WARHAMMER 40,000 KILL TEAM

PHOBOS STRIKE TEAM☠

DESIGNER'S COMMENTARY 1.0

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

KILL TEAM: MOROCH

Q: The **INCURSOR MARKSMAN**'*s* **Track Target** *action says 'If that enemy operative is not incapacitated or revived as a result, finish its activation.' What does finish mean?*
A: Your opponent continues with the remainder of the enemy operative's activation.

Q: Does the **INCURSOR MARKSMAN**'*s* **Track Target** *action allow it to perform* **Overwatch** *more than once in the same Turning Point?*
A: No.

Q: How do you determine climb distance when using the Grapnel Launcher equipment and the first bullet point of the Vanguard Strategic Ploy?
A: Determine the normal distance, apply Grapnel Launcher, then apply Vanguard. For example, a 2◯ climb would instead require ◯ with a Grapnel Launcher, then Vanguard would ignore that ◯, allowing the operative to ignore the vertical distance of the climb.

Q: How do you determine drop distance when using the Grapnel Launcher equipment and the first bullet point of the Vanguard Strategic Ploy?
A: As above, determine the normal distance, apply Grapnel Launcher, then apply Vanguard (if needed). For example, a ◯ drop would be halved to ▲ with a Grapnel Launcher. Drop distances of less than ◯ are ignored, so this would allow the operative to use the first bullet point of Vanguard elsewhere during that activation.

*Q: How do you resolve Voxbreak (***VOXBREAKER** *operative) and Umbra Shroud (rare equipment) if they both take effect?*
A: Apply both: your opponent must re-roll critical hits, but they cannot re-roll anything else.

PHOBOS STRIKE TEAM 💀

ERRATA 1.0

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

KILL TEAM: MOROCH

Page 40, Infiltrator Saboteur, Detonate special rule
Change the second sentence to read:
'When making those shooting attacks, each operative (friendly and enemy) within ■ is a valid target, but when determining if it is in Cover, treat this operative's Saboteur Explosives token as the active operative.'

Page 40, Infiltrator Saboteur, Plant Saboteur Explosives action
Change the first sentence to read:
'Place a Saboteur Explosives token within ▲ of and Visible to this operative.'

Page 43, Incursor Minelayer, Proximity special rule
Change the first sentence to read:
'The first time an enemy operative moves within ■ of this operative's Haywire Mine token, make a shooting attack against that operative with this weapon (even if this operative is not in the killzone, and ignore all Ballistic Skill modifiers).'

Page 43, Incursor Minelayer, Plant Haywire Mine action
Change the first sentence to read:
'Place a Haywire Mine token within ▲ of and Visible to this operative.'

Page 46, Smoke Grenade action
Change the third sentence to read:
'Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke.'

WARHAMMER 40,000
KILL TEAM
BLOODED💀
ERRATA 1.0

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

KILL TEAM: MOROCH
Page 55, Traitor Brimstone Grenadier
Change the Diabolyk bomb to a ranged weapon

WYRMBLADE☠

DESIGNER'S COMMENTARY 1.1

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

WHITE DWARF ISSUE 472

Q: When using the Hiding Tactical Ploy, if I activate a hiding operative, set it up with an order, subtract the action points for the **Normal Move** *action, can I then immediately change its order with the Cult Ambush ability? In particular, change to Engage to benefit from the attack dice re-rolls of Cult Ambush?*
A: No.

Q: If a **LOCUS** *operative performs the* **Quicksilver Strike** *action, then an enemy operative moves with* **FLY** *within* ▮ *of it, can that enemy operative's activation be interrupted to resolve the* **Quicksilver Strike** *action?*
A: Not while the enemy operative is using **FLY**; it moves around the **LOCUS** operative as if it were not there, so the condition of the **Quicksilver Strike** action cannot be met.

*Q: For the purposes of the Cult Ambush ability, when an **WYRMBLADE☠** *operative makes multiple shooting attacks from one* **Shoot** *action (e.g. Blast or Torrent), do the re-rolls apply to all the shooting attacks from that one action, or just the first one?*
A: All of them.

