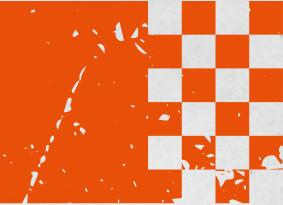




CORE RULES: UPDATE LOG



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

UPDATE 1.3

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**.

APPENDIX, WEAPON RULES, HEAVY

Change first sentence to read:

'An operative cannot use this weapon in an activation **or counteraction** in which it moved, and it cannot move in an activation **or counteraction** in which it used this weapon.'

PREVIOUS ERRATAS

KEY PRINCIPLES, DAMAGE

Add following text to end of first paragraph:

'Some rules allow an incapacitated operative to perform a free action before being removed from the killzone. Such an operative cannot perform more than one free action (excluding **Place Marker**) in this instance, and that operative's player decides the order of any of its rules that occur before it's removed from the killzone (taking precedence over the player with initiative deciding).'

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.'

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).'

KEY PRINCIPLES, DATACARDS, OPERATIVE STATS

Change 2nd designer's note to read:

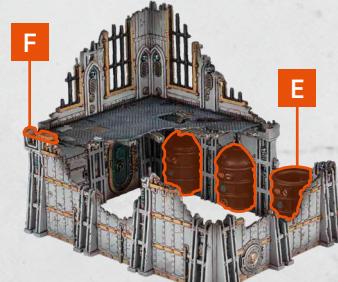
'If an operative's stats or its weapons' stats are changed during an action, apply the change once the action has been completed. Note that changes to weapon rules are applied immediately.'

FIREFIGHT PHASE, COUNTERACT

Change relevant part of first two sentences to read:

'[...] you can select an expended friendly operative with an Engage order to perform a 1AP action (excluding **Guard**) for free. Each operative can only counteract once per turning point. That operative cannot move more than 2", or must be set up wholly within 2" if it's removed and set up again, while counteracting [...]'

KILLZONE: VOLKUS
STRONGHOLD A



KEY PRINCIPLES, DISTANCES

Change relevant part of last sentence of second paragraph to read:

'If an operative is carrying a mission or objective marker, that marker is the same distance as that operative.'

ACTIONS, SHOOT, SELECT VALID TARGET

Add following text:

'An operative cannot be in cover from and obscured by the same terrain feature. If it would be, the defender must select one of them (cover or obscured) for that sequence when their operative is selected as the valid target.'

KILLZONE: GALLOWDARK, CLOSE QUARTERS, GUARD ACTION

Add the following to the first bullet point:

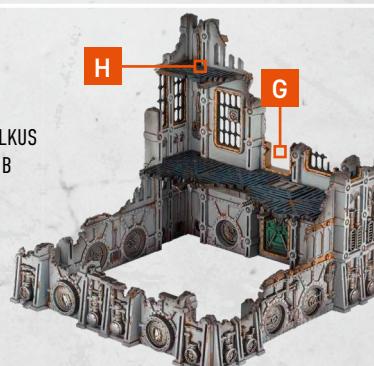
- It performs any action, moves or is set up.'

KILLZONE: VOLKUS, STRONGHOLD

Add the following bullet points:

- E. The three barrel containers on Stronghold A are Blocking and Heavy terrain.
- F. The small broken ramparts on the edge of the Vantage terrain of Stronghold A are Insignificant and Exposed terrain.
- G. The gap on the lower Vantage terrain of Stronghold B is Accessible terrain.
- H. You cannot have more than one friendly operative on the highest upper level of Stronghold B at once, and that operative must be placed on one side or the other of that level, it cannot be placed in the middle (this means an enemy operative cannot be prevented from moving onto or being set up on the other side). If an operative's base is too big to be placed there, it must move (or be set up) on as far as possible (otherwise it cannot complete that move), then place it to one side instead and treat it as being there. Hold it as far on that level as possible when it matters for checking other rules (e.g. control range, visibility, distance to other operatives, etc.). This takes precedence over the rules for bases and being in a location it can be placed.'

KILLZONE: VOLKUS
STRONGHOLD B



PREVIOUS RULES COMMENTARIES

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 YAEGIRO** 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).

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 YAEGIRO** 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.

Q: How does the Guard action work when the operative must spend an additional AP to perform two Shoot actions with the same weapon (e.g. **WARPCOVEN** Astartes)?

