



WORLD CHAMPIONSHIPS OF WARHAMMER: RULES UPDATES



Kill Team players at the World Championships of Warhammer,

Kill Team will have its next quarterly balance update in October via Warhammer Community and the official Kill Team app. The release date of this update is very close to the event, so we are giving you advance notice of the changes so you can process them ahead of release.

Whilst this isn't the standard way for us to communicate an update, in this circumstance we feel it's the fairest way to ensure that you as attendees have the necessary clarifications and amendments for playing at Warhammer's most prestigious event.

These updates will be live online and translated into all languages prior to the World Championships. We do not expect any amendments to the wording, but if any arise that we deem critical, then we will make them. However, we will not add any new entries to this update.

The Warhammer Design Studio

CORE BOOK ERRATA

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.'

UNIVERSAL EQUIPMENT ERRATA

LADDERS

First paragraph changed to read:

'Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:'

Second paragraph changed to read:

~~'In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb. Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.'~~

PORTABLE BARRICADE

First sentence changed to read:

'A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed.'

UTILITY GRENADES, SMOKE GRENADE ACTION

Second sentence of second effect changed to read:

'In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.'

ANGELS OF DEATH ERRATA

SPACE MARINE CAPTAIN OPERATIVE, HEROIC LEADER RULE

Changed to read:

'Once per turning point, you can do one of the following:

- Use a firefight play for OCP if this is the specified ANGEL OF DEATH☠ operative (excluding Command Re-roll).
- Use the Combat Doctrine strategy play when you activate a friendly ANGEL OF DEATH☠ operative if this operative is in the killzone and isn't within control range of enemy operatives (pay its CP cost as normal). Note that you cannot do so if you've already used that play during this turning point.
- Use the Adjust Doctrine firefight play for OCP if this operative is in the killzone and isn't within control range of enemy operatives.'

FACTION RULES, CHAPTER TACTICS

Resolute

Changed to read:

'You can ignore any changes to this operative's APL stat and it isn't affected by enemy operatives' Shock weapon rule.'

Hardy

Additional sentence added:

'Whenever this operative is retaliating, the first time an attack dice inflicts Normal Dmg of 3 or more on this operative during that sequence, that dice inflicts 1 less damage on it.'

Sharpshooter

Relevant part changed to read:

'[...] its bolt weapons have the Accurate 1 and Severe weapon rules.'

Siege Specialist

Additional sentence added:

'Whenever this operative is fighting or retaliating, enemy operatives cannot assist.'

BLADES OF KHAINE ERRATA

HOWLING BANSHEE ASPECT TECHNIQUES, SHRIEK-THAT-KILLS, WEAPON PROFILE

Atk stat changed to '5'.

HOWLING BANSHEE ASPECT TECHNIQUES, RAIN OF TEARS

Relevant part changed to read:

'[...] after you strike with a critical success, **if the enemy operative isn't incapacitated**. End that sequence (any remaining attack dice are discarded) and immediately perform a free **Dash or Fall Back** action up to 3" with that operative (then the **Fight** action ends). That operative can do so even if it's performed an action that prevents it from performing the **Dash or Fall Back** action.'

BLOODED ERRATA

CHIEFTAIN OPERATIVE, LEAD WITH STRENGTH RULE

Relevant part changed to read:

'Whenever this operative has one of your Blooded tokens **or** is wholly within your opponent's territory, [...]'

ENFORCER OPERATIVE, GRUELLING DISCIPLINARIAN RULE

Additional bullet point added to end:

'Whenever a friendly **BLOODED**  operative is activated within 6" of this operative, you can ignore any changes to that operative's stats from being injured until the end of its activation (including its weapons' stats).'

BROOD BROTHERS ERRATA

ICONWARD OPERATIVE, CULT ICON RULE

Relevant part of first sentence changed to read:

'Whenever determining control of a marker within 4" of this operative, [...]'

CANOPTEK CIRCLE ERRATA

FACTION RULES, OBELISK NODE MATRIX

Second bullet point changed to read:

'Add 1 to its APL stat (**to a maximum of 3**).'

MACROCYTE REANIMATOR OPERATIVE, NANOSCARAB BEAM ACTION

Condition changed to read:

'This operative cannot perform this action while within control range of an enemy operative, **or more than once per turning point**.'

