalite Warriors or Kabalite Trueborn, as the Serpent's Venom special rule says he must be deployed with one of those units? (p51)

A: He will deploy like any other independent character.

Q: What does Drazhar's Ancient Incubus warsuit do? (p52)

A: It gives Drazhar his armour save.

Q: At what point before the start of the game do you use Lady Malys' Precognisant special rule? (p53)

A: After all units (yours and your opponents) have been deployed but before any roll to seize the initiative.

Q: When using Asdrubael Vect's Obsidian Orbs or the Orbs of Despair, do you use the targets Toughness or Leadership for the purposes of working out if Instant Death applies? (p55)

A: You use the target's Leadership.

Q: For Asdrubael Vect to take the Dais of Destruction the Dais must begin the game with Asdrubael Vect and 9 other models on board. How does this work? (p55)

A: Before the game starts, Asdrubael Vect will have to join a squad that is 9 models strong, and they must be embarked upon the Dais of Destruction when they are deployed.

Q: When a model has multiple special close combat weapons, do they only gain the effects of the one they choose to use in each round of combat or do they gain the effects of all of the special weapons that they have? (p56)

A: They will only gain the effect of the weapon they choose to use. For example a Haemonculus has a huskblade and an animus vitae. If he chooses to use his huskblade, he will not be able to attempt to gain a pain token from his animus vitae.

Q: Some wargear is limited to a maximum of one per army. If a special character is equipped with such a piece of wargear, does that count as towards the army total? (p56)

A: Yes it does. If you include Urien Rakarth, for example, you will be unable to take a Casket of Flensing elsewhere in the army.

Q: A unit cannot disembark from a vehicle in the same turn that it has used its enhanced aethersails. If a unit disembarks from a vehicle before it moves, can that vehicle use its enhanced aethersails later in the same Movement phase? (p63)

A: No.

Q: Can the Dais of Destruction take any of the vehicle upgrades available to Raiders? (p82)

A: No.

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