



KILLZONE: TOMB WORLD UPDATE LOG



Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

RULES COMMENTARY

FEBRUARY '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *When an operative teleports, is it treated as having moved for the purposes of rules with a distance requirement (e.g. **BROOD BROTHERS** Alpha Predator, **PLAGUE MARINES** Lumbering Death, **VESPID STINGWING** Neutron Charge)?*

A: No.

PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

TERRAIN RULES, DESIGNER'S NOTE

Additional text added to end of paragraph:

'Additionally, any relevant errata or rules commentary to Killzone: Gallowdark in the Kill Team Core Book should be applied to this killzone as well.'

TERRAIN RULES, TELEPORT PAD

Additional text added to end of paragraph:

'Equipment terrain features cannot be set up within 2" of a teleport pad. Whenever an operative's base is touching a teleport pad, if another operative is on that teleport pad, those operatives are treated as being within each other's control range.'