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. This document is updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the publication date has a note, e.g. ‘Revision 2’, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 17 – Dark Angels: Grim Resolve
Change the first line of this ability to read: ‘Re-roll unmodified hit rolls of 1 for attacks made with ranged weapons by models in your kill team (including when firing Overwatch) that have not moved in this battle round.’

Page 26 – Bad Moons: Armed to da Teef
Change this ability to read: ‘Re-roll unmodified hit rolls of 1 for attacks made by models in your kill team in the Shooting phase.’

Page 38 – Infiltrator
Remove ‘Stealth’ from this datasheet’s Specialists options.

Page 38 – Suppressor
Remove ‘Stealth’ from this datasheet’s Specialists options.

Page 39 – Eliminator
Remove ‘Stealth’ from this datasheet’s Specialists options.

Page 62 – Ogryn and Bullgryn
Add the following ability to these datasheets: ‘Auxilla: The Voice of Command ability has no effect on this model.’

Page 72 – Possessed
Remove ‘Stealth’ from this datasheet’s Specialists options.

Page 79 – Ranged Weapons profiles table
Add the following profile to the Ranged Weapons table:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague spewer</td>
<td>9”</td>
<td>Heavy D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>You can re-roll wound rolls of 1 for this weapon. This weapon automatically hits its target.</td>
</tr>
</tbody>
</table>

Page 88 – Striking Scorpion
Remove ‘Stealth’ from this datasheet’s Specialists options.

Page 91 – Wrack
Replace the datasheet’s characteristic profiles with the following:

<table>
<thead>
<tr>
<th>NAME</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wrack</td>
<td>7”</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>7</td>
<td>6+</td>
<td>-</td>
</tr>
<tr>
<td>Wrack Gunner</td>
<td>7”</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>7</td>
<td>6+</td>
<td>2</td>
</tr>
<tr>
<td>Acothyst</td>
<td>7”</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>3</td>
<td>8</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

Page 109 – Ranged Weapons points table
Change the kroot rifle entry to read: ‘Kroot rifle (KROOT only)’

FAQs

Q. Can a Vanguard Veteran Sergeant be added to a Deathwatch kill team using the Aquila Kill Team rule?
A. No. Only Vanguard Veteran models can be affected by this rule.

Q. If a Khorne Berzerker Champion takes two lightning claws, which points value should I use?
A. Use the points value for a pair of lightning claws.
Q. Can a model with the For the Greater Good ability fire Overwatch if another model from their kill team is charged by a model with the Banshee Mask ability?
A. No