VETERAN GUARDSMAN☠

ERRATA 1.3

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

KILL TEAM: OCTARIUS

Page 44, Guardsmen Orders
Add the following sentence:
'If more than one Guardsmen Order could be issued by your kill team during the Turning Point, e.g. the Inspirational Leadership Tactical Ploy (pg 45), they must be different Guardsmen Orders.'

Page 45, Tactical Ploys, In Death, Atonement
Change the second sentence to read:
'That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.'

Page 46, Sergeant Veteran, plasma pistol
Change the BS characteristic of both profiles to '3+'.

Page 48, Confidant Veteran, bolt pistol
Change the BS characteristic to '4+'.

Page 48, Confidant Veteran, Directive ability
Change the first sentence to read:
'Each time this operative is activated, if it has not been nominated for command, you can select one other ready friendly **VETERAN GUARDSMAN☠** operative within ⬠ of and Visible to it.'

Page 48, Demolition Veteran, Detonate special rule
Change the second sentence to read:
'When making those shooting attacks, each operative (friendly and enemy) within ▪ is a valid target, but when determining if it is in Cover, treat this operative's Mine token as the active operative.'

*Page 48, Demolition Veteran, Plant Mine action
Change the relevant part of the first sentence to read:
'Place a Mine token within ▲ of and Visible to this operative,'

Page 49, Medic Veteran, Medic! ability
Change the relevant part of the first sentence to read:
'the first time another friendly **VETERAN GUARDSMAN☠** operative would be incapacitated'

Page 53, Battle Honours, Final Litany
Change the final sentence to read:
'If you do, for that operative's next activation, change the Ballistic Skill characteristic of its ranged weapons to 2+.'

NOVITIATE 💀

DESIGNER'S COMMENTARY 1.2

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

KILL TEAM: CHALNATH

Q: When specifically during a shooting attack should the Blinding Aura Act of Faith be used?
A: When a **NOVITIATE** 💀 operative is selected as a target. Note that this could mean they are no longer a valid target, at which point your opponent must select a different valid target.

Q: Blinding Aura Act of Faith lasts until the end of the activation. How long does it last when used during the **Overwatch** *action?*
A: Until the end of that **Overwatch** action.

Q: For the purposes of generating Faith points, when does an operative have a specialism?
A: In Narrative Play, the first time it gains a Battle Honour, and you select a specialism for it to progress in.

Q: If an enemy operative makes a shooting attack with an Indirect weapon and I use the Blinding Aura Act of Faith, which takes precedence?
A: Indirect.

Q: If an enemy operative makes a shooting attack with a Barrage weapon and I use the Blinding Aura Act of Faith, which takes precedence?
A: Blinding Aura.

*Q: If an enemy operative is incapacitated at the end of a Turning Point due to Inferno tokens, does this count for the Purge with Flame Tac Op?
A: No. It must specifically be the attacks that incapacitate them.

*Q: If an activation is interrupted, can an additional Act of Faith be used during the interruption? For example, if I use an Act of Faith during a **NOVITIATE** 💀 *operative's activation, then the activation is interrupted by the* **PHOBOS STRIKE TEAM** 💀 **Track Target** *action, can I perform another Act of Faith during the* **Track Target***'s* **Overwatch** *action?*
A: No. You can only perform one Act of Faith between the start and end of the activation: before, during or after the interruption.

WARHAMMER 40,000 KILL TEAM

NOVITIATE☠

ERRATA 1.2

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

KILL TEAM: CHALNATH

Page 37, Tac Ops, Purge with Flame
Change the relevant part of the first bullet point to read:
'attacks made by weapons with the Inferno X critical hit rule,'

*Page 40, Acts of Faith, Faithful Blessing
Change the relevant part of the first sentence to read:
'When a friendly **NOVITIATE**☠ operative is fighting in combat or making a shooting attack, or a shooting attack is being made against it, in the Roll Attack Dice step (for the former) or the Roll Defence Dice step (for the latter) of that combat or shooting attack, re-roll one of your attack or defence dice respectively.'

