



# VETERAN GUARDSMAN

## ERRATA 1.1

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, Demolition Veteran, Detonate ability

Change the second sentence to read:

'When making those shooting attacks, each operative is treated as being Visible and not Obscured, but when determining if it is in Cover, treat this operative's Mine token as the active 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+.'