

WARHAMMER ARMIES BOOK: DARK ELVES – ERRATA AND FAQs

ERRATA

Page 64 and 90, Malekith, Special Rules.

The first line should be changed to:

Eternal Hatred, Immune to Psychology,
Druchii Sorcery.

Page 92, Lokhir Fellheart, equipment.

The following piece of wargear should be added:

Heavy armour.

Page 93, Battle Standard Bearer's box-out.
The following should be added:

The Battle Standard Bearer may not be the army's general.

Page 101, Caledor's Bane.

The first sentence of its rules should be changed to:

Lance. +3 Strength on the charge **instead of +2.**

FAQs

Bestiary

Q. Can repeater crossbows (as well as other weapons with the 'multiple shots' rule) fire multiple shots when making a stand & shoot reaction? The weapons section of the Rulebook only mentions the Shooting phase, not the Movement phase, where this special rule can be used.

A. The multiple shots paragraph on page 55 of the Warhammer rulebook was not clear, so it has been changed by Errata. All references to 'the Shooting phase' have been removed, so it is now clear you can use multiple shots during a stand & shoot reaction.

Q. A portion of the Eternal Hatred army special rule states 'In addition, such is their detestation of their cousins from Ulthuan that when fighting against a High Elves army, Dark Elves may re-roll missed close combat attacks in every round of combat, not just the first.' Does this special ability count as Hatred? Specifically, do the mounts of Dark Elves also get to re-roll missed close combat attacks in every round of combat against a High Elves army and does the High Elves Standard of Balance negate this special ability? Or do the mounts of Dark Elves never re-roll missed attacks vs. High Elves and the High Elves Standard of Balance have no effect on Dark Elves?

A. Yes, it does count as Hatred (we thought that the name 'Eternal Hatred' was a bit of a giveaway). In other words, it's exactly the same as Hatred, except that the re-rolling effect is not only limited to the first turn of combat.

Q. In a large enough game, does an enemy unit suffering casualties from the Noxious Breath attacks of multiple Black Dragon' have to pass multiple Ld checks to charge?

A. Yes, one test per Breath attacks that inflicts casualties.

Druchii Magic Items

Q. Beastmasters accompanying a War Hydra are armed with a hand weapon and a Beastmaster's Scourge (which is also a hand weapon). Does this combination of two hand weapons count as being armed with two hand weapons as per the basic rules and thus grant them +1 Attack? Specifically, do the handlers have a total of 2 Attacks each or does the Scourge give them a total of 3 each?

A. They do confer an extra Attack, and armour piercing on all attacks, so the Beastmasters have 3 Attacks each, all of them armour piercing.

Q. If the Beastmaster's Scourge can be combined with a mundane hand weapon for +1 attack, can a model with the Dagger of Hotek which says it may be combined with a mundane hand weapon for an additional attack use the three together to boost his total attacks by +2?

A. Only by creatures with three or more arms! The answer is 'obviously not'. We decided not to bin this question as a non-question just to use it as a perfect example of the way we don't like our games to be played. Trying to assume that a warrior is fighting with a normal sword, the Dagger of Hotek and a Beastmaster Scourge all at the same time it's so absurd that it denotes a very wrong attitude towards the game (i.e. too extreme application of Rules As Written against all common sense).

Q. If the Hags and Death Hag break and flee from combat, but are not killed, is the Cauldron still removed at the end of combat like a normal war machine?

A. Yes it is, in the same way as a war machine.

Q. If the Death Hag and Attendants break and flee and then subsequently rally, can they re-crew a Reaper Bolt Thrower that has lost all of its original crew? And what about the opposite? Can a Bolt Thrower crew re-crew an abandoned Cauldron of Blood?

A. Well, to avoid all sort of complications, we recommend that Khainite crew stick to Cauldrons of Blood only and that bolt thrower crew stick to Bolt Throwers only. No intermingling. It's a religious thing. Honest.

Q. Are Null Talismans unique items, i.e. can only one model in the army have them? Also, can you take a Null Talisman and also another item from the 'Talisman' magic item category?

A. They are not unique, so other models in the army can carry them. That's, however, where the similarity between them and Dispel Scrolls ends. For example, a model cannot have Null Talismans and another Talisman, nor do they crumble to dust after use...

Q. When two characters (or a character and a champion) each bearing a single Null Talisman are present in a unit, does the unit have MR1 or MR2?

A. The effects are cumulative on the model, but if several models with MR are in a unit, the unit uses the best MR available. In the above example, the unit has a MR of 1.

Q. Do area of effect spells such as Wind of Undeath miscast on a double if they affect any model within 12" of the Ring of Hotek? And how about spells that do not specify a target location until after they have been successfully cast?

A. Neither of these are affected by the Ring of Hotek, as such spells are not 'targeted' at any specific point before being cast.

Q. Does Lifetaker get the Armour Piercing special rule as per other Dark Elf repeater crossbows?

A. No, it doesn't. Its profile is quite clear.

Q. Do attacks from Lifetaker count as magical attacks?

A. No, they do not.

Q. Does the Pendant of Kaeleth automatically fail on a 1 as well as a 6?

A. No, a 1 is always a success. The '6 always fails' simply replaces the normal '1 always fails'.

Q. Does the Pendant of Kaeleth work on attacks without a Strength value?

A. No, it does not.

Q. Can a Focus Familiar be placed within a building? If so, does the Sorceress count line of sight and range from the entire building's perimeter (and height as appropriate) as if she herself were inside?