A: The operative can perform the Guard action for 1AP as normal, but if it performs the Shoot action during the interrupt, you cannot select the relevant weapon unless it had the AP remaining to do so during its activation.

Q: Can you explain further what it means when a rule states that an operative is in cover and obscured if another target was (e.g. Blast X weapon rule, **BLOODED** Dark Favour).

A: When determining cover and obscured for that operative, whatever was determined for the primary or original target is the same. For example, in the case of Blast, secondary targets are not in cover/obscured if the primary target was not, and they are if the primary target was.

Q: Do rules that prevent an operative from being selected as a valid target (e.g. **HERNKYN YAEGIRO** In Position) prevent that operative from being a secondary target for a weapon with the Blast X weapon rule?

A: No, as secondary targets from Blast are not selected.

Q: When counteracting, if a rule has increased or decreased the cost of an action, does this affect what actions an operative can perform? For example, can the **ANGEL OF DEATH** Mobile Chapter Tactic allow an operative to perform the Fall Back action while counteracting now it's 1AP?

A: Yes.

Q: If a rule allows an operative to move 'any remaining move distance' from a previous action (e.g. **TEMPESTUS AQUILON** PRECURSOR Dynamic, **VOID-DANCER TRroupe** Darting Salvo) and its Move stat is modified between those actions (e.g. as a result of becoming injured), is the remaining move distance modified?

A: No.

Q: Can operatives that can only perform a restricted set of actions (**WRECKA KREW** BOMB SQUIG, **ELUCIDIAN STARSTRIDER** CANID) perform actions that are treated as one of those actions, e.g. Hatchway Fight?

A: Yes, if that operative is permitted to perform the action it's treated as.

Q: Can something be wholly within a territory while also being on the centreline?

A: Yes, but it wouldn't be within the other territory.

Q: Can rules that ignore or reduce damage inflicted by an attack dice (e.g. **KOMMANDO** Just a Scratch, **CORSAIR VOIDSCARRED** Warding Shield) ignore or reduce additional damage inflicted by that attack dice (e.g. **VESPID STINGWING** Vicious Venom, **LEGIONARY** Blood for the Blood God)?

A: Yes.

Q: Is damage from the Devastating X weapon rule considered to be additional damage inflicted by an attack dice, and can it be ignored by rules that ignore or reduce damage from an attack dice (e.g. **CORSAIR VOIDSCARRED** Warding Shield)

A: No to both.

Q: If you automatically retain a dice as a success before rolling it (e.g. cover save, Accurate weapon rule), can that dice be re-rolled and does it have a numerical result?

A: No to both.

Q: When retaining dice, if a rule retains a fail as a success instead, or a success as a critical success, does it change the numerical result of the dice?

A: No.

Q: If I attempt to resolve a rule that allows a friendly operative to perform an action upon incapacitation (e.g. BROOD BROTHER[©] Broodmind Devotion, DEATH KORPS[©] In Death, Atonement) but that action cannot be completed (e.g. as a result of HUNTER CLADE[©] Scrapcode Overload, NOVITIATE[©] Blinding Aura), have I used any limited number of uses for that rule (e.g. once per turning point).

A: Yes.

Q: When resolving rules that relate to an operative being activated, what order should these be resolved in?

A: Resolve rules that specify when an operative ‘would’ be activated first. Then resolve rules that specify when an operative ‘is’ activated, starting with rules that inflict damage (e.g. PLAGUE MARINE[©] Poison).

Q: When resolving rules that relate to an operative being incapacitated, what order should these be resolved in?

A: Resolve rules that specify when an operative ‘would’ be incapacitated first. Then resolve rules that specify when an operative ‘is’ incapacitated (including when an operative incapacitates another operative). This is followed by rules that specify ‘before’ an operative is removed from the killzone. Note that in the case of the Medic! rule and similar, this rule would resolve first, but would then prevent any relevant ‘is’ and ‘before’ rules being resolved (if any, as the operative would no longer be incapacitated).

APPROVED OPS CARD PACK 2024

PREVIOUS ERRATAS

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.

PLANT BEACONS RECON TAC OP. MISSION ACTION

Add additional text to end of third bullet point:

'More than 6" from your other Beacon mission markers.
In a killzone that uses the close quarters rules (e.g.
Killzone: Gallowdark), ignore Wall terrain when measuring
this distance.'

PREVIOUS RULES COMMENTARIES

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.