WARHAMMER 40,000

CODEX: DRUKHARI

Indomitus Version 1.0

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 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 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 115 - Points Values, Reavers
Change the following 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.