



COMPENDIUM

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 (*).

GREY KNIGHT

*Q: Can the Hexagrammic Ward equipment (pg 35) prevent psychic actions that don't have a psychic power from being resolved, e.g. psychic actions from **WARPCOVEN** Tac Ops?*

A: Yes.

COMMORRITE & CRAFTWORLD

*Q: When using the Fleet Strategic Ploy (pages 109 & 116), how does the operative perform a **Dash** action with a **Normal Move** or **Fall Back** action?*

A: It can perform the **Normal Move** or **Fall Back** action immediately followed by a **Dash** action, or vice versa.

CRAFTWORLD

*Q: Can **HEAVY WEAPON PLATFORM** operatives perform **Overwatch** actions? Can **GUARDIAN DEFENDER HEAVY GUNNER** operatives allow a **HEAVY WEAPON PLATFORM** operative to perform an **Overwatch** action if it performed a **Control Platform** action during the Turning Point?*

A: No in both instances.

TROUPE

Q: How does the second bullet point of the Prismatic Blur Strategic Ploy (pg 120) interact with the Brutal special rule?

A: If the operative is forced to parry as a result of the 4+, the Brutal special rule will have no effect: the operative can parry with normal hits in that instance.

HUNTER CADRE

Q: When using the Stand and Fire Tactical Ploy (pg 146), if I select a weapon that has more than one profile, can I still select a profile to use, even though it isn't a shooting attack?

A: Yes.

Q: When using the Stand and Fire Tactical Ploy (pg 146), how do the ranged weapon's critical hit rules work (if any)?

A: Only critical hit rules that specify when an operative fights in combat with the weapon can be used. For example, the MWx critical hit rule specifies 'each time a friendly operative makes a shooting attack with this weapon', therefore that critical hit rule will have no effect when the operative fights in combat.

*Q: How does the Camouflage Field ability (**STEALTH BATTLESUIT** operatives) interact with the Indirect special rule?*

A: The Camouflage Field ability takes precedence.

Q: When a **DRONE operative is protecting a friendly operative as a result of Saviour Protocols, and the protected operative is targeted by a weapon that makes subsequent attacks against operatives within a given distance (e.g. Blast X, Torrent X, etc.), do you determine the distance from the protected operative or the **DRONE** operative?*

A: The protected operative.