GEOMANCER OPERATIVE, TREMORGLAIVE (QUAKE) WEAPON

Atk stat changed to '5'

Dmg stats changed to '1/2'

TOMB CRAWLER OPERATIVE, DIMENSIONAL BANISHMENT WEAPON RULE

Relevant part changed to read:

'[...] if the result is higher than the target's remaining wounds, the target is incapacitated (**taking precedence over rules that prevent incapacitation, e.g. Medic!, FELLGOR RAVAGER**  Frenzy) and your opponent cannot place a Reanimation marker (**HIEROTEK CIRCLE**  for that operative, if relevant.'

CANOPTEK CIRCLE RULES COMMENTARY

Q: *In a killzone that uses the close quarters rules, is the OBELISK NODE MATRIX measured through Wall terrain?*

A: No.

DEATHWATCH ERRATA

DEMOLISHER OPERATIVE, AGGRESSIVE FORCE RULE

Changed to read:

‘Whenever this operative is fighting or retaliating, **Normal and Critical Dmg of 3 or more inflicts 1 less damage on it. This isn't cumulative with the Shield that Slays strategy ploy.**’

EXACTION SQUAD ERRATA

MALOCATOR OPERATIVE, VERISCANT ACTION

Relevant part of second sentence of effect changed to read:

‘[...] that friendly operative's weapons have the **Lethal 5+ and Severe weapon rules**; ~~if the weapon already has that weapon rule, it also has the Lethal 5+ weapon rule.~~’

FACTION EQUIPMENT, SPECIAL ISSUE SHELLS

Relevant part of first sentence changed to read:

‘**Up to twice** per turning point, [...]’

FELLGOR RAVAGERS ERRATA

FACTION RULES, FRENZY

Fourth bullet point changed to read:

‘It cannot perform the **Pick Up Marker**, **unique (excluding Sweeping Blow, see VANDAL)** or mission actions (excluding Operate Hatch).’

IRONHORN OPERATIVE, CALL THE ATTACK RULE

First sentence changed to read:

‘**STRATEGIC GAMBIT** **if this operative doesn't have one of your Frenzy tokens.**’

GELLERPOX INFECTED ERRATA

STRATEGY PLOYS, RUST EMANATIONS

Changed to read:

‘Whenever a friendly **GELLERPOX INFECTED** **NIGHTMARE HULK** operative is fighting, your opponent cannot retain results of 3 as successes.’

GOREMONGERS ERRATA

FACTION RULES, SANGUAVITAE, RAKE, WHEN

Changed to read:

‘When a friendly **GOREMONGER** operative performs the **Charge** action **during its activation.**’

STRATEGY PLOYS, GORY TENACITY

Relevant part changed to read:

‘[...] (rounding up **and to a minimum of 2).**’

ASPIRANT OPERATIVE, OBSESSIVE BLOODLUST RULE

Relevant part of first sentence changed to read:

‘**Once during each of this operative's activations, when** this operative ends the **Fight** action, if it's no longer within control range of enemy operatives, **you can use this rule. If you do, it can immediately perform a free Charge action [...]**’

INCITER OPERATIVE, INCITE THE HUNT

Relevant part of first sentence of second paragraph changed to read:

‘Whenever this operative inflicts damage on an enemy operative **with either profile of its dual autopistols** but doesn't incapacitate it, [...]’

HAND OF THE ARCHON ERRATA

FACTION RULES, POWER FROM PAIN, STIMULATED SENSES

Effect changed to read:

‘You can re-roll **any of your dice results of one result** (e.g. results of 2).’

STRATEGY PLOYS, DENIZENS OF NIGHT

Relevant part changed to read:

‘[...] if Heavy **or Light** terrain is intervening, [...]’

CRIMSON DUELLIST OPERATIVE, CRIMSON DUELLIST RULE

Changed to read:

‘This operative can perform two **Fight** actions during its activation.’

HEARTHKYN SALVAGERS ERRATA

FACTION RULES, GRUDGE

Relevant part of first sentence of second paragraph changed to read:

‘[...] you can retain one of your normal successes as a critical success instead (**including any normal successes already retained as a result of the Accurate weapon rule**).’

