CORE RULES: 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.

CORE BOOK

ERRATA

OCTOBER '26

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.

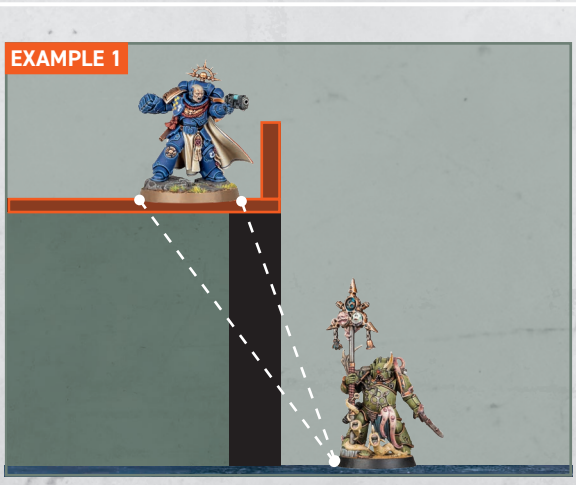
KILLZONES, TERRAIN TYPES, VANTAGE

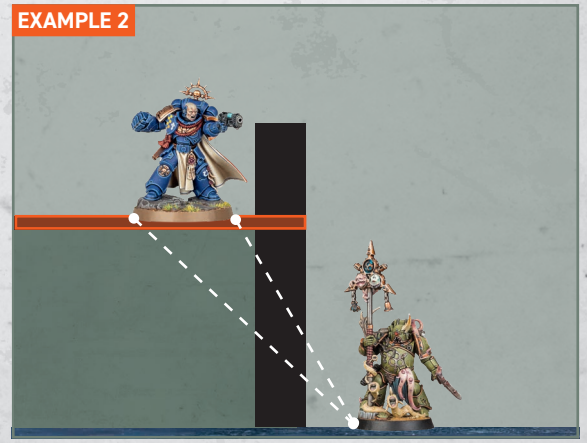
Add following text after fourth paragraph:

'Fourthly, for the purposes of cover and intervening, when targeting an operative on Vantage terrain from below, if a rampart that's above the targeting line is within the target's control range, it's intervening.

In example 1, the targeting lines pass through the Heavy terrain. However, it's not within the target's control range as it's not visible, so the target is in Light cover from the Vantage and rampart.

In example 2, the Heavy terrain rampart is both above the targeting line and within the target's control range, so it is treated as intervening, meaning the target is in Heavy cover.'





ACTIONS, FIGHT, RESOLVE ATTACK DICE

Add following text to end of second sentence of first paragraph:

'[...] or one operative in that fight is incapacitated (see damage on pg 47), at which point the action ends, then any incapacitated operatives are removed.

RULES COMMENTARY

OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *If a rule would interrupt or cancel my attempt to activate a friendly operative (e.g.* **EXACTION SQUAD** *Execution Order,* **MANDRAKES** **NIGHTFIEND** *Harrowing Whispers), do I give that friendly operative an order before or after that rule has finished resolving?*

A: After.

Q: *If a rule would take effect 'after an activation,' can it do so even if it's the last activation of the turning point?*

A: Yes.

Q: *If an operative is injured during an interruption while performing a move action (e.g. due to a* **Guard** *action after an* **Operate Hatch** *action), is the move allowance for that action reduced?*

A: No.

Q: *If a rule would interrupt 'after an action,' can it do so during an action consisting of two actions (e.g.* **KOMMANDOS** **DAKKA BOY** *Dakka Dash), and can it do so even if it's the last action of an activation?*

A: Yes to both.

KEY PRINCIPLES, DAMAGE

Add following text to end of first paragraph:

'Some rules allow an incapacitated operative to perform a free action before being removed from the killzone. Such an operative cannot perform more than one free action (excluding **Place Marker**) in this instance, and that operative's player decides the order of any of its rules that occur before it's removed from the killzone (taking precedence over the player with initiative deciding).'

KEY PRINCIPLES, DISTANCES

Change relevant part of last sentence of second paragraph to read:

'If an operative is carrying a mission or objective marker, that marker is the same distance as that operative.'

KEY PRINCIPLES, DATACARDS, OPERATIVE STATS

Change 2nd designer's note to read:

'If an operative's stats or its weapons' stats are changed during an action, apply the change once the action has been completed. Note that changes to weapon rules are applied immediately.'

KEY PRINCIPALS, PRECEDENCE

Add the following bullet point and adjust the subsequent point to lower precedence:

'5. The active operative's controlling player decides.
6. The player with initiative decides.'

