WARHAMMER 40,000 CODEX:
DARK ELDAR
Official Update for 7th Edition, Version 1.1

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 codexes. 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 codexes. 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: Amendments, Errata 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 69 – Weapons of Torture
Change the introductory sentence to:
'A model may replace their Melee weapon with one of the following:'

Page 72 – Succubus, Options
Change the first option to:
'• May replace close combat weapon or
   splinter pistol with an archite glaive   *20 pts*'

FAQs

Q: Is a shadow field lost if a model suffers an unsaved Wound that is subsequently discounted due to a successful Feel No Pain roll?
A: Yes

Q: If a model with a soul-trap inflicts a single unsaved Wound with the Instant Death special rule upon an enemy character with 3 Wounds remaining, does the bearer gain +1 Strength (for inflicting a single unsaved Wound) or +3 Strength (for causing the enemy character to lose 3 Wounds)?
A: It gains +1 Strength for inflicting a single unsaved Wound.

Last updated December 2015.