



CORE RULES: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. 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.

CORE BOOK

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

KILLZONE: VOLKUS, CITYFIGHT RULES, CONDENSED STRONGHOLD

Change relevant part to read:

'[...] if the target is wholly within a stronghold terrain feature and on the killzone floor **or a fire step**.'

UPDATE 1.0

KILLZONE: BHETA-DECIMA, HAZARDOUS AREAS, EQUIPMENT

Change to read:

'Equipment can be set up on Vantage terrain **and within 2" of Accessible terrain** (this takes precedence over the usual restrictions).'

RULES COMMENTARY

This section provides clarification on ambiguous and complex rules interactions.

Q: *In the Resolve Attack Dice step of the Shoot action, what order are successes resolved in? How does this interact with my rules that reduce or ignore damage from the first attack dice (e.g. **CORSAIR VOIDSCARRED** **Warding Shield**, **HERNKYN YAEIR** **Tough Survivalists**)?*

A: Successes resolve simultaneously. The defender can select one of the successes being resolved to reduce or ignore (as appropriate to their rule).

UPDATE 1.0

Q: *How does the **Guard** action interact with rules where the operative must perform the **Shoot** action with a specific weapon (e.g. **PHOBOS STRIKE TEAM** **Astartes**, **KOMMANDO** **Dakka Dash**)?*

A: The operative can perform the **Guard** action, so long as the relevant weapon is selected if it performs the **Shoot** action during the interrupt.

Q: *If an operative's rules allow you to place a marker (e.g. **HERNKYN YAEIR** **Hy-Pex Mines**, **VESPID STINGWING** **Neutron Bombardment**), then that operative is removed from the killzone, is that marker also removed?*

A: No, unless specified otherwise.

APPROVED OPS CARD PACK 2024

RULES COMMENTARY

UPDATE 1.0

This section provides clarification on ambiguous and complex rules interactions.

Q: *For the Confirm Kill tac op, if a friendly operative meets the victory point requirements for two different Confirm Kill mission markers, can I remove them both to score 2VP?*

A: Yes.

Q: For the Power Surge crit op, can a player choose to pass and not use the **STRATEGIC GAMBIT** to select one objective marker to be surged?

A: No.

UNIVERSAL EQUIPMENT: UPDATE LOG

ERRATA

UPDATE 1.0

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RAZOR WIRE

Second sentence changed to read:

‘Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, **access points and Accessible terrain.**’

Obstructing rule changed to read:

‘Whenever an operative would cross **over** this terrain feature within 1" of it, treat the distance as an additional **1"**.’

MINES

First sentence changed to read:

‘Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, **access points and Accessible terrain.**’

LIGHT BARRICADES

Changed to read:

‘Light barricades are Light terrain, **except the feet, which are Insignificant and Exposed.** Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, **access points and Accessible terrain.**’

HEAVY BARRICADE

Second sentence changed to read:

‘Before the battle, you can set it up wholly within 2" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, **access points and Accessible terrain.**’

PORTABLE BARRICADE

Second sentence changed to read:

‘Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, **access points and Accessible terrain.**’

Final sentence of Portable rule changed to read:

‘Operatives connected to the inside of it can perform the following **unique** action during the battle.’

First effect of **Move With Barricade** action changed to read:

‘The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump **or use any kill team's rules that remove it and set it back up again (e.g. HEARTHKYN SALVAGER, FLY, MANDRAKE, SHADOW PASSAGE).**’