FIREFIGHT PHASE, COUNTERACT

Change relevant parts of first two sentences to read:

'[. . .] you can select an expended friendly operative with an Engage order to perform a 1AP action (excluding **Guard**) for free. Each operative can only counteract once per turning point. That operative cannot move more than or be removed and set up more than 2" away while counteracting [. . .]'

ACTIONS, SHOOT, SELECT VALID TARGET

Add following text:

'An operative cannot be in cover from and obscured by the same terrain feature. If it would be, the defender must select one of them (cover or obscured) for that sequence when their operative is selected as the valid target.'

APPENDIX, WEAPON RULES, HEAVY

Change first sentence to read:

'An operative cannot use this weapon in an activation or counteraction in which it moved, and it cannot move in an activation or counteraction in which it used this weapon.'

APPENDIX, WEAPON RULES, TORRENT

Change first sentence to read:

'Select a valid target as normal as the primary target, then select any number of other valid targets within *x* of the first valid target, but not within control range of friendly operatives, as secondary targets, e.g. Torrent 2".'

APPENDIX, WEAPON RULES, SEVERE

Change second sentence to read:

'The Devastating and Piercing Crits weapon rules still take effect, but Punishing and Rending don't.'

KILLZONES, TERRAIN AND MOVEMENT, JUMPING

Change to read:

'Operatives can jump from Vantage terrain higher than 2" from the killzone floor when they move off it. You can move them up to 4" horizontally from the edge when they jump, done like any other move except in one straight-line increment. The operative must then drop or climb from there. When jumping *from* Vantage terrain, if there is a terrain part such as a rampart at the edge the operative would jump from, the operative must climb it first then jump from the highest point it must climb over. When jumping *to* a terrain feature, you can ignore its height difference of 1" or less, including its rampart (if any). ~~However, when jumping from a terrain feature, if it has a rampart, you must climb it first.~~'

KILLZONES, TERRAIN TYPES

Add terrain type:

'**Ceiling:** Operatives with a round base of 50mm or less, or an oval base of 60x35mm, can move underneath Ceiling terrain regardless of the operative's height (this takes precedence over Terrain and Movement on pg 56). The operative must still finish the action in a location it can be placed.'

KILLZONE: BHETA-DECIMA, HAZARDOUS AREAS, EQUIPMENT

Change to read:

'Equipment can be set up on Vantage terrain and within 2" of Accessible terrain (this takes precedence over the usual restrictions).'

KILLZONE: VOLKUS, CITYFIGHT RULES, CONDENSED STRONGHOLD

Change relevant part to read:

'[. . .] if the target is wholly within a stronghold terrain feature and on the killzone floor or a fire step.'

KILLZONE: GALLOWDARK & KILLZONE: TOMB WORLD, CLOSE QUARTERS, GUARD ACTION

Add the following to the first bullet point:

‘ • It performs any action, moves or is set up.’

KILLZONE: GALLOWDARK & KILLZONE: TOMB WORLD, CLOSE QUARTERS, ON GUARD

Add following text to end of first paragraph:

‘If you do, that friendly operative cannot counteract during the turning point.’

KILLZONE: VOLKUS, CITYFIGHT RULES, DOOR FIGHT

Change first sentence of second effect to read:

‘In the Select Enemy Operative step, instead select an enemy operative on the killzone floor and within 2" of, and on the other side of, a door the active operative is touching.’

KILLZONE: VOLKUS, LARGE RUIN

Change first sentence of first bullet point to read:

‘The upper level of a large ruin terrain feature is Ceiling and Vantage terrain.’

KILLZONE: VOLKUS, LARGE RUIN

Add following text to end of third bullet point:

‘The door is Accessible and Heavy terrain. For the purposes of control range, ignore the door when determining visibility.’

KILLZONE: VOLKUS, STRONGHOLD

Change first bullet point to read:

‘The upper level(s) of a stronghold terrain feature is Ceiling and Vantage terrain.’

KILLZONE: VOLKUS, STRONGHOLD

Add the following bullet points:

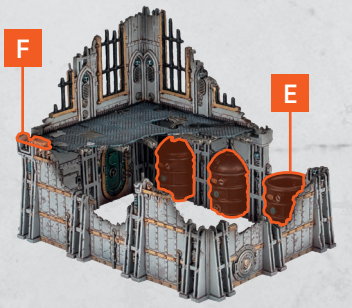
‘• E. The three barrel containers on Stronghold A are Blocking and Heavy terrain.

