



# BLADES OF KHAINED

## UPDATE 1.0

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: SALVATION**

##### **Page 57, Dire Avenger Aspect Techniques, Death of a Thousand Blades**

Change to:

'Use this Aspect Technique **when** a friendly **DIRE AVENGER** operative **is performing the Shoot action, after it makes a shooting attack using a shuriken catapult or twin shuriken catapult**. Make another shooting attack with that operative using the same weapon against another valid target within  $\bigcirc$  of the first target.'

## DESIGNER'S COMMENTARY

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

### KILL TEAM: SALVATION

*Q: When using the Strike and Fade Striking Scorpion Aspect Technique, does it happen during the **Fight** action, or after? For example, if my opponent wants to interrupt to make a guard attack, could they do so before Strike and Fade is resolved?*

A: During the **Fight** action. In the example, resolve Strike and Fade first.

*Q: When using The Woe Howling Banshee Aspect Technique, can the operative do any other actions between the first **Charge** action, incapacitating an enemy operative in combat and the free **Charge** action? For example, could it **Charge**, mission action, **Fight** and free **Charge**? Or **Charge**, **Fight**, **Shoot** and free **Charge**?*

A: No.

*Q: When using The Woe Howling Banshee Aspect Technique, if the operative's Movement characteristic would be modified after the first **Charge** action (e.g. it becomes injured), can it still use the full remaining increments of movement from the first **Charge** action?*

A: Yes.

*Q: When using the Rain of Tears Howling Banshee Technique, when does the **Fight** action end?*

A: After the **HOWLING BANSHEE** operative has performed the free **Dash** or **Fall Back** action. Therefore, if your opponent would interrupt the **HOWLING BANSHEE** operative's activation (e.g. for a guard attack), it would be after the **Dash** or **Fall Back** action has been completed.

*Q: If a **FELLGOR RAVAGER** operative gains a Frenzy token as a result of a **BLADES OF KHAINÉ** operative's Mandiblasters, does the **Fight** action end?*

A: Yes.