

WARHAMMER
40,000

KILL TEAM

LEGIONARY

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.

KILL TEAM: NACHMUND

Page 37, Legionary operative selection

Change the final paragraph to read:

'Other than **LEGIONARY**  **WARRIOR** operatives, your kill team can only include each operative above once.'

Page 39, Perpetual Aggression Strategic Ploy

Add the following bullet point:

'It can do so even if it's performed a **Normal Move** or **Charge** action during the activation, and vice versa, doing so doesn't prevent it from subsequently performing a **Normal Move** or **Charge** action during that activation in the normal manner.'

Page 40, Mutability and Change Tactical Ploy

Change the first sentence to read:

'Use this Tactical Ploy **when** a friendly **TZEENTCH** operative is activated.'

Page 45, Legionary Chosen, Soul Feast ability

Change the ability to read:

'Each time this operative fights in combat, **at the end of the** Resolve Successful Hits step of that combat, **if this operative has not been incapacitated and any of their strikes inflicted** Critical Damage, this operative regains 2 lost wounds.'

Page 46, Legionary Aspiring Champion, In the Eyes of the Gods ability

Change the ability to read:

'Once per Turning Point, **during this operative's activation**, if it incapacitates an enemy operative, **it can perform one free action during that activation**.'

CLOSE QUARTERS

Page 35, Dark Desecration Tac Op

This Tac Op is not in use when the Close Quarters rules are in effect.

DESIGNER'S COMMENTARY

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

KILL TEAM: NACHMUND

Q: When using the Disgusting Vigour ability, can I retain the successful normal save as a result of Cover as a critical save instead?

A: Yes. This must be decided before defence dice are rolled, however.

Q: Can the Malignant Aura Tactical Ploy reduce the number of defence dice rolled when using an invulnerable save?

A: Yes. Invulnerable saves specifically ignore Save characteristic modifiers and the APx special rule, whereas Malignant Aura affects the Defence characteristic.

*Q: How do interruptions after an operative performs an action (e.g. **Guard**) work with the Perpetual Aggression Strategic Ploy?*

A: Treat the move as a separate action. Therefore the **KHORNE** operative can be interrupted after fighting in combat, before or after it moves from Perpetual Aggression.

*Q: Some rules allow you to resolve a hit before the attacker (e.g. Bladed Stance ability, **VOIDSCARRED KURNATHI**). How do these interact with the **SHRIVETALON**'s Vicious Reflexes ability?*

A: Vicious Reflexes changes the order of dice resolution, but rules such as Bladed Stance happen before the order of dice resolution. As a result, Bladed Stance would allow the **VOIDSCARRED KURNATHI** to parry first, then normal dice resolution would begin, starting with the **SHRIVETALON** operative.

**Q: When resolving the Unending Bloodshed Tactical Ploy, can I use the Wrathful Onslaught ability to strike with a normal hit as if it were a critical hit?*

A: No.