



CODEX: DRUKHARI

Indomitus Version 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 49 - Raiding Forces

Change the first sentence to:

'If every Detachment in your army is a **DRUKHARI** Patrol Detachment, change the Command Cost of those Detachments to 0CP and change the Command Benefits of those Detachments to 'None'.'

Page 61 - Agile Hunters

Change the second bullet point to:

'If a unit with this Obsession with the Combat Drugs ability has the Hypex ability (pg 89), add 3" to that unit's Move characteristic instead of 2".'

Page 62 - Diabolical Soothsayer

Change the first sentence to:

'After this model is set up on the battlefield for the first time, choose one of the below:'

Page 65 - Dark Technomancers

Change the first sentence to:

'Each time a unit with this Obsession is selected to shoot, you can choose to enhance any or all of the ranged weapons models in that unit are equipped with (liquifier guns and twin liquifier guns can never be enhanced).'

Page 71 - Take Them Alive

Change the first sentence to:

'If you select this objective, you score victory points at the end of the battle round for each of the following that apply:'

Page 73 - Master Nemesine

Change this ability to:

'Each time this **WARLORD** makes an attack, re-roll a wound roll of 1.'

Page 93 - Drazhar, Power Rating

Change this datasheet's power rating to 8.

Page 110 - Raider, Power Rating

Change this datasheet's power rating to 6.

Page 114 - Points Values, Drazhar

Change the following points cost to:

- Unit cost.....145 pts

Page 115 - Points Values, Raider

Change the following points cost to:

- Unit cost.....95 pts

Page 115 - Points Values, Reavers

Change the following points costs to:

- Unit cost.....20 pts/model
- Blaster.....+10 pts
- Cluster caltrops.....+5 pts
- Grav-talon.....+5 pts

FAQS

Q. Does the last sentence of the Animus Vitae's ability only take effect if the attack made with this weapon hits?

A. Yes.