

WARHAMMER 40,000 CODEX: DARK ELДАР

Official Update for 6th Edition, Version 1.4

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 49 – Lelith Hesperax – The Penetrating Blade

Change the second sentence to "Her close combat attacks ignore Armour Saves".

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 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

Note that this is an older Codex, written for a previous edition of the rules. You will therefore need to consult the Reference section of the *Warhammer 40,000* rulebook for an up to date list of *Unit Types* and *Vehicle Hull Points*. You'll also find that some of the weapons in this Codex are written out longhand, rather than using the weapon profile format in the *Warhammer 40,000* rulebook. Don't worry – these are functionally identical, unless noted otherwise in this document.

Two Toughness Values

Where a model has two Toughness values presented on its profile, one of which is presented in brackets, always use the bracketed value. Ignore the other value entirely.

Page 25 – Poisoned Shooting Weapons.

Change the fourth sentence to read: "These weapons cannot damage enemy vehicles".

Page 27 – Wyches, Hydra Gauntlets.

Change the second sentence to read: “Roll at the beginning of each Fight sub-phase...”.

Page 29 – Reavers, Reaver Jetbike.

Ignore the third sentence.

Page 31 – Incubi, Klaives.

Replace this entry with: “Klaives have the following profile:

	Range	S	AP	Type
Klaive	-	+1	2	Melee, Two-handed

Page 31 – Incubi, Demiklaives.

Replace this entry with: “Demiklaives are close-combat weapons which can be wielded either separately or clasped together. Decide which way the demiklaives will be used at the beginning of each Fight sub-phase, then use the appropriate profile from those below for the duration of the sub-phase.

	Range	S	AP	Type
Separate	-	User	2	Melee, +2 Attacks
Clasped	-	+2	2	Melee, Two-handed

Page 31 – Incubi, Murderous Assault.

Change the second sentence to read: “He may nominate an enemy Independent Character at the beginning of each Fight sub-phase”.

Page 40 – Talos, Random Attacks.

Change the third sentence to read: “Roll at the beginning of each Fight sub-phase to determine how many Attacks it makes in that sub-phase”.

Page 42 – Shadowseers, Veil of Tears.

Replace the last three sentences with the following: “The Shadowseer, and all models in her unit, have the Stealth and Shrouded special rules.”

Page 45 – Ravagers, Aerial Assault.

Replace the entry with the following:

“Aerial Assault: Due to the largely open construction of its decks and the sophisticated targeting matrices used by its crew, a Ravager that moved at cruising speed may fire all of its weapons using its crew’s full Ballistic Skill.”

Page 46 – Razorwing Jetfighter, Unit Type.

Ignore this entry – refer to the Profiles section in the *Warhammer 40,000* rulebook.

Page 46/93 – Razorwing Jetfighter, Special Rules.

Remove the Deep Strike special rule.

Page 46 – Razorwing Jetfighter, Aerial Assault.

Ignore this entry– refer to the Flyers section in the *Warhammer 40,000* rulebook.

Page 46 – Razorwing Jetfighter, Supersonic.

Refer to the main *Warhammer 40,000* rulebook.

Page 47 – Voidraven Bombers, Unit Type.

Ignore this entry – refer to the Profiles section in the *Warhammer 40,000* rulebook.

Page 47/93 – Voidraven Bomber, Special Rules.

Remove the Deep Strike special rule.

Page 47 – Voidraven Bombers, Aerial Assault.

Ignore this entry – refer to the Flyers section in the *Warhammer 40,000* rulebook.

Page 47 – Voidraven Bombers, Supersonic.

Refer to the main *Warhammer 40,000* rulebook.

Page 50 – Kheradruakh the Decapitator, Decapitator.

Replace the Decapitator entry with:

“This is a close-combat weapon with the following profile:

Range	S	AP	Type
-	User	3	Melee, Decapitator

Decapitator: Rolls of a 6 to Wound with this weapon have the Instant Death special rule”.

Page 50 – Kheradruakh the Decapitator, Shade Stalker.

Change the third sentence to read: “He may not charge that turn, but may otherwise act normally.”

Page 52 – Drazhar, Darting Strike.

Change the first sentence to read: “At the beginning of any Fight sub-phase in which Drazhar is locked in close combat, but after any challenges have been issued and accepted or declined, he may move to any part of the same combat where there is room to place him.”

Page 52 – Drazhar, Riposte.

Change the paragraph to “Such is Drazhar’s skill that when he rolls a 6 on an armour save in close combat, he may make an immediate bonus Attack at S4 with an AP of 2, directed at the unit that caused the Wound.”

Page 53 – Lady Malys, The Crystal Heart.

Change the paragraph to “To represent the strange powers of the trans-dimensional being whose heart beats in her breast, Lady Malys and her unit cannot be targeted by psychic powers.”

Page 53 – Lady Malys, The Lady’s Blade.

Change the second sentence to read “The Lady’s Blade is an AP3 melee weapon.”

Page 53 – Lady Malys, Precognisant.

