



WARHAMMER: DARK ELVES

Unofficial Update Version 1.0

At Druchii.net, we advocate playing according to the rules published by Games Workshop in the Dark Elves Army Book (AB), the Rulebook (RB) and, when they are released, in the FAQ available on the [GW website](#).

When the present Dark Elves Army Book was released on October 2014, there were multiple issues raised about how to interpret some of the new rules.

At Druchii.net, we believe that we have a duty to help Dark Elf players get the best gaming experience. We have sent clarification requests to gamefaqs@gwplc.com. However, until GW releases official FAQs, we would like to present this set of Druchii.net FAQs. They are by no means an official GW product. We have compiled questions and release these answers for the benefit of the players, with a goal of creating a unified playing field for the Warhammer community, so there are as few rules arguments as possible.

ERRATA

p.91, Corsair's options.

A translation error has been identified [in Spanish](#). The rule is that Corsairs must all take either Additional Hand Weapon or Repeater Handbow,

but not both, making them effectively 11 pts per model.

AMENDMENTS

None.

FAQs

Armywide rules.

Q: Always Strike First and Always Strike Last cancel out. What if the unit gets another ASF or ASL from additional source?

A: Special Rules don't stack (RB FAQ p.66).

Units that already have ASF or ASL benefit in no way from a second application of the same rule.

Q: What is a High Elf (for Hatred re-rolls)?

A: Any unit entry from *Warhammer Armies: High Elves*.

Assassins (p.36)

Q: Can Assassins wear magic armour?

A: Yes, their magic allowance does not restrict magic armor.

Q: The Arabyan Carpet prevents owner to join any unit. But is Assassin deployment considered "joining"?

A: Yes, so the Assassin carrying the Arabyan

Carpet may not be hidden.

Q: Can an Assassin be hidden in a unit of scouting Shades?

A: Yes.

Q: May an Assassin charge in turn 1 after being deployed in Shades scouting at 12" from the enemy?

A: No. Characters are subject to movement restrictions of the unit they are part of.

Q: Do ranged attacks of an Assassin with the Dark Venom benefit from Killing Blow?

A: No. Dark Venom doesn't specify it applies to ranged attacks.

Q: Normal poison is not allowed on magic weapons. Would Forbidden Poison be allowed?

A: Yes. Forbidden Poisons do not grant Poisoned Attacks special rule, which is the rule specifically forbidden on magic weapons.

Scourgerunner (p.38)

Q: The Scourgerunner is pulled by Dark Steeds. Dark Steeds have the Fast Cavalry rule. Should the Scourgerunner have Fast Cavalry rule?

A: No. The Dark Steeds pulling the Scourgerunner have their own profile that does not include the Fast Cavalry rule.

Q: Does the Harpoon have the Slow to Fire special rule? Does it shoot in the front arc?

A: Yes to both.

Q: Does a Scourgerunner pivot to face its target before firing the Harpoon?

A: No. The Scourgerunner is a Chariot, not a War Machine.

Q: Is armour save allowed against the Harpoon?

A: Yes, modified by its S7 of course.

Q: May the Harpoon kill several ranks?

A: Yes, with its Strength reduced by 1 for each penetrated rank, as a Bolt Thrower.

Q: When Scourgerunner drags a monster, does the monster rotate to face it?

A: No.

Q: How many Crossbows can shoot from a Scourgerunner Chariot?

A: Each weapon needs a crew member to operate it. There are three weapons (Crossbows, Harpoon) and only a crew of two.

Witchbrew (p.46)

Q: What happens in case some models had already Frenzy and some models did not? What happens when the Death Hag dies? When she leaves her unit? If the DH has been beaten in combat?

A: The models in the unit (including the Death Hag) only gain +2 Attacks and suffer -3 to Leadership when testing not to declare a charge if every model in the unit already had the Frenzy special rule. Witchbrew only affects the unit that the Death Hag is currently with, and the effects are lost if the Death Hag dies or leaves the unit. The effects of Witchbrew are permanently lost if the Death Hag is beaten in combat (whether on her own or in a unit).



Q: If a Death Hag charges out of a unit Frenzied due to Witchbrew, does the unit still need to take a Leadership test to avoid charging?

A: No. If the Death Hag declares her own charge, the unit is ineligible to make a charge (RB p.101).

Strength of Khaine (p.47)

Q: Does this rule benefit to spells? Shooting? Chariot impact hits? Mounts?

A: As Strength of Khaine applies only to models with Murderous Prowess, apply the limitations of Murderous Prowess to Strength of Khaine, treating it as an extra buff to that rule. Spells, missiles, chariot impacts, mounts attacks do not benefit from Strength of Khaine.