Page 40, Acts of Faith, Blinding Aura
Change the final sentence to read:
'Until the end of that activation, while that friendly operative is more than ◯ from that enemy operative:
- That friendly operative is treated as being in Cover.
- While that friendly operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).'

Page 41, Defenders of the Faith Strategic Ploy
Change the first sentence to read:
'At the start of the Firefight phase, one friendly **NOVITIATE**☠ operative that is within ◯ of the centre of each objective marker can do one of the following (they don't have to do the same):'

Page 41, Burning Wrath Tactical Ploy, Ministorum flamer
Change 'Inferno 2' from a special rule to a critical hit rule.

Page 43, Novitiate Penitent, Absolution Through Destruction unique action
Change this action to read:
'Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (for the second combat, you do not have to select the same target and the Zealous Rage ability has no effect).'

Page 43, Novitiate Purgatus, Burning Advance unique action
Add the following sentence:
'You can only select a ministorum flamer for this action's shooting attack.'

Page 45, Novitiate Hospitaller, Mantra of Restoration ability
Change the relevant part of the first sentence to read:
'the first time another friendly **NOVITIATE**☠ operative would be incapacitated'

WARHAMMER 40,000 KILL TEAM

LEGIONARY 💀

DESIGNER'S COMMENTARY 1.0

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

KILL TEAM: NACHMUND

Q: When using the Disgusting Vigour ability, can I retain the successful normal save as a result of Cover as a critical save instead?
A: Yes. This must be decided before defence dice are rolled, however.

Q: Can the Malignant Aura Tactical Ploy reduce the number of defence dice rolled when using an invulnerable save?
A: Yes. Invulnerable saves specifically ignore Save characteristic modifiers and the APx special rule, whereas Malignant Aura affects the Defence characteristic.

KOMMANDO

ERRATA 1.2

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

KILL TEAM: OCTARIUS

*Page 59, Skulk About Strategic Ploy
Change the final part of the sentence to read:
'you can retain one as a successful normal save without rolling it, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).'

Page 61, Kommando Breacha Boy, breacha ram
Change the 'Brutal' rule from a critical hit rule (!) to a special rule (SR).

Page 61, Kommando Breacha Boy, Bull Charge ability
Change to read:
'Each time this operative fights in combat, if it made a charge move during that activation, its breacha ram gains the Stun critical hit rule for that combat.'

Page 62, Kommando Dakka Boy, Dakka Dash unique action
Add the following sentence:
'You can only select a dakka shoota for this action's shooting attack.'

Page 64, Kommando Nob, Keywords
Add the following keyword:
'**LEADER**'

Page 66, Smoke Grenade action
Change the third sentence to read:
'Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke.'

WARHAMMER 40,000 KILL TEAM

CORSAIR VOIDSCARRED ☠

ERRATA 1.0

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

KILL TEAM: NACHMUND

Page 58, Faolchú action
Change the third bullet point to read:
'That enemy operative is not within ▲ of Heavy terrain.'

CORE RULES
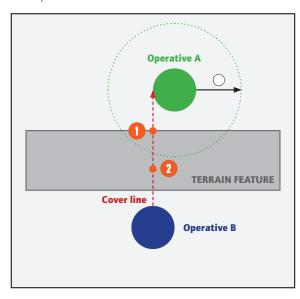
DESIGNER'S COMMENTARY 1.3

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

LINE OF SIGHT

Q: When establishing Cover lines and determining the point at which they cross terrain features or bases, what are the specific points that you should measure from, in particular for determining Cover and Obscured?
A: Cover and Obscured require the operative to be at a certain distance from 'a point'. This means it is any point at which a Cover line crosses a terrain feature – it does not need to be the closest point.

In this example, Operative A is not more than ◯ from the closest point at which the Cover line crosses ❶, however it is more than ◯ from a point at which it crosses ❷, therefore it is Obscured.

