

# WARHAMMER 40,000

# CODEX: DRUKHARI

## Official Update Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### ERRATA

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

**Page 115** – Kabal Obsessions, 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 118** – Alliance of Agony  
Add the following sentence:  
'You can only use this Stratagem once per battle.'

**Page 120** – 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 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 125** – 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.'

### 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 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.

*Q: If I am playing a matched play organised event that has an upper limit of 3 Detachments per Battle-forged army, what is the maximum number of **DRUKHARI** Patrol Detachments I can include?*

A: 3.

Whilst the Raiding Force ability in *Codex: Drukhari* mentions Battle-forged armies of 6 or more Detachments, this is designed for narrative play games, or for matched play games with larger (or no) limits on the number of Detachments you can include in your Battle-forged armies. Note that the guidelines provided for organised events in the *Warhammer 40,000* rulebook are just that, and the event organiser may wish to modify these guidelines to best suit their event's needs.