• F. The small broken ramparts on the edge of the Vantage terrain of Stronghold A are Insignificant and Exposed terrain.

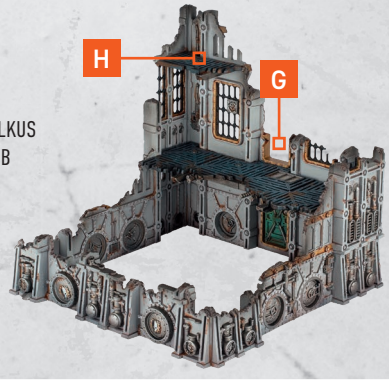
• G. The gap on the lower Vantage terrain of Stronghold B is Accessible terrain.

• H. You cannot have more than one friendly operative on the highest upper level of Stronghold B at once, and that operative must be placed on one side or the other of that level, it cannot be placed in the middle (this means an enemy operative cannot be prevented from moving onto or being set up on the other side). If an operative’s base is too big to be placed there, it must move (or be set up) on as far as possible (otherwise it cannot complete that move), then place it to one side instead and treat it as being there. Hold it as far on that level as possible when it matters for checking other rules (e.g. control range, visibility, distance to other operatives, etc.). This takes precedence over the rules for bases and being in a location it can be placed.’

KILLZONE: VOLKUS STRONGHOLD A



KILLZONE: VOLKUS STRONGHOLD B



PREVIOUS RULES COMMENTARIES

Q: *In the Resolve Attack Dice step of the* **Shoot** *action, what order are successes resolved in? How does this interact with my rules that reduce or ignore damage from the first attack dice (e.g.* **CORSAIR VOIDSCARRED** **Warding Shield**, **HERNKYN YAEGIR** *Tough Survivalists)?*

A: Successes resolve simultaneously. The defender can select one of the successes being resolved to reduce or ignore (as appropriate to their rule).

Q: *How does the* **Guard** *action interact with rules where the operative must perform the* **Shoot** *action with a specific weapon (e.g.* **PHOBOS STRIKE TEAM** *Astartes,* **KOMMANDO** **Dakka Dash***)?*

A: The operative can perform the **Guard** action, so long as the relevant weapon is selected if it performs the **Shoot** action during the interrupt.

Q: *How does the* **Guard** *action work when the operative must spend an additional AP to perform two* **Shoot** *actions with the same weapon (e.g.* **WARPCOVEN** *Astartes)?*

A: The operative can perform the **Guard** action for 1AP as normal, but if it performs the **Shoot** action during the interrupt, you cannot select the relevant weapon unless it had the AP remaining to do so during its activation.

Q: *If an operative's rules allow you to place a marker (e.g.* **HERNKYN YAEGIR** *Hy-Pex Mines,* **VESPID STINGWING** *Neutron Bombardment), then that operative is removed from the killzone, is that marker also removed?*

A: No, unless specified otherwise.

Q: *Can you explain further what it means when a rule states that an operative is in cover and obscured if another target was (e.g. Blast X weapon rule,* **BLOODED** *Dark Favour).*

A: When determining cover and obscured for that operative, whatever was determined for the primary or original target is the same. For example, in the case of Blast, secondary targets are not in cover/obscured if the primary target was not, and they are if the primary target was.

Q: *Do rules that prevent an operative from being selected as a valid target (e.g.* **HERNKYN YAEGIR** *In Position) prevent that operative from being a secondary target for a weapon with the Blast X weapon rule?*

A: No, as secondary targets from Blast are not selected.

Q: *When counteracting, if a rule has increased or decreased the cost of an action, does this affect what actions an operative can perform? For example, can the* **ANGEL OF DEATH** *Mobile Chapter Tactic allow an operative to perform the* **Fall Back** *action while counteracting now it's 1AP?*

A: Yes.

Q: *If a rule allows an operative to move 'any remaining move distance' from a previous action (e.g.* **TEMPESTUS AQUILON** **PRECURSOR** *Dynamic,* **VOID-DANCER TROUPE** *Darting Salvo) and its Move stat is changed between those actions (e.g. as a result of becoming injured), is the remaining move distance changed?*

A: No.

Q: *Can operatives that can only perform a restricted set of actions (***WRECKA KREW** **BOMB SQUIG**, **ELUCIDIAN STARSTRIDER** **CANID***) perform actions that are treated as one of those actions, e.g.* **Hatchway Fight***?*

A: Yes, if that operative is permitted to perform the action it's treated as.