Q: When establishing Cover lines for Obscuring, parts of an Obscuring terrain feature within ▲ of the active operative are not treated as Obscuring. Does that mean if the active operative is within ▲ of a terrain feature that is Obscuring, the whole terrain feature is not treated as Obscuring?
A: No. Only the specific parts of the terrain feature within ▲ of them are not treated as Obscuring (see example in next column).
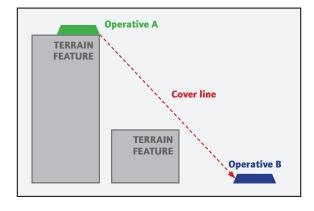

In this example, all parts of the terrain feature within ▲ of Operative B are not treated as Obscuring ❶. However, there are parts of the terrain feature more than ▲ from it that are Obscuring ❷. Therefore Operative A is obscured.

Q: Does a Cover line have unlimited height above and below the line drawn between two bases? In other words, if a Cover line is drawn above or below a terrain feature, does it cross that terrain feature?
A: No.

In this example, a Cover line drawn to operative B does not cross a terrain feature, therefore operative B isn't in Cover or Obscured.

*Q: Is an operative Visible to itself?
A: Yes

CHARACTERISTICS

Q: How are modifiers to the Movement characteristic applied?
A: The modifier is applied to the total, rather than to each increment. For example, if an operative has a Movement characteristic of 3○ and ▲ was added to it, the modified characteristic would be 3○ 1▲, not 3○ 3▲.

Q: Do modifiers to the Movement characteristic affect how far an operative can move when it performs a **Dash** *action?*
A: No, unless a rule specifically mentions the **Dash** action. For example, if ○ was subtracted from an operative's Movement characteristic, it would still move up to ■ when performing a **Dash** action. However, if a rule states 'each time an enemy operative performs a **Dash** action', then it would be affected.

Q: If an operative's Action Point Limit is modified during its activation, will the action points it generated for that activation be affected?
A: No, unless otherwise specified. Action points are generated after determining an operative's order for its activation, so modifiers after that point won't affect how many action points it has for its activation. Modifiers to an operative's APL when it is activated (e.g. if the **KOMMANDO NOB** uses its Get it Dun! ability on itself) could affect the action points generated, as this happens before it generates action points.

MOVING

Q: If a terrain feature has a Traversable part on top of a Vantage Point (e.g. a rampart), how does an operative move over it when dropping from the Vantage Point, or climbing to the Vantage point?
A: When dropping from the Vantage Point, the operative must Traverse the rampart first. When climbing to the Vantage Point, the operative can choose to climb the rampart as part of its climb (instead of traversing it). Note that, for the latter, the operative would ignore the small drop from the top of the rampart to the Vantage Point if the distance is less than ○.

Q: If an operative moves onto a Vantage Point, must its base be wholly on it, or can part of its base be over the edge?
A: So long as the operative can be placed without falling, its base can be over the edge.

Q: When climbing and dropping, does an operative get any free horizontal movement?
A: No. All horizontal movement must be measured as well. Being within ▲ simply qualifies it to begin a climb or drop, but you must still measure the horizontal distance as normal. Therefore if an operative does not have enough movement to be placed on that terrain feature without falling, or enough to fully move its base off that terrain feature, it cannot complete that climb or drop.

Q: Can the **FLY** *keyword allow a friendly operative to perform an action in which it moves that would ordinarily be prohibited while within Engagement Range of an enemy operative, e.g. a* **NORMAL MOVE** *action?*
A: No. The rules for **FLY** apply when the operative would be physically moved, however being within Engagement Range of an enemy operative prevents the operative from performing a **Normal Move** action in the first place. Therefore it must perform a **Fall Back** action to move.

Q: How does an operative move across stairs or an angled slope?
A: Unless specified otherwise, the operative can move across them freely (they do not need to climb them).

Q: As an operative can perform a **Dash** *action during a climb or drop to reach its intended destination, can it also perform other actions that provide a free* **Dash** *action to do the same e.g.* **Dakka Dash** *(***KOMMANDO DAKKA BOY***)?*
A: No, it must perform the **Dash** action specifically.

