

## **Chapter Approved – Codex: Dark Eldar Q&A (v2.0)**

**Q. The Reavers get the result of 1 on their Combat Drugs roll and never fall back. The Succubus in the squad has her own drugs, and the result of 'Crazed! Ignores fall back results...' is not available to her. Now, if the squad loses combat, they will not fall back because of the squad's drugs, but will the Succubus have to make a Morale check and possibly fall back (thus leaving the squad)? This is only an issue because she is not an Independent Character.**

A. Hmm, this is a good question. Overall unless all of a unit is immune to falling back (for whatever reason) it is best to assume that the unit will fall back if they fail a morale test. Under no circumstances should a unit be broken up and it is unfair for models that do not have a fearless or similar ability to benefit from being in proximity to some that do. There are some exceptions to this, for example Warlocks who are joined to Wraithguard units but these exceptions should be specifically stated.

**Q. According to the description of the Talos, you roll to hit and then allocate hits to the closest models. Assuming the models are wounded and killed do you:**

- a. choose to remove any model from the squad as per the normal shooting rules, or
- b. remove the exact models that are killed.

A. The correct answer is b. The Talos's special rules override the normal ones.

**Q. Do enemy need to roll 6 to hit the Talos in close combat because it is a skimmer?**

A. No, although the Talos moves by floating it has more in common with a walker such as a Dreadnought or Wraithlord in close combat. Roll to hit it normally.

**Q. Can a Dark Eldar character on a jetbike use Combat Drugs to assault 12"?**

A. No. The bike doesn't go any faster because the character has taken combat drugs.

**Q. Does the Dark Eldar Reaver Jetbike give +1T & +1S to characters as it does to Wyches? These are specifically mentioned as benefits in the rulebook, but not in the Codex.**

A. Reaver Jetbikes add +1 to the rider's Toughness, as do all bikes. The entry in the Codex 'should' say you get +1 Strength as well. We'll cover this in Chapter Approved, and future printings of the Codex will include the change.

**Q. When Grotesques (who need 6 STR to be wounded) take damage on a 4+ (eg, their Raider crashing) do they:**

- a) ignore the damage, as it isn't 6 STR
- b) take one wound, even though a 6 STR hit should auto-kill them
- c) die a fiery death.

A. B.

**Q. Can Dark Eldar capture Necrons for Victory points?**

A. No.

**Q. Can a non-independent character take either a skyboard or jetbike?**

A. By the letter of the rules they could, although unit coherency restrictions would reduce them to little more than Toughness/armour boost.

**Q. If I give my Dark Eldar Lord a Hellion Skyboard as wargear, can he/she have a bodyguard mounted in a Raider, as long as he/she remained within 2" of the Raider?**

A. It is possible for the Dark Lord to have a skyboard. However, he and the retinue form a single unit, and must therefore either 'all' be on the Raider, or 'all' be off it, so the question is moot in this regard.

**Q. For the 12" Assault move result with combat drugs, would the Dark Eldar roll two dice for difficult terrain, then double the highest (like the Eversor)?**

A. That's right.

**Q. It seems a model could indeed move in his transport, get out 2", then fleet of foot, then assault - any problem there?**

A. This is perfectly legal because the move/disembark take place in the Movement phase and the fleet of foot is in the Shooting phase.

**Q. Quick question about the Talos' Wildfire special rule which says that the shooting targets the closest model. Are we to assume that it will not shoot at vehicles, or is this another case where 'model' means 'anything on the table'?**

A. Hmm, I suspect asking the rampaging Talos to decide between vehicles and non-vehicles is a bit much to hope for, hence in this case 'model' applies to anything on the table.

**Q. Can a Dark Eldar Raider with slave snares attack more than one unit? Using the same method as above (run over more than one unit), can they cause D6 S4 to more than one unit? Can they attack a single character if they are not in a unit (for example, a lone Avatar or Chaos Lord on his own)?**

A. Yes, if the Lord is standing on his own, tough luck!

**Q. Can a Dark Eldar Raider (with torture amp and slave snares) do tank shock and also cause D6 S4 Snares attack to the same unit in the same turn.**

A. NO! I always imagine skimmers doing tank shock drop to just above ground level and drive through the unit like a normal tank, while the slave snares are used by flying over the unit.

**Q. Do Wraithlords count as unliving models for the purposes of the Vexanthrope?**

A. Yes

**Q. Wych weapons can half enemy WS. How is this resolved when fighting enemies who always hit on a 3+, such as Black Templars?**

A. Troops which hit on a certain number regardless of relative WS are unaffected.

**Q. Are Xenospasm grenade effects cumulative?**

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

**Q. Could you clarify how troops deploy from a webway portal?**

A. Certainly. When the webway portal is in position it acts as a gate through which your reserves can enter the table. Think of the edge of the portal marker as a small piece of your own table edge. 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 you cannot use it to enter the table. 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.

**Q, When an enemy unit is attacking a Wych unit and a Warrior unit in close combat do all of the enemy troops halve their weapon skill because the Wych unit is equipped with Wych weapons?**

A. No, only those members of the unit who are actually attacking the Wych unit.

**Q. Can a character with combat drugs select the same effect twice to gain, for example, +2 strength?**

A. No