STRATEGY PLOYS, WROUGHT DEFENCE

Changed to read:

‘Whenever an operative is shooting a friendly **HEARTHKYN SALVAGER** operative, **if you rolled one or less successes** (including any re-rolls), you can retain one of your fails as a normal success instead of discarding it.’

THEYN OPERATIVE, WEAVERFIELD CREST RULE

Changed to read:

‘Once per battle, when an attack dice inflicts **Normal Dmg** on this operative, you can ignore that inflicted damage.’

DÔZR OPERATIVE, BRAWLER RULE

Additional bullet point added:

‘**Normal Dmg of 4 or more** inflicts **1 less damage** on it.’

KINLYNK OPERATIVE, SIGNAL ACTION

Second sentence of effect changed to read:

‘Select one other friendly **HEARTHKYN SALVAGER** operative in the killzone.’

HERNKYN YAEGR ERRATA

FACTION RULES, RESOURCEFUL

Table changed to read:

Operatives	Resourceful Points
5+	2
1-4	1
0-2	0

Second paragraph and bullet points changed to read:

‘You can spend **1 of your Resourceful points** during each activation of each friendly **HERNKYN YAEGR** operative to do one of the following:

- Before or after it performs an action, if it’s not within control range of enemy operatives, you can use this rule. If you do, add 1 to that friendly operative’s APL stat until the end of its activation.
- When it’s activated, if it’s not within control range of enemy operatives, it regains up to D3+1 lost wounds.’

HIEROTEK CIRCLE ERRATA

FACTION RULES, MAGNIFY, MAGNIFY WEAPON RULE

Relevant part of first sentence changed to read:

‘Whenever this operative is performing the **Shoot** action with this weapon, if ~~the target is visible to this operative, and~~ another friendly **HIEROTEK CIRCLE** ~~or~~ **APPRETEK** or [...]’

Relevant part of second sentence changed to read:

‘[...] for the purposes of determining a valid target, ~~that Shoot action’s conditions,~~ cover and obscured.’

FACTION RULES, REANIMATION PROTOCOLS

Last paragraph changed to read:

‘For the purposes of the kill op, your opponent treats your starting number of **HIEROTEK CIRCLE** operatives as 5 (in other words, their kill grade goes up whenever a friendly **HIEROTEK CIRCLE** operative is incapacitated, to a maximum kill grade of 5). **REANIMATED** operatives don’t retroactively change any other VPs your opponent has scored, e.g. from tac ops.’

CHRONOMANCER OPERATIVE, CHRONOMETRON ACTION

Relevant part of last sentence of effect changed to read:

‘[...] subtract 1 from the Atk stat of an operative’s weapons whenever it’s shooting ~~against, fighting against or retaliating against~~ that selected operative.’

DESPOTEK OPERATIVE, INTERSTITIAL COMMAND ACTION

Relevant part of last sentence of effect changed to read:

‘That selected operative can immediately perform a 1AP action for free (~~excluding Accelerate~~); [...]’

FIREFIGHT PLOYS, REANIMATED FUNCTION

Additional text added to end:

‘For the purposes of the Martyrs tac op (Approved Ops 2025), this ploy has no effect.’

KASRKIN ERRATA

FIREFIGHT PLOYS, SEIZE THE INITIATIVE

Changed to read:

‘Use this firefight ploy at the ~~start of the Firefight phase. One friendly KASRKIN~~ operative can immediately perform a 1AP action for free, but it cannot move during that action. You cannot use this ploy if you’re the player with initiative.’

FIREFIGHT PLOYS, NEUTRALISE TARGET

Relevant part of first sentence changed to read:

‘[...] if it’s shooting an operative that’s ~~expended and is~~ either not in cover or is being scanned.’

FIREFIGHT PLOYS, COVER RETREAT

Relevant part of first sentence changed to read:

‘[...] within 6" of another ~~ready~~ friendly **KASRKIN** operative that’s [...]’

Relevant part of last sentence changed to read:

‘[...] that other friendly operative can immediately perform a free **Shoot** action (~~you can change its order to Engage to do so~~);’

FACTION EQUIPMENT, RELICS OF CADIA

Relevant part changed to read:

‘[...] when a friendly **KASRKIN** operative is shooting, ~~fighting or retaliating~~, if you roll two or more fails, [...]’

KOMMANDOS ERRATA

BOSS NOB OPERATIVE, BIG CHOPPA WEAPON

Atk stat changed to '5'.

