

WARHAMMER  
40,000

# KILL TEAM

# KOMMANDO

## 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 61, Kommando Breacha Boy, breacha ram

Change the 'Brutal' rule from a critical hit rule (!) to a special rule (SR).

#### Page 61, Kommando Breacha Boy, Bull Charge ability

Change to read:

'Each time this operative fights in combat, if it made a charge move during that activation, its breacha ram gains the Stun critical hit rule for that combat.'

#### \*Page 62, Kommando Dakka Boy, Dakka Dash unique action

Add the following sentence:

'You can only select a dakka shoota for this action's shooting attack.'

#### Page 64, Kommando Nob, Keywords

Add the following keyword:

'LEADER'

#### Page 66, Smoke Grenade action

Change the third sentence to read:

'Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke.'