Q: Does Strength of Khaine allow rerolls for models out of 6" bubble?

A: Yes, as long as at least one model is within 6", the entire unit gains the benefit.

Will of Gods (p.47)

Q: What happens if the unit joined by Cauldron of Blood or Bloodwrack Shrine has an even number of columns?

A: The Cauldron/Shrine joins the unit and is placed in the front rank as centrally as possible. It is OK to have one file more on one side than the other but no more than that.

Q: May a by Cauldron of Blood or Bloodwrack Shrine displace a command group model? (RB p.97)

A: Yes, it is forced to remain in the center of the front rank, overriding basic rules.

Q: What happens if a by Cauldron of Blood or Bloodwrack Shrine joins a unit of Fast Cavalry?

(RB p.68)

A: The combined unit loses the Fast Cavalry rule.

Q: May a by Cauldron of Blood or Bloodwrack Shrine join a unit of skirmishers? (RB p.77)

A: No. Cauldron of Blood and Bloodwrack Shrine should be treated as mounted characters when joining units.

Q: May a Bloodwrack Shrine join a Cauldron of Blood, or two Shrines or Cauldrons join together?

A: No. Will of the Gods rule prevents it.

Q: How do I place a Cauldron of Blood or Bloodwrack Shrine in units when footprints collide, i.e. with cavalry or a Bloodwrack Medusa? (RB p.98)

A: The Cauldron or Shrine is placed in the middle of the unit and the unit is formed around it. The third rank and on will be a little lopsided, but it's fine. A Medusa joined by a Shrine/COB must be side by side in the front rank. All rules for colliding footprints RB p.98 still apply.

Q: Can a unit containing a Cauldron of Blood or Bloodwrack Shrine make a combat reform to face an opponent to the side or rear? (RB p.55)

A: Yes. Combat reform will take place in two steps: 1. Reform the unit so that no models in base contact with the enemy are removed from base contact. 2. Rearrange the command group, characters, and the Cauldron/Shrine so that all those models which must be in first rank go in first rank, replacing models as necessary.

Q: Can a Cauldron of Blood or Bloodwrack Shrine Make Way?

A: The Bloodwrack Shrine can never use the "Make Way" rule, as it is not a character. The Cauldron of Blood can use the "Make Way" rule only if the character on the Cauldron of Blood is still alive, if the unit it resides in has a compatible footprint and if the move keeps the Cauldron of Blood in the center of the unit. For example, if the Cauldron of Blood has 3 models on the right and 4 models on the left, "Make Way" can be used to put 4 models on the right and 3 models on the left.

Q: Can a Cauldron of Blood remain in a unit if the Death Hag is slain?

A: Yes. The Cauldron can remain in the unit as it has the rule allowing it to join. The character is irrelevant in this case.

Q: Is an infantry unit joined by a Cauldron of Blood or Bloodwrack Shrine immune to Stomp/Thunderstomp? (RB p.76, FAQ p.42)

A: No. The unit can be Stomped, but only the infantry models can be harmed.

Q: How do magic effects/spells affect a Cauldron of Blood or Bloodwrack Shrine and unit?

A: As if they were characters joining units (RB P.99). Inside a unit it is subject to all spells on the unit, and when it leaves the unit it loses the spell effects on the unit.

Q: How does the combined unit move?

A: Lowest M in the unit, Swiftstride only if every model in the unit has that special rule (RB p.99).

Q: How does the combined unit charge?

A: Just like a unit with a character. Even the shrine may charge alone out of a unit. For a

combined charge, use slowest M and no Swiftstride unless the entire unit has that special rule (RB p.101/106).

Q: How does BS shooting work against the combined unit?

A: Per characters of different troop type in units rules (RB p.99), the Cauldron/Shrine can be hit by BS shooting but can't be hit more than once until every model in the unit has had a single hit allocated to it as well.

Q: How does template shooting work?

A: As a unit containing a character of a different troop type. The Look-Out-Sir! rule does not apply. (RB p.99).

Q: Which Leadership value is used?

A: The highest value in the unit (RB p.100).

Q: How does the Lore of Beasts attribute work on a Cauldron of Blood, Bloodwrack Shrine or the unit containing either of these?

A: The Lore attribute (RB p.493) makes spells easier to cast only on beasts, or creatures attuned to the wilderness. As neither the Cauldron nor Shrine are pulled by any beast, they do not benefit from the Beasts Lore Attribute, nor grant this benefit to the unit they reside in.

Q: How does Life spell #5 Regrowth work on a Cauldron of Blood, Bloodwrack Shrine or the unit containing either of these?