'Punishing' weapon rule deleted.

BOSS NOB OPERATIVE, POWER KLAWEAPON

'Shock' weapon rule added.

BOSS NOB OPERATIVE

Additional rule added:

'**Krumpin' Time:** This operative can perform two **Fight** actions during its activation.'

DAKKA BOY OPERATIVE, DAKKA SHOOTA (SHORT RANGE) WEAPON

'Range 6"' weapon rule changed to 'Range 9"'.

FACTION EQUIPMENT, COLLAPSIBLE STOCKS

Relevant part of first sentence changed to:

'**Remove** the Range weapon rule **from** the following [...]'

First bullet point deleted:

'~~Dakka shoota (short range)~~'

LEGIONARIES ERRATA

FIREFIGHT PLOYS, MUTABILITY AND CHANGE

Second sentence changed to read:

'Until the end of that operative's activation, add 1 to its APL stat, **but it cannot perform the same action more than once during that activation.**'

NEMESIS CLAW ERRATA

FIREFIGHT PLOYS, VOX SCREAM

Changed to read:

'Use this firefight ploy when your opponent would activate an enemy operative **that's visible to a friendly NEMESIS CLAW** operative. Roll one D6; if the result is higher than that enemy operative's APL stat, your opponent cannot activate it during this activation; if the result is less than or equal to that enemy operative's APL stat, this ploy isn't used, the CP spent on it is refunded and you cannot use this ploy again during this turning point. If there are no other enemy operatives eligible to be activated, this ploy has no effect. ~~This ploy costs you 1 additional CP for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).~~'

RATLINGS ERRATA

FACTION RULES, SCARPER

Last sentence of second paragraph deleted:

~~'You cannot use this rule after consecutive enemy activations during the same turning point (in other words, after using this rule, you must skip the next opportunity during that turning point before you can use it again).'~~

FACTION EQUIPMENT, PURLOINED RATINGS

Changed to read:

'Once per turning point, when a friendly **RATLING** operative is shooting with a rifle and you've rolled your attack dice, you can use this rule if you haven't used the Lucky Round equipment during this activation. If you do, improve the Hit stat of its rifle by 1 until the end of that sequence.'

RAIDER & SNEAK OPERATIVES, SUPPRESSED SNIPER RIFLE (STATIONARY) WEAPON

'Devastating 1' weapon rule changed to 'Devastating 2'.

RAIDER OPERATIVE, SLINGSHOT ACTION

Effect changed to read:

'Select a point on a terrain feature; that point must be visible to **and within 6"** of this operative. Remove this operative from the killzone and set it back up wholly within **6"** horizontally of that point, not within control range of enemy operatives, and with that point visible to it. ~~X is that point's height, rounded to the nearest inch (to a maximum of 5").~~

SNEAK OPERATIVE, OPTICS ACTION

Relevant part of effect changed to read:

'[...] enemy operatives cannot be obscured **and the stationary profile of this operative's suppressed sniper rifle has the Lethal 5+ weapon rule.**

RAVENERS ERRATA

PRIME OPERATIVE, SYNAPTIC LINK RULE

All bullet points changed to read:

- **Twice as high or higher**, you gain 1CP.
- ~~Equal, nothing happens.~~
- Less, inflict damage on this operative equal to the result.
- **Any other result, nothing happens.**

STRATEGY PLOYS, WRITHE OUT OF SIGHT

First sentence changed to read:

'Select one friendly **RAVENER** operative **in the killzone.**

FACTION RULES, TUNNEL

Relevant part of second sentence of first paragraph deleted:

'[...] you can place your next numbered Tunnel marker on the killzone floor wholly within 5" of your preceding Tunnel marker ~~(in Killzone: Gallowdark, this distance can be measured through Wall terrain).~~

Additional sentence added to start of third paragraph

'**In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), your TUNNEL and the distance between your Tunnel markers can be measured through Wall terrain.**

SANCTIFIERS ERRATA

FACTION RULES, MINISTORUM SERMON

Relevant part of last paragraph changed to read:
'[...] Normal and Critical Dmg of 4 or more inflicts 1 less damage on it.'

STRATEGY PLOYS, RALLY THE FLOCK

Second sentence changed to read:
'Each that does so must end that move closer and visible to (or vice versa) a friendly **ORATOR** operative.'