Q: *Can rules that ignore or reduce damage inflicted by an attack dice (e.g.* **KOMMANDO** *Just a Scratch,* **CORSAIR VOIDSCARRED** **Warding Shield***) ignore or reduce additional damage inflicted by that attack dice (e.g.* **VESPID STINGWING** *Vicious Venom,* **LEGIONARY** *Blood for the Blood God)?*

A: Yes.

Q: *Is damage from the Devastating X weapon rule considered to be additional damage inflicted by an attack dice, and can it be ignored by rules that ignore or reduce damage from an attack dice (e.g.* **CORSAIR VOIDSCARRED** **Warding Shield***)*

A: No to both.

Q: *Can something be wholly within a territory while also being on the centreline?*

A: Yes, but it wouldn't be within the other territory.

Q: *If you automatically retain a dice as a success before rolling it (e.g. cover save, Accurate weapon rule), can that dice be re-rolled and does it have a numerical result?*

A: No to both.

Q: *When retaining dice, if a rule retains a fail as a success instead, or a success as a critical success, does it change the numerical result of the dice?*

A: No.

Q: *While shooting, fighting or retaliating, if I retain a dice as a normal success (e.g. Accurate 1), can I use another rule to retain it again as a critical success (e.g. Rending)?*

A: No, a dice can only be retained once. Note, however, that some rules refer specifically to changing a retained dice (e.g. the Severe weapon rule) and that these allow a dice to be changed after being retained.

Q: *If I attempt to resolve a rule that allows a friendly operative to perform an action upon incapacitation (e.g.* **BROOD BROTHER** *Broodmind Devotion,* **DEATH KORPS** *In Death, Atonement) but that action cannot be completed (e.g. as a result of* **HUNTER CLADE** *Scrapcode Overload,* **NOVITIATE** *Blinding Aura), have I used any limited number of uses for that rule (e.g. once per turning point).*

A: Yes.

Q: *When resolving rules that relate to an operative being activated, what order should these be resolved in?*

A: Resolve rules that specify when an operative 'would' be activated first. Then resolve rules that specify when an operative 'is' activated, starting with rules that inflict damage (e.g. **PLAGUE MARINE** Poison).

Q: *When resolving rules that relate to an operative being incapacitated, what order should these be resolved in?*

A: Resolve rules that specify when an operative 'would' be incapacitated first. Then resolve rules that specify when an operative 'is' incapacitated (including when an operative incapacitates another operative). This is followed by rules that specify 'before' an operative is removed from the killzone. Note that in the case of the Medic! rule and similar, this rule would resolve first, but would then prevent any relevant 'is' and 'before' rules being resolved (if any, as the operative would no longer be incapacitated).

Q: *If my operative is on Vantage terrain and shooting with a weapon with the Seek Light weapon rule against an operative in cover from Light terrain, can I elect to only use the Seek weapon rule, denying the improved cover saves from the Vantage terrain rule?*

A: Yes.

Q: *In the third main feature of Vantage terrain, for the purposes of obscured, what does 'Heavy terrain connected to Vantage terrain' mean?*

A: 'Connected' here refers to any part of the same terrain feature.

Q: *Does the additional movement cost to climb or move through Accessible terrain features count towards distance restrictions of rules (e.g.* **PLAGUE MARINE** *Lumbering Death)?*

A: Yes.

Q: *When does a player keep the initiative until?*

A: Until the winner of the roll-off decides who has initiative in the next Initiative step. Note that this means the player that had initiative in the previous turning point would resolve the precedence of any simultaneous rules affecting the next Initiative step.

Q: *When a rule states 'in an order of your choice' (e.g.* **SANCTIFIER** **CONFESSOR** *Lead the Procession) is that referring to Conceal/Engage orders?*

A: No. 'In an order of your choice' refers to the sequence in which the rule is resolved; in this example's case, the sequence in which the operatives move.

Q: *In the core rules it states 'You can never re-roll a dice roll more than once'. Can I use a rule to make my opponent re-roll a dice that's already been re-rolled (e.g.* **HAND OF THE ARCHON** **SKYSPLINTER ASSASSIN** *Omen,* **WARPCOVEN** **SORCERER OF DESTINY Ravage Destiny***)?*

A: No.

Q: *There are secondary targets of a* **Shoot** *action as a result of the Blast weapon rule. The primary target had a Conceal order and was in cover from Light terrain, but was selected as a valid target as a result of the Vantage terrain rule so it received an improved cover save. Does each secondary target receive an improved cover save too?*

A: Yes.