SHOOTING ATTACKS AND FIGHTING IN COMBAT

Q: When fighting in combat, some abilities (e.g. Storm Shield in Kill Team Compendium*) cause a parry to discard two of your opponent's successful hits. How does this interact with normal and critical hits?*
A: If the operative parries with a normal hit, they select up to two normal hits from their opponent to be discarded. If the operative parries with a critical hit, they select up to either two critical hits, two normal hits, or one critical and one normal hit from their opponent to be discarded.

Q: How does an operative not equipped with a melee weapon interact with fighting in combat?
A: Do not select a melee weapon or roll attack dice for it. It cannot provide combat support.

Q: If an operative is incapacitated and is affected by a rule that states it isn't removed from the killzone yet (e.g. In Death, Atonement Tactical Ploy, **VETERAN GUARDSMAN***, and Only in Death Does Duty End Tactical Ploy,* **SPACE MARINE** *&* **GREY KNIGHT***), what happens when it fights in combat? Specifically in the Resolve Successful Hits step, it states you resolve your successful hits until one operative in that combat is incapacitated. Does that mean the* **VETERAN GUARDSMAN** *can't resolve successful hits, as it is already incapacitated?*
A: Yes. As such, being incapacitated (but temporarily remaining in the killzone) will not allow the operative to resolve hits in combat.

Q: If a shooting attack is made against an operative in Cover with a 6+ Save characteristic, if the Defender would retain a defence dice as a result of Cover, would it still be a successful normal save, or would it be a successful critical save as they couldn't otherwise roll a normal save?
A: It would still be a successful normal save.

Q: If there are no valid targets for a shooting attack made from a **Manifest Psychic Power** *action, what happens?*
A: The action isn't resolved and the action points are refunded. The operative must then perform a different action, or if it knows more than one psychic power, it can perform that action again to select a different psychic power.

Q: Can an operative parry, even if the opponent has no successful hits to discard?
A: Yes.

Q: If a weapon has more than one profile, one of which has the Blast X special rule, can an operative perform the **Overwatch** *action with a profile that doesn't have the Blast X special rule?*
A: Yes.

Q: If a rule inflicts additional damage (e.g. Hammerhand psychic power, **GREY KNIGHT***), then my opponent uses a rule to ignore the damage inflicted from an attack dice (e.g. Just a Scratch Tactical Ploy,* **KOMMANDO***), is the additional damage ignored?*
A: No. Only the damage from the attack dice is ignored, the additional damage is still inflicted.

Q: Do you have to declare the use of all re-rolls before the dice are re-rolled?
A: No. You can see the result of a re-roll before deciding on a different re-roll.

Q: Some rules require you to roll a dice 'as if that operative is fighting in combat' or similar, e.g. **CORSAIR VOIDSCARRED** **Slicing Attack** *action.*

> *Q1: Is the target considered to be fighting in combat too?*
> A: No.
> *Q2: Is combat support applied?*
> A: Yes.
> *Q3: Can rules that take effect when the target is incapacitated in combat be used, e.g.* **LEGIONARY** *Unending Bloodshed?*
> A: Yes. This differs from Q1 because the target is still incapacitated in combat, even though it wasn't fighting in the combat itself.

SPECIAL RULES AND CRITICAL HIT RULES

Q: When fighting in combat or making a shooting attack, if an operative has multiple special rules and critical hit rules that would take effect at the same time, in what order are they resolved?
A: The operative's controlling player can choose the order for rules that would take effect at the same time. Note that this is an exception to the usual method of resolving simultaneous rules, in which the player with the initiative determines the order. Also note that if one rule stated 'in the Roll Attack Dice step' and another stated 'at the end of the Roll Attack Dice step', they do not take place at the same time (the latter must be resolved last).

Q: If an operative has a rule that allows it to repeat a specific combat or shooting attack (e.g. as a result of the Veteran of the Long War Tactical Ploy, **TRAITOR SPACE MARINE**), can it do so if a weapon with the Limited special rule was selected for that combat or shooting attack?
A: Yes. In this instance, you could use the weapon again, even if it has the Limited special rule.

