

F.R.A.G. Dark Eldar FAQ v1.1

This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.

DARK ELДАР UNIT TYPES

- All units are 'Infantry' except for the following:
- Units with an Armor Value are 'Vehicles'
- Characters on a Hellion Skyboard are 'Jump Infantry'
- Characters on a Reaver Jetbike are 'Jetbikes'
- Warp Beast Packs are 'Beasts'
- Reaver Jetbike Squads are 'Jetbikes'
- Hellions are 'Jump Infantry'
- Scourges are 'Jump Infantry'
- Talos are 'Monstrous Creatures'

Q: What happens when a weapon without a Strength value (like a Wraithcannon) hits a Grotesque?

A: Weapons without a defined Strength value cannot wound Grotesques unless the attack inflicts Instant Death regardless of the model's Toughness (such as with a Wraithcannon that rolls a '6' to wound). In this case the Grotesque is removed due to Instant Death [clarification].

Mandrakes Shadow-skinned: Replace: "so unless the attackers are armed with frag grenades the Mandrakes will always strike first" with: "so any charging enemy who directs their attacks at a Mandrake will count as having assaulted through cover, unless the Mandrakes were already locked in combat from a previous turn". Also, Mandrakes in woods or rubble have a 2+ cover save as opposed to the 3+ cover save listed [clarification].

Hidden Deployment: Ignore the reference to "crossfire purposes" as that rule is no longer relevant. Also, replace: "and may not make a fleet of foot move instead of shooting" with: "and may not run instead of shooting" [clarification].

Q: If the Beastmaster is slain in a Warp Beast Pack does the pack have to move as fast as possible (including running) in order to assault the nearest unit?

A: Yes [clarification].

Hellion Hit & Run: This is a different version of the Hit & Run rule. The move is not slowed by difficult terrain but is affected by dangerous terrain as normal. It may not be used to contact enemy models. If there are units on both sides with this ability roll-off to determine who moves first and then alternate disengaging them. If the last of these ends up no longer in combat, it consolidates instead [clarification].

Q: The GW online DE FAQ says that Talos uses all the rules for Monstrous Creatures. Does that mean its own 'Skimmer' rule is no longer used?

A: The Talos follows the rules for Monstrous Creatures as well as its own 'Skimmer' rule which means it ignores the effects of terrain as it moves but if it ends the move in terrain it must then take a dangerous terrain test [clarification].

Q: Does the Talos 'Wildfire' special rule override the normal rules for casualty removal (that allow the defending player to choose his casualties)?

A: Yes, a hit scored on specific enemy model must be resolved against that particular model [RAW].

Q: If a Talos's shooting hits multiple enemy units which unit (if any) is it allowed to charge in the subsequent Assault phase?

A: The Talos may declare an assault against any of the units hit by his shooting [RAW].

Q: When the Talos attacks a vehicle in close combat does it get the 2D6 penetration roll for being a Monstrous Creature as well as the 'Talos Claws' special rule?

A: Yes, the Talos only hits an enemy vehicle once no matter how many 'hits' are rolled. Armor penetration is then 7+2D6 and +1 for each additional hit that was rolled after the first [RAW].

Q: Does a Night Shield affect Blast weapons?

A: Yes [RAW].

Scaling Nets: Replace: "and any enemy unit attacking the Raider in close combat hits on a straight 4+, rather than the 6+ usually needed for skimmers" with: "and any enemy unit attacking the Raider in close combat never requires worse than a 4+ to hit regardless of how far the vehicle moved" [clarification].

Q: Can transported models immediately disembark from a vehicle that arrives on the table via Deep Strike with Screaming Jets?

A: No [RAW].

Q: Now that morale checks for 25% casualties can be caused in any phase do casualties from Slave Snares count twice – both in the movement and again in the shooting phase?

A: No, ignore casualties caused by Slave Snares in the movement phase and just apply them to the Shooting phase [clarification].

Wargear Clarifications:

Agoniser: This weapon wounds models on a to hit roll of 4+, and causes a glancing hit on a to hit roll of 6 [clarification].

Blaster: Has the 'Lance' special rule [clarification].

Combat Drugs: Ignore the reference to a "pursuit move" as it refers to rules that are no longer in use [clarification].

Dark Lance: Has the 'Lance' special rule [clarification].

Poisoned Blades: Are a poisoned weapon as described in the Warhammer 40,000 rulebook [clarification].

Scissorhands: Are a poisoned weapon as described in the Warhammer 40,000 rulebook [clarification].

Shadow Field: Ignore the final sentence as it refers to rules that are no longer in use [clarification].

Kruellagh's Soul Flayer: Is a poisoned weapon as described in the Warhammer 40,000 rulebook [clarification].

Q: How can the Hellglaive be used as both as a splinter rifle and a pistol in the same turn?

A: It cannot. This reference is to a previous edition of the game and is no longer relevant [clarification].

Q: If an Independent Character with a Hell Mask has a retinue what, if anything, does the Hell Mask do?

A: While the retinue remains alive, the Hell Mask has no effect [clarification].

Q: What, if anything, does the Nightmare Doll do?

A: The Nightmare Doll is of no use in the standard missions in the Warhammer 40,000 rulebook but may still be used in custom scenarios where choice of table edge/quarter is rolled for [RAW].

Q: What does a Vexanthrope do when given to non-independent characters or Independent Characters with a retinue?

A: It serves no function when given to non-Independent Characters, or to Independent Characters as long as their retinue remains alive [clarification].

Q: The GW online DE FAQ says that Xenospasm grenade effects are cumulative if fired by the same unit. Does that mean I can take more than one Xenospasm in my army?

A: No, that FAQ answer should actually refer to the possibility of an enemy unit being hit by both a Xenospasm and Terrorfex from the same Dark Eldar unit (and yes, the negative Leadership modifiers from both these weapons are cumulative) [typo].

Q: What armor value do attackers hit Asdrubael Vect at in close combat? Does Vect get to make sweeping advances, consolidation and pile-in moves? Does Vect get locked in combat?

A: Vect fights fully as a walker, so enemy hits go against his front armor value of 11. As with all walkers, he does get locked in combat and will make sweeping advances, consolidation and pile-in moves [clarification].

Q: Is the Soul Flayer's bonus for killing enemy models in base contact cumulative?

A: Yes, for each enemy model in base contact she kills she gains +1A for the next player turn [clarification].

Q: If Decapitator is fighting enemy models he automatically hits (such as inactive Wrathguard) is it impossible for him to get double-strength hits against them?

A: Yes [RAW].

Q: What happens if Decapitator's deployment position turns out to be occupied by friendly models or within 1" of an enemy model?

A: In this case, move his deployment location the minimum distance needed to place him onto the table at least 1" away from the enemy [clarification].