CODEX: DRUKHARI

Indomitus Version 1.2

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.

DESIGNER'S NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. *As a result, where those same weapons appear in this publication, they are updated to match. The weapon in question, and the updated profile for it, is found at the end of this document, and should be changed wherever it appears in this book.*

UPDATES & ERRATA

*Page 88, 102 and 111 – Venom blade, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

*Page 91 and 108 – Stinger pistol, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

*Page 91 and 108 – Hexrifle, Abilities
Change the first sentence to read:
'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 94 and 108 – Ossefactor, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

*Page 95 and 111 – Shaimeshi blade, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

Pages 103 and 104 – Talos and Cronos, Keywords
Add '**Fly**'

*Page 105 – Raider and Venom, Open-topped
Change the third sentence to read:
'When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.'

Add the following:
'While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.'

*Page 106 and 108 – Razorwing missiles, necrotoxin missile, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

*Page 114 – Raiding Forces
Delete the second sentence.

Page 115 – Kabal Obsessions, Kabal of the Flayed Skull: Slay From the Skies
Change the penultimate sentence of rules text to read:
'In addition, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by models with this obsession that can **Fly**, or by models with this obsession that are embarked upon a Transport with this obsession that can **Fly**.'

*Page 116 – Wych Cult Obsessions, Cult of the Cursed Blade: Only the Strong Will Survive
Change the second sentence to read:
'Each time a Combat Attrition test is taken for a unit with this obsession, it is automatically passed.'

Page 118 – Stratagems, Alliance of Agony
Add the following sentence:
'You can only use this Stratagem once per battle.'

Page 118 – Stratagems, Architects of Pain
Add the following to this Stratagem:
'This Stratagem cannot affect the same unit more than once per battle round.'

Page 119 – Stratagems, Hyperstimm Backlash
Add the following to this Stratagem:
'This Stratagem cannot affect the same unit more than once per battle round.'

*Page 119 – Stratagems, Fire and Fade
Change the first sentence to read:
'You can use this Stratagem after a **Drukhari** unit from your army (excluding **Aircraft**) shoots in your Shooting phase.'

*Page 120 – Stratagems, Agents of Vect
Change the Command Point cost of this Stratagem to 4CP.

Change the final sentence of this Stratagem to read:
'This Stratagem cannot be used if your army does not include a **Kabal of the Black Heart** Detachment or if there are no **Kabal of the Black Heart** units from your army on the battlefield, and cannot be used to affect Stratagems used 'before the battle' or 'during deployment'.

*Page 120 – Stratagems, Hunt From The Shadows
Change to read:
'Use this Stratagem in your opponent's Shooting phase, when a **Drukhari Infantry** unit from your army is selected as the target of an attack. Until the end of the phase, each time a ranged attack is allocated to a model in that unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 121 – Stratagems, Failure Is Not An Option
Change the first sentence to read:
'Use this Stratagem in the Morale phase, when a **Kabal of the Obsidian Rose** unit from your army fails a Morale test, after Combat Attrition tests have been taken for it.'

*Page 121 – Stratagems, An Esoteric Kill, Delivered From Afar
Change the second sentence to read:
'Until the end of the phase, each time you select a target for a weapon a model in that unit is making an attack with, you can ignore the Look Out, Sir rule.'

*Page 122 – Parasite's Kiss, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

*Page 123 – Soul-seeker, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or Titanic keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

Change the third sentence to read:
'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 123 – Spirit-sting, Abilities
Change the second sentence to read:
'Each time an attack is made with this weapon against a unit without the **Vehicle** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

Page 125 – Warlord Traits, Labyrinthine Cunning
Change the rules text to read:
'Whilst your Warlord is on the battlefield, roll a D6 each time you or your opponent spends a Command Point to use a Stratagem; you gain one Command Point for each roll of 6.'

Page 127 – Ranged Weapons
Add the following:
'Plasma grenades | 0'

FAQs

*Q: The Voidraven Bomber's Void Mine rule allows you to pick a unit the Voidraven flew over and roll three D6 for each **Vehicle** or **Monster** in the unit, or one D6 for 'every other model in the unit'. Does this mean 'every other type of model (other than **Vehicles** or **Monsters**)', or 'every second model'?*
A: It means the former – roll one D6 for every model in the unit that is not a **Vehicle** or a **Monster**. So, for example, if the unit contains 10 Infantry models, you would roll ten D6.

Q: Can the Vexator Mask Relic force a charging unit to attack after all other units have done so?
A: Yes, unless that chosen unit has an ability that allows it to fight first in the Fight phase, in which case it instead fights as if it didn't have that ability.

Q: If a Succubus is given the Serpentin combat drug, does its Weapon Skill characteristic increase to 1+? If so, does the Succubus still hit if a hit roll of 2 is rolled for an attack for a melee weapon and, due to an ability, I have to subtract 1 from that hit roll?
A: Yes, and yes – only unmodified hit rolls of 1 automatically fail.

*Q: If the only **Kabal of the Black Heart** unit in my Battle-forged army is in an Auxiliary Support Detachment, but my army includes another Drukhari Detachment that is not an Auxiliary Support Detachment, can I still use the Agents of Vect Stratagem?*
A: Yes, so long as the **Kabal of the Black Heart** unit is on the battlefield.

Q: If the Agents of Vect Stratagem is used to stop a Stratagem from resolving and that Stratagem can only be used once per battle, e.g. Tide of Traitors (see Codex: Chaos Space Marines*), does this mean that Stratagem counts as having been used and cannot be used again for the remainder of the battle?*
A: No, as the Stratagem was not resolved it does not count as having been used.

Q: If the Agents of Vect Stratagem is used to stop a Stratagem from resolving and that Stratagem affects the targeting of an attack, such as Oathbreaker Guidance System (see Codex: Imperial Knights)*, is the attack lost?*
A: No, normal targeting rules apply and the attack is resolved as normal.

Q: If a model is slain by an ossefactor, and the mortal wound inflicted by the ossefactor's ability causes another model in that unit to be slain, do I roll again to see if another mortal wound is inflicted?
A: No.

WEAPON UPDATES

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	+1	-3	1	-