

WARHAMMER
40,000

KILL TEAM

WYRMBLADE

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 (*).


DESIGNER'S COMMENTARY

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

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*Q: When using the Hiding Tactical Ploy, if I activate a hiding operative, set it up with an order, subtract the action points for the **Normal Move** action, can I then immediately change its order with the Cult Ambush ability? In particular, change to Engage to benefit from the attack dice re-rolls of Cult Ambush?*

A: No.

*Q: If a **LOCUS** operative performs the **Quicksilver Strike** action, then an enemy operative moves with **FLY** within  of it, can that enemy operative's activation be interrupted to resolve the **Quicksilver Strike** action?*

A: Not while the enemy operative is using **FLY**; it moves around the **LOCUS** operative as if it were not there, so the condition of the **Quicksilver Strike** action cannot be met.

*Q: For the purposes of the Cult Ambush ability, when an **WYRMBLADE** operative makes multiple shooting attacks from one **Shoot** action (e.g. Blast or Torrent), do the re-rolls apply to all the shooting attacks from that one action, or just the first one?*

A: All of them.

CLOSE QUARTERS

Q: If a **WYRMBLADE operative performs a **Guard** action in an activation in which its order was changed from Conceal to Engage, does it gain the benefit of Cult Ambush re-rolls in the subsequent guard attack?*

A: No.