Q: *In Killzone: Volkus, if an operative is on the fire step of a stronghold, should the rest of the stronghold terrain feature be ignored for the purposes of determining if that operative or its target is obscured?*

A: No.

Q: *Do changes to a weapon's Hit stat while shooting (e.g.* **PATHFINDER** *Markerlights) affect the D6 rolled for the Hot weapon rule?*

A: Yes.

Q: *If a rule would prevent an action from being performed 'during that activation/counteraction' (e.g.* **NEMESIS CLAW** *Chain Snares), would it still prevent that action from being performed as a free action when it's not an activation or counteraction (e.g. as a result of a* **STRATEGIC GAMBIT** *during the Strategy phase)?*

A: Yes.

Q: *If an operative's wounds are reduced to 0, but it then performs a free action that allows it to regain lost wounds before it's removed from the killzone (e.g.* **DEATH KORPS** *In Death, Atonement, then* **Medikit***), is that operative still incapacitated and removed from the killzone after that free action?*

A: Yes.

Q: *If an operative is activated and immediately expended without performing any actions, can an operative on guard interrupt that activation?*

A: No.

Q: *If an operative on guard interrupts to perform a free action, is it 'during an activation' for the purposes of firefight ploys or other rules?*

A: Yes. Note that you cannot use rules for that action that specify they must be used 'during this operative's activation'.

Q: *If an operative performs a free action outside of the Firefight phase, can firefight ploys be used by a player in response to that action?*

A: No. Firefight ploys cannot be used outside of the Firefight phase unless specifically stated within the ploy.

Q: *What happens if an operative's APL stat is reduced during its activation?*

A: That operative can only spend AP equal to its new APL stat. Note that, in some instances, when the change is applied it will mean the operative has already spent more AP than its new APL stat – this is permitted in this situation. If that change lasts 'until the end of that operative's next activation', the change applies to both this and the next activation that operative has.

Q: *If an operative can perform the* **Shoot** *action while within control range of an enemy operative (e.g.* **CORSAIR VOIDSCARRED** **STARSTORM DUELLIST** *Quick on the Trigger), can it perform the* **Shoot** *action on the other side of a door that's ignored when determining visibility for the purposes of control range, even though the target isn't visible to it?*

A: No.

Q: *Can an operative counteract if it performed the* **Guard** *action earlier in the turning point, but has not performed the* **Fight** *or* **Shoot** *action as a result of being on guard?*

A: Yes, but note that after counteracting that operative would no longer be on guard.

Q: *Is the maximum of 2" an operative can move during a counteraction affected by rules that increase or decrease the distance that move counts as (e.g. Accessible terrain, equipment, or dropping)?*

A: Yes. Note that this means operatives cannot normally move through Accessible terrain during a counteraction.

Q: *How does a rule which allows you to ignore any changes to an operative's weapons stats (e.g.* **INQUISITORIAL AGENTS** *The Emperor's Will,* **EXACTION SQUAD** **CASTIGATOR** *Engendered Focus) interact with rules which reduce the damage inflicted?*

A: You can ignore rules which change the operative's Dmg stats (e.g. **CANOPTEK CIRCLE** Souldrain), but cannot ignore rules which cause the damage inflicted to be reduced (e.g. **PLAGUE MARINES** Disgustingly Resilient).

Q: *Does the fact that the first bullet point in the rules for Wall terrain in Killzone: Gallowdark and Killzone: Tomb World takes precedence over all other rules really mean that operatives cannot ever move through it, including as a result of Breach markers (***IMPERIAL NAVY BREACHERS***,* **WRECKA KREW***)?*

A: Yes, it really means that operatives cannot ever move through it, regardless of the rule. Wall terrain being impassible is a core feature of these killzones, and Breach markers or similar rules can eliminate much of the intent of map design.

Q: *How does climbing and dropping work across different parts of terrain or different terrain features during one action?*

A: Total up the combined vertical distance during the action before rounding increments. For climbing, an operative can continue its climb so long as the next terrain is within 1" horizontally and 3" vertically.

In example 1, the operative moves over two different terrain features and moves a total of 2½" vertically up before dropping 1" once. It can climb the second terrain feature without dropping, as it's within 1" of it before it needs to drop from the first.

In example 2, the operative climbs one section of the terrain feature 2" up, then continues its climb another 1½" vertically. The distance is only rounded up once, meaning the operative uses 4" of its movement allowance towards the vertical distance of the climb.