A: Life #5 Regrowth (RB p.496) does not work on characters nor mounts, and so will not work on a Cauldron of Blood (but Lifebloom Lore attribute works on a Cauldron). The spell will work as usual on a unit joined by a Cauldron.



Keep in mind that a Bloodwrack Shrine is not a character for any purpose other than joining units, so it can be healed by regrowth.

Shrine and Medusa (p.48)

Q: Is the gaze magical shooting resolved like a spell or like a missile?

A: It is shooting, therefore long range, multiple shots, move & shoot penalties apply. The model cannot march and shoot, but can stand & shoot.

Q: Is the Medusa a character?

A: No. She is part of the crew.

Q: Is it possible to take 2 Medusas and 2 Shrines below 3000pts?

A: Yes. They are two different unit choices.

Kharibdyss (p.52)

Q: What happens when an opposing unit in base to base contact with a Kharibdyss is in range of the Battle Standard Bearer?

A: The effects cancel and the first roll of a Leadership test will stand.

Q: What happens if the Kharibdyss' Feast of Bones targets one specific Rank and File model?

A: Any hits caused by the Feast of Bones may not cause damage to any model other than the targeted one. For example, a Kharibdyss allocates all of its attacks against an Ogre Irongut and hits with all of them, triggering Feast of Bones which causes additional 4 hits. Because the ogre only has 3 wounds, roll the feast of bones hits separately, and if you cause more than 3 wounds the excess is lost. The regular attacks can spill over onto the rest of the unit (unless the targeted model was the champion, of course).

Lokhir Fellheart (p.58)

Q: Does the target of Daring Leap have to be in base contact with Lokhir's unit?

A: No, it is enough to be inside a unit in same combat. It works even if that unit is not in contact with Lokhir's unit (see RB p.59 first sentence: "same" close combat).

Q: In order to use his Daring Leap, is Lokhir required to be in base contact with some enemy?

A: Yes. A model not in base contact has no attack. One exception, he may still make a daring leap with a single, supporting attack from being in the 2nd rank. Of course, Lokhir can Make Way! and swap position with a Rank and File model (RB p.100) before Leaping.

Q: May Lokhir attack an enemy who is in a challenge with another character?

A: No, a model in a challenge may not be attacked except by the other model in the challenge (RB p.102).

Armour of Grief (Kouran) (p.59)

Q: Kouran's armour strikes back "immediately". May it prevent the incoming hit from being resolved?

A: No, the attacks are resolved completely (to-hit, to-wound, saves) before the strike back occurs.

Khaine's Sacred Slaughterer (Tullaris) (p.60)

Q: What happens when Tullaris dies? When he leaves his unit? If he has been beaten in combat?

A: Frenzy is lost if Tullaris dies or leaves the unit. The effects of the rule Khaine's Sacred Slaughterer is also permanently lost if he is beaten in combat (whether on his own or in a

unit).

Dark Magic (p.61)

Q: What if you roll a double and a triple for Dark Magic attribute?

A: Only the effect of the triple is resolved—3D6 "instead of" 2D6.

Q: If a Sorceress suffers a wound from Power of Darkness, can she take a ward save?

A: Yes, the Sorceress also benefits from any Magic Resistance she might have.

Q: Can Word of Pain reduce WS/BS to 0?

A: Yes.

Q: The Soul Stealer template cannot target a friendly unit or a unit in combat. But what happens if it scatters on them?

A: It will damage whoever is under the template. Druchii Sorceresses will take anyone's souls.

Magic objects (p.62)

Q: Attacks of the Chillblade wound automatically. Does it also hit automatically?

A: No. Roll to hit as usual.

Q: Does the Ring of Hotek cause a miscast on a roll of double 1 if the spell's casting value was not met or spell was dispelled?

A: Yes to both.

Q: Does Cloak of Twilight it work against Special Attacks like the Terrorgiests/Banshee Howl & Hexwraith/Screamer pass through/over attacks?

A: No, Banshee/Terrorgeist screams (and all

other "special attacks done in the shooting phase") will ignore the Cloak as it protects from shooting attacks and spells but the screams are neither.

Q: If you choose a spell with Tome of Furion, and when you randomize other spells, you get the same spell again, do you have to change it to any other spell?

A: Yes. Tome of Furion does not allow duplication of spells (RB p.490).

Q: When exactly do you select your spell via Tome of Furion?

A: During normal spell selection for the wizard with the Tome of Furion, either before or after rolling for the other spells.

Corsair's options. p.91

Q: Does the Reaver need to pay for a repeater handbow if he takes the brace?

A: Yes. All models in the unit, including the Reaver, must take the same option, so a Reaver with a brace in a unit equipped with repeater hand bows costs 9+2+10+4=25 pts.

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