Q: If an operative has a rule that allows it to repeat a specific combat or shooting attack (e.g. as a result of the Veteran of the Long War Tactical Ploy, **TRAITOR SPACE MARINE**), must I select the same target?
A: Yes, assuming it's still a valid target. If it isn't, you can't repeat that combat or shooting attack.

Q: When making a shooting attack with a weapon that has the Blast X special rule, if the original target moves before the subsequent shooting attacks are made (e.g. as a result of the Medic! ability, **VETERAN GUARDSMAN**), do you determine the subsequent attacks from its original or new location?
A: Its original location. Make a note of the valid targets (if any) before the operative moves.

GENERAL PRINCIPLES

Q: How do you resolve contrasting rules? For example, the Contagion Strategic Ploy (**DEATH GUARD** and **CHAOS DAEMON**) means enemy operatives are treated as being injured, but the Emperor's Chosen ability (**TALONS OF THE EMPEROR**) means the operative cannot be injured.
A: In such circumstances, 'cannot' takes precedence; the Emperor's Chosen ability would prevent the operative from being injured as a result of the Contagion Strategic Ploy. There may be some rules where specific wording overrides this though. For example, a rule might say 'the operative is treated as being injured, regardless of any rules that say it cannot be injured'. In this instance, the Emperor's Chosen ability would not prevent the operative from being injured.

Q: Does **Overwatch** count as an activation?
A: No.

Q: If an operative would be injured from more than one rule, are the effects applied more than once? For example, an operative has fewer than half of its wounds remaining and is within ▆ of an **ANATHEMA PSYKANA** operative with the Creeping Dread Strategic Ploy (**TALONS OF THE EMPEROR**).
A: No. In such instances, the Creeping Dread Strategic Ploy would have no additional effect on that operative.

Q: Some rules such as the **PHOBOS STRIKE TEAM** **Track Target** *action interrupt an activation after an enemy operative performs an action. If it's the last action of an activation, or even the last action of the final activation of the Turning Point, can that activation still be interrupted?*
A: Yes.

Q: Is an operative equipped with the weapons it can use from psychic powers? For instance, can psychic power weapons be upgraded with rare equipment from the Core Book?
A: No. Note that this means being injured won't affect that weapon's characteristics.

MISSIONS

Q: When setting up additional barricades (e.g. the Fortify option in the Scouting step), can they be set up on a terrain feature?
A: No, unless that terrain feature has the Insignificant trait.

Q: The **Consecrate Ground** action (Mission 1.2 Consecration, Critical Operations mission pack, Kill Team Core Book) modifies an operative's Action Point Limit characteristic (APL) until the start of the next Turning Point. As this modifier doesn't generate any additional action points for the operative's activation (as explained in the Characteristics commentary above), what is the effect of this?
A: It means the operative is better at controlling objective markers and tokens until the start of the next Turning Point (which is determined by APL). Note that 'until the start of the next Turning Point' is an exception to the usual APL modifier time frame, which is usually until the end of the operative's current or next activation (whichever comes first).

Q: The Rob and Ransack Tac Op card differs from that presented in the Core Book. Which one is correct?
A: The one printed in the Core Book. Use the card to generate the Tac Op, but use the rules presented in the Core Book.

Q: Are drop zones considered to be unlimited height? For example, if a rule specifies 'within ⬠ of your opponent's drop zone' and you're measuring from a Vantage Point, do you measure the horizontal distance only?

A: Yes. The same does not apply to the 'centre of the killzone'. This distance should be measured specifically to the central point of the killzone floor.

SPEC OPS NARRATIVE PLAY

Q: When I add an operative to my dataslate for a Spec Ops campaign, and that operative has options for what it must be equipped with, do I have to select one of the options?

A: Yes. Note this means that operative is then equipped with that option for the duration of your Spec Ops campaign.

*Q: When using the Equipment Drop Requisition, how do you determine the points worth of equipment that has a split cost? For example, High Capacity Magazine (1/3EP), WARPCOVEN⦾

A: Use the lower cost.

