WARHAMMER 40,000 KILL TEAM

CHAOS CULT ☠

UPDATE 1.1

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: ASHES OF FAITH

Page 56, Mutation
Third paragraph, final sentence
Change to:
'It will revert back to its original **DEVOTEE** miniature and datacard after the battle.'

Fourth bullet point
Change to:
'Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead mutate a number of friendly **CHAOS CULT** ☠ operatives equal to the Turning Point number.'

*Page 57, Sickening Aura Strategic Ploy, first sentence
Change the relevant part to read:
'Until the end of the Turning Point, while an enemy operative is within'

*Page 57, Faithful Follower Tactical Ploy
Add the following sentence:
'This ploy has no effect on shooting attacks made with weapons that have the Blast or Torrent special rules, or attacks made against each operative within a certain distance of a specified point (e.g. mines).'

DESIGNER'S COMMENTARY

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

KILL TEAM: ASHES OF FAITH

*Q: When completing a group activation, if the first **DEVOTEE** operative mutates into a **MUTANT** operative during its activation, must I still select a **DEVOTEE** operative afterwards to fulfil the group activation requirements (assuming I am able)?*
A: Yes.

*Q: If I want to mutate a friendly operative at the end of a combat in which a friendly **DEVOTEE** operative inflicted damage and was not incapacitated, must it be that operative that mutates, or can it be any friendly operative?*
A: It must be that operative.

Q: If a **CHAOS CULT **DEVOTEE** operative mutates into a **MUTANT** by incapacitating an enemy operative in combat, but that enemy operative inflicts damage when they are incapacitated (e.g. **BLOODED** **TRAITOR BRIMSTONE GRENADIER** operative's Explosive Demise ability, or **KOMMANDO** **BOMB SQUIG** operative's BOOM! ability), what happens first?*
A: Mutate into a new operative first, then inflict the damage.

Q: If a **CHAOS CULT **DEVOTEE** operative mutates into a **MUTANT** during its activation by incapacitating an enemy operative, can I then use the Unleash the Daemon Tactical Ploy before its activation ends?*
A: Yes.