



KILL TEAM

COMPENDIUM

UPDATE 1.3

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 (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

SPACE MARINE

Page 9, Deathwatch Veteran Fire Team, first arrow point

Add the following to the **DEATHWATCH VETERAN WATCH**

SERGEANT operative's equipment options:

- Deathwatch boltgun; power weapon

Page 19, Tactical Marine Sergeant, combi-melta

Add the following critical hit rule (!):

'MW4'

Page 29, 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.'

SPACE MARINE & GREY KNIGHT

Pages 28 & 35, Tactical Ploys, Only In Death Does Duty End

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.'

IMPERIAL GUARD

Page 38, Guardsman (Gunner), Characteristics

Change the Save characteristic to '5+.'

Page 39, Tempestus Scion (Comms), gun butt

Change the WS characteristic to '3+.'


Page 40, Tempestor, power fist

Add the following special rule (SR):

'Brutal'

Page 41, Strategic Ploys, Guardsman Orders

Change the second sentence to read:

'All friendly **TEMPESTUS SCION** operatives, and all friendly **GUARDSMAN** operatives within  of and Visible to a friendly **IMPERIAL GUARD LEADER** operative, are issued that Guardsman Order.'

Page 42, Medikit

Change the first sentence to read:

'The operative gains the **MEDIC** keyword until the start of the next battle and can perform the following action during the battle:'

ECCLESIArchy

Page 52, Battle Sister Fire Team, Specifications

Add the following:

'Your kill team can only include up to one **BATTLE SISTER ICON BEARER** operative.'

TALONS OF THE EMPEROR

Page 61, Custodian Guard (Warrior) & Custodian Guard (Leader), Characteristics

Change the APL characteristic to '3'.

Page 64, Tactical Ploys, Brotherhood of Demigods

Change to read:

'Use this Tactical Ploy at the end of the Firefight phase. Select one friendly **ADEPTUS CUSTODES** operative to perform one free **Fight** or **Overwatch** action (this does not count as an activation).'

DEATH GUARD

Page 76, Plague Marine Champion, Characteristics

Change the Movement characteristic to '2○'.

THOUSAND SONS

Page 86, Strategic Ploys, Malicious Volleys

Change the last sentence to read:

'A bolt weapon is a ranged weapon that includes 'bolt' in its name (excluding **Doombolt**), e.g. inferno boltgun.'

CHAOS DAEMON

Pages 92 & 93, Daemonette (Icon Bearer) and Daemonette (Horn Bearer), Claws

Change the Attacks characteristic to '4'.

COMMORRITE

Page 113, Kabalite (Gunner), shredder

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

Page 117, Haywire Grenade

Add the following special rule (SR):

'Limited'

TOMB WORLD

Page 130, Necron Warrior Fire Team

Change the operative requirements to:

'A **NECRON WARRIOR** fire team includes five **NECRON WARRIOR** operatives, each separately equipped with a bayonet and one of the following options:

- Gauss flayer or gauss reaper'

HUNTER CADRE

Page 137, Drones boxout, eighth bullet point

Change the **DS8 TACTICAL SUPPORT TURRET** operative requirements to:

'**DS8 TACTICAL SUPPORT TURRET** equipped with a missile pod or smart missile system'

Page 137, Saviour Protocols

Add the following sentence:

'Friendly **HUNTER CADRE** operatives cannot be protected by Saviour Protocols from shooting attacks made against each operative within range of a specified point (e.g. remote mine, see *Kill Team: Octarius*). Note that this also means they cannot be protected from the subsequent shooting attacks made as a result of the Blast or Torrent special rules.'

Page 137, Saviour Protocols

Change the relevant part of the second sentence to read:

'If it does so, until the end of the Turning Point or until they are no longer within ○ of each other (whichever comes first), each time a shooting attack is made against'

Page 141, Stealth Battlesuit Shas'vere, fusion blaster

Change the BS characteristic to '3+'.

Page 144, MB3 Recon Drone, Characteristics

Change the Defence characteristic to '3'.

Page 145, DS8 Tactical Support Turret, Characteristics

Change the Defence characteristic to '3'.

BROOD COVEN

Page 158, Neophyte Hybrid Fire Team, first bullet point

Change the **NEOPHYTE HYBRID TROOPER** operative requirements to:

'**NEOPHYTE HYBRID TROOPER** each separately equipped with a gun butt and one of the following options:

- Autogun or shotgun'

HIVE FLEET

Page 156, Lurk Strategic Ploy

Change the relevant part of this rule to read:

'if it is in Cover and either has a Conceal order or is ready, one additional dice can be retained as a successful normal save as a result of Cover, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

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 (pg 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, Torrent, etc.), do you determine the distance from the protected operative or the **DRONE** operative?*

A: The protected operative.