A. Yes, this is possible (and rather funky!), but only as long as the building is not occupied by enemy models.

Q. How long does the marker for a Focus Familiar stay in place?

A. Until the beginning of the owner's next Magic phase.

Q. What is the duration of the Guiding Eye?

A. It simply has no duration, so it works only on that one shot.

Q. How are the attacks generated by Hydra's Teeth and Bladewind allocated? Can they all be directed against a single rank-and-file model type in the target unit or are they randomised as per shooting? For example, against a unit comprising Skinks and Salamanders, a war machine, a ridden monster or chariot? Do they benefit from Killing Blow? Can the opponent use the 'hand weapon & shield' bonus?

A. Roll for the number of attacks and then allocate the ones you are allowed against characters/champions (as per close combat attacks). Any attacks not allocated against characters/champions are then randomised as per shooting (and yes, this might result in these attacks targeting the characters/champions again). For simplicity's sake, we recommend treating them as ranged attacks from that point onwards – so that they are 'close combat attacks' only from the point of view that some can be allocated against specific models and that they roll to hit against the WS of the model they attack.

Gifts of Khaine

Q. In combining Manbane and Rending Stars, which ability happens first, the +1 Strength from the Stars or the raising of the basic Strength to +1 above the target's Toughness? In essence, against a target with T5 would you raise the Assassin's Strength to 6, then add +1 in order to gain a S7 attack or would you add +1 to his Strength with the Stars, then boost it to a maximum of 6 with Manbane?

A. Manbane raises the model's own Strength, then any other modifiers are applied. Therefore, in the example above, the Assassin's stars would have Strength 7.

Q. If a model suffers more than one wound from the Venom Sword in one combat round, does it have to roll just once to see if it takes extra wounds or once per wound?

A. One roll per wound suffered.

Q. If Hellebron or a Death Hag with Witchbrew move from one unit to another during the game, do the effects of the Witchbrew 'stick' to the unit they leave and also spread to the new unit they join, or do they affect only the unit the character is in at the moment?

A. For the sake of simplicity, we define 'the Hag's unit' as the unit she is with at deployment. This unit will benefit from the effects of the brew. If the Death Hag or Hellebron are not deployed in a unit, the brew will only affect them (and not any unit they subsequently join). If Hellebron is deployed on her Manticore, the Manticore and Hellebron are both affected by the brew.

Spells

Q. If Power of Darkness dice are lost as a result of a miscast, but not used to cast a spell, do they inflict S4 hits?

A. Yes, they do. Ouch!

Q. If a Dark Elf Sorceress has leftover dice from the Power of Darkness spell at the end of the magic phase, can she use them to attempt to cast a spell where she cannot actually succeed, thus avoiding the damage from the leftover dice when the phase ends? For example, if she has one die left and can only cast Black Horror that has a casting cost of 12+, can she say she is attempting to cast it with only the one die, knowing the attempt will fail?

A. No she cannot. She better make sure she has an easy spell left to cast or suffer the consequences.

Characters

Q. Can an unrevealed Assassin use his Cloak of Twilight to teleport another character? If so, can he do that without revealing himself?

A. No, until he is revealed he may not do anything.

Q. Does an Assassin that is revealed in a round of close combat that is not the first get to re-roll his attacks due to Hatred, or is it too late at that point?

A. Yes, he does get the effects of Hatred, as that is his 'first round of combat'.

Q. As part of its rules, an Assassin may be placed in a unit of Scouts and thus be deployed out of sight in or behind terrain. If he is revealed at the start of the owning player's first turn, can the displaced rank-and-file model be placed closer than 10" from the enemy and/or so that he has line of sight to the enemy, thus potentially granting the unit the ability to charge on the first turn?

A. A creative use of an Assassin, but a legal one nevertheless... sneaky!

Q. When buying Tullaris or Kouran do you first have to pay the base cost of an Executioner/Black Guard and then the character's cost, similar to how you would buy a champion? In essence, are they model upgrades rather than additional models for the unit?

A. Yes, exactly.

Q. Is a Death Hag a type of Hag? Specifically, is a Death Hag allowed to choose items from the Temple of Khaine marked as Hag's Only?

A. Yes and yes. In fact she's ever more haggy than a Hag!

Q. Do the Hags accompanying the Cauldron of Blood count as champions and thus can declare and accept challenges?

A. Yes, they can, just like Hags in Witch Elf units.

Q. Shadowblade has both Poisoned Attacks and Dark Venom in his entry. Does Dark Venom replace the effects of Poisoned Attacks, as per a normal Assassin?

A. The Poisoned Attacks rule is there to cover Shadowblade's throwing stars. His hand weapons are coated in Dark Venom instead (so they don't have the Poisoned Attacks rule).

Q. Does Morathi's Enchanting Beauty special rule affect friendly Dark Elf models as well as the enemy?

A. We decided not to Errata this one because it's more entertaining if her beauty affects friends as well as enemies. And also because it will happen so very rarely, as she is normally riding Sulephet (which, by the way, is immune to her charms).

Q. If a unit destroyed by Lokbir Fellheart is worth some extra bonus points (such as +100 pts for a banner or +100 pts for a general), are those points doubled too?

A. No, only the unit's own value is doubled, before any bonus points are applied.

Q. We have an Assassin inside a unit AND within 12" of the Cauldron of Blood. The unit becomes normally Stubborn because they are joined by a Stubborn character. However the 'a killer not a leader' rule states that the unit cannot use the Ld value of the Assassin. So, does the unit become Stubborn or not? It would use its own Ld value in that case, of course, not the one of the Assassin.

A. The rulebook, specifically the last paragraph on page 78 (that ends on page 79), states that units joined by a Stubborn character use the character's unmodified Ld for Break tests. However they cannot use the Assassin's Ld, so we suggest that they are not stubborn at all. This follows nicely the spirit of the 'A Killer not a Leader' rule.

13th January 2009

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the Contact Us, page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!