*Q: When an operative makes multiple shooting attacks from one **Shoot** action (e.g. Blast or Torrent), does the Sharpshooter battle honour apply to all the shooting attacks from that one action, or just the first one?

A: All of them.

KILLZONES

Q: For Scrap Pile terrain features in Killzone: Octarius, can an operative perform a **Dash** action in the same activation in which it performs a **Charge Over** action, even though a **Charge Over** action is treated as a **Charge** action?

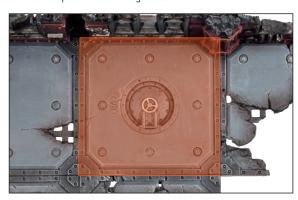A: Yes. This is an exception for that terrain feature.

*Q: For Scrap Pile terrain features in Killzone: Octarius, how far is an operative treated as moving when performing a **Scramble Over** or **Charge Over** action, e.g. for the purposes of a WARPCOVEN⦾ **RUBRIC MARINE** operative's All is Dust ability?

A: The distance it has travelled from the start to the end of that action.

*Q: For Scrap Pile terrain features in Killzone: Octarius, can operatives that perform free **Normal Move** or **Charge** actions perform the **Scramble Over** or **Charge Over** actions respectively instead? For example, during the free **Charge** action as a result of the WYRMBLADE⦾ **LOCUS** operative's **Quicksilver Strike** action?

A: Yes.

Q: For terrain features with Hatches in Killzone: Chalnath, what parts on the terrain feature are a Hatch, and therefore what parts can an operative move through?

A: The area specified in the diagram below:

Q: Some terrain features such as pipes would realistically provide Cover for an operative, but as they are slightly elevated off the ground, Cover lines drawn to the operative would not cross the terrain feature. In such circumstances, should they still provide Cover?

A: If terrain features like this should realistically provide Cover, treat small gaps between the bottom of a terrain feature and the killzone floor as part of the terrain feature. Be sure to discuss this with your opponent in the Determine Killzone step, and use common sense to resolve it.

CORE RULES

ERRATA 1.2

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it's revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

CORE BOOK

Page 70, Line of Sight, Cover
Change the second bullet point to read:
'The intended target is within ▲ of a point at which a Cover line crosses another operative's base (unless that other operative is not itself in the active operative's LoS), or a terrain feature that provides Cover (see page 72).'

Page 72, Terrain Traits
Add the following trait:
'**Scalable:** This trait can be applied to terrain features more than 2◯ tall. Each time an operative climbs this terrain feature, the final incremental distance of less than ◯ is ignored, instead of being rounded up to ◯.'

*Page 72, Vantage Point
Change the bullet points to read:
- '• The operative cannot use the floor of the Vantage Point to be Obscured.
- • The operative cannot use parts of the Vantage Point's terrain feature that is lower than the operative to be Obscured.'

Page 75, Drop
Change the first paragraph to read:
'A drop is when an operative descends from height without climbing. The operative must be within ▲ of the edge of the terrain feature it will drop from, and the intended location must be vertically within 3◯ of the level it occupies. The operative can drop from that terrain feature counting the vertical distance it travels towards the total distance it moves. The vertical distance is measured in increments of ◯, rounding down. Note that a total vertical distance of less than ◯ is therefore ignored. An operative can perform a **Dash** action during a drop in order to reach its intended destination.'

Page 142, Blast X
Change this special rule to read:
'Each time a friendly operative performs a **Shoot** action and selects this weapon (or, in the case of profiles, this weapon's profile), after making the shooting attack against the target, make a shooting attack with this weapon (using the same profile) against each other operative Visible to and within X of the original target – each of them is a valid target and cannot be in Cover. X is the

distance after the weapon's Blast, e.g. Blast ◯. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action.'

MISSION PACKS

Shadow Operations: Octarius War Mission Pack (Kill Team: Octarius)
Page 93, Mission 3.3 Breach Defences, Spec Ops Campaign, Tac Ops Bonus
Change to read:
'If you scored 3 or more victory points from Security or Infiltration Tac Ops during this battle, you gain 1 additional Requisition point.'