

FRAG Eldar FAQ v1.01

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Q: The GW online Eldar FAQ says that units that come within 12" of the Avatar regroup immediately, but the Fearless universal special rule says that a falling back unit which becomes Fearless doesn't regroup until the start of their next turn. Which rule takes precedence?

A: The FAQ ruling takes precedence [RAW].

Q: The online GW Eldar FAQ lists several flamer-style weapons the Avatar is immune to. Should the Land Raider Redeemer's Flamestorm Cannon be added to this list?

A: Yes [clarification].

Q: Does a player using Eldritch Storm have to roll for scatter?

A: No, simply place the template. [clarification].

Q: Can Eldritch Storm be used by a Farseer embarked on a Wave Serpent or Falcon?

A: No. Firing a psychic shooting attack requires a Fire Point, even if the attack itself doesn't require line of sight [clarification].

Q: If a Farseer is part of a unit, is his target for 'Mind War' restricted by where the rest of his unit shoots?

A: The Farseer must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].

Q: If a Farseer uses 'Mind War' does it prohibit which enemy unit he may charge in the subsequent Assault phase?

A: Yes, the Farseer may only declare an assault against the enemy unit that contains (or contained) his target [clarification].

Q: Can a Farseer on a jetbike use a psychic power at the start of the turn (like 'Fortune') on the same turn he turbo-boosts?

A: No, as a turbo-boosting model may take no voluntary actions [RAW].

Q: Can 'Conceal', 'Embolden' & 'Enhance' ever be nullified or cancelled?

A: No. Persistent abilities can never fully be nullified or cancelled [clarification].

Q: When does a player decide to add the Autarch's +1 to Reserve rolls, and can the bonus be added to some rolls and not to others?

A: After finishing his Reserves rolls for his turn, the player then decides whether or not to apply the bonus to all of his rolls [clarification].

Q: If Banshees in an existing close combat are charged by new enemies, does it count as a "first round" of an assault for their Mask? Alternatively, what about if Banshees charge into an existing combat?

A: Banshees only benefit from their mask when it is **their** first round of any particular combat [clarification].

Q: Can the Scorpion Chainsword's +1S bonus be combined with the Scorpion's Claw Powerfist attack?

A: No, as both are special close combat weapons the Exarch may only use one each round [RAW].

Q: Does a Swooping Hawk unit get to use its Grenade Pack if they suffer a Deep Strike mishap that destroys the unit or places it back into Reserves?

A: Yes, as the pack is used before the Hawks actually attempt to land [clarification].

Q: Is the scatter for a Swooping Hawk's Grenade Pack reduced by the unit's Ballistic Skill? Can cover saves be taken against it? Is it affected by Night Fighting rules?

A: The scatter is not reduced by the firer's BS. Cover and vehicle armor facings are determined like a barrage weapon (from the center hole of the blast). A Grenade Pack is not a shooting attack per se, so is not affected by Night Fighting, Veil of Tears, etc, and does not affect the Hawks' choice of target in the subsequent shooting and/or assault phase [clarification].

Q: How the heck do Ranger Long Rifles work since they also have the Rending special rule?

A: Any 'to hit' roll of '6' ('5+' for Pathfinders) always counts as being AP1. Any of these hits that then roll a '6' 'to wound' follow the rending rules, but remain AP1 [clarification].

Q: In close combat can Eldrad choose to fight with his Witchblade and Shuriken pistol in order to gain the +1 bonus to Attack?

A: Yes [clarification].

Q: With the 'Eye of Wrath' attack, are cover saves allowed? What is a large blast 'template'? Do casualties caused by it count towards combat resolution?

A: The Eye of Wrath uses the large Blast marker [typo]. Cover saves are not allowed against the attack and any models in the affected unit may be removed as a casualty. Casualties caused by the attack **do** count towards combat resolution provided they come from the combat that Yriel is locked in [clarification].

Q: Can Star Engines be used to Tank Shock or Ram in the shooting phase?

A: No [clarification].

Q: Can Star Engines be used on the same turn a vehicle Tank Shocks or Rams?

A: Yes, as long as the vehicle didn't suffer damage during the Tank Shock/Ram that prevents it from moving [clarification].

Q: Can vibro cannons cause hits on units embarked in vehicles and buildings?

A: No [clarification].

Q: Can enemy non-vehicle models utilize a cover save against Vibro Cannon wounds?

A: As the weapon does not require line of sight, they may only claim a cover save if at least half of their models are actually in terrain and/or touching a piece of intervening terrain [clarification].

Q: Can enemy vehicles utilize a cover save against Vibro Cannon hits?

A: As the weapon does not require line of sight, they may only claim a cover save if they have a special rule or wargear that confers an 'obscured' status on them [clarification].

Q: What happens if a vibro cannon battery hits an enemy artillery unit?

A: The enemy artillery unit suffers D6 hits which are randomized as normal. Any vibro cannon hit that strikes a gun model destroys it [clarification].

Q: What happens if Inactive Wraithguard/Wraithlords have all their combatants killed by friendly models and the enemy is unable to Pile into them?

A: An Inactive unit that finds itself not locked in combat after Pile-In moves are completed no longer counts as being part of the combat [rules change].

Q: Can Veil of Tears ever be nullified or cancelled?

A: No. Persistent abilities can never fully be nullified or cancelled [clarification]. In addition Veil of Tears should refer to page 28 instead of pages 20-21 [typo]. Also, ignore the reference to a "Target Priority test" as this rule is no longer used [clarification].

Q: Can the Veil of Tears be used to stop a Swooping Hawk Grenade Pack or an Ork Bigbomm attack?

A: No, as both attacks are made in the movement phase and are not technically considered 'firing' [clarification].

Q: Do intervening Harlequins that are protected by 'Veil of Tears' provide cover saves to units being shot through them?

A: Yes [RAW].

Q: Is an embarked enemy unit that fires at Harlequins via their vehicle's fire points affected by 'Veil of Tears'?

A: Yes, as the Eldar player does not choose whom the power is used on [clarification].