



# CODEX: DRUKHARI

Indomitus Version 1.3

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 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.'

## 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.*