Change the second sentence to “At the start of the game, after both sides have been deployed but before Infiltrator deployment and Scout redeployments, the Dark Eldar player may redeploy D3 units in his army, including placing them in Reserve, though this may not result in more than half of your army beginning the game in Reserve. Note that units redeployed this way that are not placed in Reserve may not be deployed outside of the Dark Eldar deployment zone.”

Page 55 – Asdrubael Vect, Sceptre of the Dark City.

Change the second sentence to read “It is an AP3 melee weapon that always wounds on a 3+.”

Page 58 – Dark Eldar Wargear, Huskblade.

Change the last sentence to read “A huskblade is an AP2 melee weapon with the Instant Death special rule.”

Page 62 – Clone Field.

Change the second and third sentences to read: “At the beginning of each Fight sub-phase in which the bearer is locked in close combat, roll a D3 to represent how many clone images are in effect. The result is the number of hits upon the bearer that he may completely nullify in that Fight sub-phase, just before the roll To Wound”.

Page 62 – Vexator Mask.

Change the third sentence to read: “Enemy units located in close combat with the bearer must pass a Leadership test at the beginning of the Fight sub-phase after challenges have been issued and accepted or declined. If they fail they may not Attack the bearer in this Fight sub-phase, though they may attack other models as normal providing they are not involved in a challenge with the bearer”.

Page 63 – Torment Grenade Launchers.

Change the fourth sentence to read: “Enemy units must pass a Morale check if they wish to charge such a vehicle – if that test is failed, they may not charge that turn”.

Page 87 – Harlequins, Death Jester.

Change the bracketed text in the option to upgrade one Harlequin to a Death Jester to “(replacing his weapons with a shrieker cannon)”.

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 do the special rules conferred by Pain Tokens take effect? (p25)

A: From the end of the phase in which the conditions are met for the Pain Token to be earned.

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? (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.

Q: Do characters without the Independent Character special rule generate a pain token if they are killed? (p25)

A: No.

Q: Do Dark Eldar Units or Independent Characters ‘Share the Pain’ with allies if they join their units? (p25)

A: No. Note that this means Harlequins cannot claim the benefits of Pain Tokens either.

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: Does the Dodge (4+) special rule confer a 4+ invulnerable save against Wounds caused by a vehicle exploding in close combat? (p27)

A: No.

Q: Can a Helliarch's stun claw be used to 'snatch' enemy Independent Characters who are involved in a challenge? (p28)

A: No.

Q: When a unit of Helliions 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 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: When allocating Wounds caused by a unit of Reaver Jetbikes making a bladevanes, cluster caltrops and / or grav-talon attack, from which direction is the attack considered to have originated? (p29)

A: Use the final position of the Reaver Jetbikes for Wound allocation.

Q: Does the Klaivex's Murderous Assault special rule confer the Preferred Enemy special rule to any friendly models in the same unit? (p31)

A: No.

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: What type of dice (i.e. D6, D3) do you roll to determine whether Grotesques succumb to their Berserk Rampage special rule? (p39)

A: A D6.

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: Does Veil of Tears continue to work while the Shadowseer is embarked on a Transport? (p42)

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: Do the implosion missiles of the Voidraven Bomber have any effect upon models that are immune to Instant Death, for example those with the Eternal Warrior special rule? (p47)

A: No.

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: Does Baron Sathonyx' Custom Skyboard add +2 Strength to his Hammer of Wrath attacks? (p48)

A: Yes.

Q: Does a unit of Helliions 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: Can Drazhar's Darting Strike special rule be used to remove Drazhar from a Challenge he is involved in, or into a challenge he is not involved in? (p52)

A: No.

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 Infiltrate deployment and Scout redeployments.

Q: When using Asdrubael Vect's Obsidian Orbs or the Orbs of Despair, do you use the target's 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 Dias of Destruction the Dias 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 Dias of Destruction when they are deployed.

Q: If a model is armed with a Djin blade and another special close combat weapon, such as an agoniser, and he chooses not to attack with the Djin blade, does he still get the two bonus Attacks? (p56)

A: No.

Q: If a model is armed with a Djin blade and a normal close combat weapon does he get the extra Attack for fighting with two single-handed close combat weapons on top of the 2 bonus Attacks that the Djin blade gives him? (p56)

A: Yes.

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: Can a mindphase gauntlet prevent a model from attacking if its attacks would be made at the same or higher Initiative step? (p58)

A: No.

Q: Does every psyker in a unit of psykers, which are in range of the Crucible of Malediction when it is opened, have to take a Leadership test? (p60)

A: Yes. The notable exceptions to this are units with the Brotherhood of Psykers special rule. These units just take a single test, and will lose a single model if failed.

Q: Does the Crucible of Malediction affect vehicles that are also psykers? (p60)

A: No.

Q: Can Dark Eldar units in ongoing reserve make use of a webway portal to enter play? (p62)

A: Yes.

Q: Can units from allied detachment use a webway portal to enter play from reserve? (p62)

A: No.

Q: Can a unit that has arrived from reserve through a webway portal launch an assault the turn it arrives? (p62)

A: No.

Q: Can a vehicle move Flat Out in the same turn that it has used enhanced aethersails (p63)

A: Yes.

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 I take a flickerfield save against becoming immobilised from a Dangerous Terrain test? (p63)

A: Yes.

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

A: No.

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