

Chapter Approved – Codex: Eldar Q&A v2.0

Q. Does the Wraithlord get cover saves?

A. Yes, but the cover in question needs to be at least half the height of the model.

Q. Are krak grenades or meltabombs usable on Wraithlords?

A. No, they are only useful against vehicles and immobilized Dreadnoughts.

Q. Does the Guide psychic power affect vehicles?

A. Yes.

Q. What is the cost of a Warlock on a jetbike? In the Warlock Bodyguard entry it says it costs +25pts for a total of 36 points, whilst in the Guardian Jetbike Squadron entry it gives the cost as 41 pts.

A. 36pts is correct.

Q. Does the Fortune psychic power affect vehicles, such as those designed with the VDR rules that allow some Eldar vehicles a 4+ invulnerable save?

A. No.

Q. Are Exarch powers, such as Burning Fist, considered to be special weapons?

A. Yes, which means they are only of benefit if in base-to-base contact with the enemy.

Q. Does a Wraithlord have to strike last as it has Dreadnought close combat weapons? Some people are quoting page 91 of the rulebook: “for Dreadnoughts close combat weapons count as power fists, but it strikes according to its normal Initiative value instead of always striking last.” They are focusing on the part ‘for Dreadnoughts’, and using that to say non-Dreadnought units with Dreadnought close combat weapons strike like a power fist.

A. Tell anyone who asks this one to stop being so bloody literal! They do not

Q. The Warlock power, Enhance, is not cumulative. Is this correct (five warlocks in a retinue would not boost WS by +5)?

A. Correct, it is not cumulative.

Q. Can you use both the crystal targeting matrix and star in the same turn? It seems a way to get around the star engine firing in the Shooting

phase to shoot with the crystal targeting matrix in the Movement phase.

A. No, you shouldn't be able to fire when you use the star engines.

Q. Under the support weapon battery it says that each Guardian is 20pts per model. Is this correct (D-Cannon 70pts= 40pts for two crew + 30pts for weapon) or is that 20pts for 2 Guardians (D-Cannon 50pts= 20pts for two crew + 30pts for weapon)?

A. The points value is per gun and crew, then the type of gun is added on top (per model includes the weapon and two crew members. This could have been made a little clearer).

Q. Do Warlocks count as an HQ choice or are they treated like a Command squad/Retinue and do not count as a separate choice? I only ask because it doesn't say that they aren't counted as a separate HQ choice like similar units in other Codexes. To us it would seem that they are counted as an HQ choice.

A. They are not a separate HQ choice, so treat them like a bodyguard.

Q. Do the Warlocks that are assigned to units other than the Farseer still count as HQs for the Space Marines' victory conditions in the Planet Fall mission?

A. No they don't, they effectively become part of the unit, much like a Veteran Sergeant, and this means they're also counted for half-strength, etc.

Q. Can you choose the model targeted by Mind War and can you use the power in close combat.

A. Mind War is an 'instead of shooting' attack so cannot be used if the caster is in close combat. You may select the model to be attacked as long as you can draw a legitimate line of sight to it. Remember that close combats block line of sight and that you cannot target squad members in transports.

Q. Another fast one on Mind War: If you have an Invulnerable save & are hit with it, do you make one save against all the effects (say multiple wounds) or a save against each wound result you take (say if you lost by 3, you roll against a save versus each one)?

A. Save against each wound separately.

Q. When a mission targets HQ leaders for its goal, who is the target in the Seer Council? (There is no precise leader model in that unit.)

A. Tricky... I'd go for the Farseers, who must all be killed to qualify (tough I know but I don't see a more logical choice).

Q. Warp Spiders and the Withdraw power. Are these usable when: a) an

enemy unit has lost and then passed a Morale check? b) an enemy unit has lost and then failed a Morale check? c) the Warp Spiders unit has lost and then passed a Morale check? d) the Warp Spiders lost and then failed Morale check (and then regroups under power description)? e) there is a tie on Morale High Ground?

A. According to the Codex it's used at the end of the Assault phase, so that would mean on a, c or e since on any other result one side or the other would be falling back.

Q. Can a model use Fleet of Foot to embark? I can see where it's not officially' in the rules but I can't see where it could be abused, so I thought I'd ask you folks. We had also assumed a model could indeed move in his transport, get out 2", then Fleet of Foot, then assault – any problem there?

A. No, embarking or disembarking is a manoeuvre that must be done in the Movement phase unless specifically stated otherwise.

Q. The Seer Council used the Fortune power throughout the game to re-roll their saves. We were under the impression that they could not do that, since the Fortune power SPECIFICALLY identifies Armour and Cover saves and doesn't mention Invulnerable saves (two out of three mentioned seems pretty intentional).

A. Fortune does apply to Invulnerable saves. Unfortunately Gav assumed that the Rune Armour save, being Invulnerable, would be covered by the wording (Doh!).

Q. Can a Space Marine Psychic Hood work against Warlock powers? And if so, how? When do you get a chance to nullify the Warlock power?

A. Against Enhance, Embolden and Conceal, the Librarian can use his Psychic Hood at the start of a Space Marine turn against one Warlock. If he successfully nullifies the power then it has no effect for the rest of the Space Marine turn. Against Destructor it works as normal, except of course that there is no need for the Warlock to pass a Psychic test first simply announce you are using the Psychic Hood when the Eldar player declares he is using Destructor.

Q. When I fire Wraithcannon at a skimmer moving more than 6" can I score a penetrating hit?

A. No, all hits are assumed to be glancing only.

Q. Can an executioner blade count as an additional close combat weapon?

A. No, it requires two hands to use so cannot be used as an additional

weapon.

Q. Where do I draw line of sight and measure range from when firing a support/heavy weapon platform?

A. You need line of sight both from a crewman and the weapon, range is measured from the weapon. The exceptions to this are the D-Cannon and Shadow Weaver, which do not require line of sight.

Q. Can A Warlock select runes of witnessing to help with powers such as Augment?

A. Yes