

Additional Drukhari Crusade Rules

Masters of the Forge On Your Tabletop Supplement for 9th Edition

V.9.1.0

Territories

Webway Nexuses

The webway is an integral tool for any realspace raid. There are some places in Comeragh which were designed to be trade hubs in ancient times, featuring long corridors and warehouses lined with webway portals of all sizes.

When using the Webway Strike stratagem, you may set up an additional unit to the webway whether you are spending 1cp or 3cp.

Beast Liveries

Collecting and rearing beast packs is a time-honored tradition among the Drukhari and some individuals make a decent living from it.

At the start of the game, you may apply one Battle Trait to one of your Beast Packs.

Donjons

Although the best use of captured mon'keigh is to extract pain from their souls, sometimes they are held for other purposes. Donjons are packed with a variety of commoners from various species. The unfortunate souls in these places are easily suggestible and can be used as distractions and feints in battle.

Add a small squad of Astra Militarum conscripts to your army for one battle. At the end of the game, your Warlord gains 1xp if the unit is destroyed in battle and loses 1xp if they survive.

Fleshcrafters

Your Ascendant Lord has great influence over several resourceful and talented fleshcrafter studios.

You may reroll *any* out-of action tests for any Infantry or Monster units after this battle, regardless of the result.

Spoils of Battle

Contract (2 raid spoils)

Immediately after determining the attacker and defender in a battle, if you are the Attacker, you can put a contract out on the enemy warlord. Roll a dice. On a 1, nothing happens if your opponent's warlord is not also Drukhari. If they are Drukhari, you have been double crossed! Your opponent gets to use this Spoil of Battle instead, for free. Of course, it's possible that they, in turn can be double-double-crossed. On a 2-5, the enemy warlord suffers d3 mortal wounds prior to this battle. On a 6, the enemy warlord suffers from a random battle scar from the Warhammer 40,000 core rulebook.