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   JULY '25

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.

KILLZONE: GALLOWDARK, CLOSE QUARTERS, ON GUARD
Add following text to end of first paragraph:
'If you do, that friendly operative cannot counteract during the turning point.'

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.'

RULES COMMENTARY   JULY '25

This section provides clarification on ambiguous and complex rules interactions.

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.

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.'

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: GALLOWDARK, CLOSE QUARTERS, GUARD ACTION

Add the following to the first bullet point:
' • It performs any action, moves or is set up.'

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: 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, 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
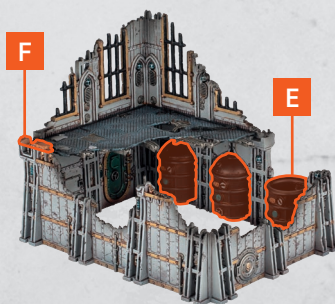
KILLZONE: VOLKUS STRONGHOLD B
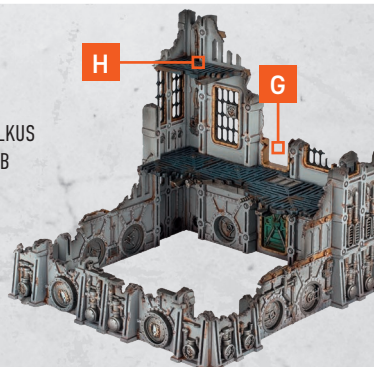
FIREFIGHT PHASE, COUNTERACT

Change relevant part 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 2", or must be set up wholly within 2" if it's removed and set up again, 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".'

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* a terrain feature, if there is a rampart at the edge you would jump from, you must climb it first before doing so, but still jump from the level of the Vantage terrain. 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.~~'

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

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

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 modified between those actions (e.g. as a result of becoming injured), is the remaining move distance modified?*

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: *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: *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 effect 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: *Does the additional movement cost to move through Accessible terrain features count towards the maximum of 2" an operative can move during a counteract?*

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

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.

APPROVED OPS CARD PACK 2024

RULES COMMENTARY

This section provides clarification on ambiguous and complex rules interactions.

Q: *For the Implant tac op, while shooting, can you implant if the attack dice has a Dmg stat of 0?*

A: No.

Q: *For the purposes of revealing the Storm Objective tac op, do you score 1VP when an objective marker is stormed, or at any point during that turning point?*

A: When an objective marker is stormed.

Q: *For the Plant Beacons tac op, can an operative perform the* **Plant Beacon** *action, then be removed from the killzone and set up later in that activation?*

A: Yes.

Q: *For the Confirm Kill tac op, do I place a Confirm Kill mission marker when an operative that's ignored for scoring VPs that require operatives to be incapacitated by enemy operatives is incapacitated (e.g.* IMPERIAL NAVY BREACHER **C.A.T. UNIT** *Expendable)?*

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.

PLANT BEACONS RECON TAC OP, MISSION ACTION
Add additional text to end of third bullet point:
'More than 6" from your other Beacon mission markers. In a killzone that uses the close quarters rules (e.g. Killzone: Gallowdark), ignore Wall terrain when measuring this distance.'

PREVIOUS RULES COMMENTARIES

Q: *For the Confirm Kill tac op, if a friendly operative meets the victory point requirements for two different Confirm Kill mission markers, can I remove them both to score 2VP?*

A: Yes.

Q: For the Power Surge crit op, can a player choose to pass and not use the **STRATEGIC GAMBIT** to select one objective marker to be surged?

A: No.