FACTION EQUIPMENT, ECCLESIAARCHY TEXTS

Relevant part of first sentence changed to read:
'In the Ready step of each Strategy phase, roll 3D6: [...]'

CONFESSOR OPERATIVE, LEAD THE PROCESSION RULE

Second sentence changed to read:
'If you do, determine each other friendly **SANCTIFIER** operative that's benefitting from the **SERMON** and is visible to this operative (or vice versa).'

RELIQUANT OPERATIVE, CULT ICON RULE

Relevant part of first sentence changed to read:
'Whenever determining control of a marker within 4" of this operative, [...]'

DRILL ABBOT OPERATIVE, NULL SKULL RULE

All three distances changed to '4"'.
'4"'

PREACHER OPERATIVE, DEFEND THE FAITH RULE

Relevant part changed to:
'Whenever this operative controls an objective marker, [...]'

SALVATIONIST OPERATIVE, CONVERSION FIELD RULE

Relevant part deleted:
'Whenever an operative more than 6" from this operative is shooting a friendly **SANCTIFIER** operative within 6" of this operative, improve that friendly operative's Save stat by 1 and worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.'

SCOUT SQUAD ERRATA

STRATEGY PLOYS, GUNFIRE AMBUSH

Name changed to 'Ambush'.

Relevant part of first sentence changed to read:
'Whenever a friendly **SCOUT SQUAD** operative is shooting or fighting during its activation [...]'

Bullet points changed to read:

- That friendly operative's ranged weapons have the Balanced weapon rule.
- If the target is expended, that friendly operative's ranged weapons have the Ceaseless weapon rule instead.'

STRATEGY PLOYS, BLADE AMBUSH

Deleted. Rules combined with the Gunfire Ambush play to create the Ambush strategy play.

STRATEGY PLOYS, ADAPTABLE TRAINING

New strategy ploy added.

STRATEGY PLOYS, STEALTH RELOCATION

First two sentences changed to read:
'Up to D3 friendly **SCOUT SQUAD** operatives that have a Conceal order and are more than 6" from enemy operatives can immediately perform a free **Dash** action and/or you can change its order.'

SNIPER OPERATIVE, SNIPER RIFLE (STATIONARY) WEAPON

'Heavy' weapon rule changed to 'Heavy (Dash only)'.

VOID-DANCER TROUPE ERRATA

SHADOWSEER OPERATIVE, HALLUCINOGEN GRENADE WEAPON

'Seek' weapon rule changed to 'Seek **Light**'.

LEAD PLAYER & PLAYER OPERATIVES, BLADE WEAPON

Dmg stats changed to '4/6'

'**Severe**' weapon rule deleted.

FACTION RULES, HARLEQUIN'S PANOPLY

First sentence changed to read:

'Whenever an operative is shooting a friendly **VOID-DANCER TROUPE** operative, and no attack dice are retained as critical successes, worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.'

FIREFIGHT PLOYS, THE CURTAIN FALLS

Relevant part changed to read:

'[...] after you strike with a critical success, if the enemy operative isn't incapacitated. End that sequence (any remaining attack dice are discarded) and immediately perform a free **Dash** or **Fall Back** action up to 3" with that operative (then the **Fight** action ends). That operative can do so even if it's performed an action that prevents it from performing the **Dash** or **Fall Back** action.'

VOID-DANCER TROUPE RULES COMMENTARY

Q: Does 'Once per turning point' in the **PLAYER** operative's Luck of the Laughing God rule mean I can only use this rule once during each turning point, no matter how many friendly operatives have that rule?

A: Yes.

WARPCOVEN ERRATA

TEAM SELECTION

Arrow bullet point changed to read:

'**5 WARPCOVEN** operatives selected from the following list:'

Relevant part of first paragraph deleted:

'You must select at least one friendly **SORCERER** operative, and one of your selected **SORCERER** operatives must have the **LEADER** keyword for the battle. Add 1 to that **LEADER** operative's Wounds stat for the battle. Other than **WARRIOR** and **GUNNER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives.'

SORCERER OF DESTINY, TEMPYRION & WARPFIRE OPERATIVES, OPERATIVE STATS

Wounds stat changed to '**15**'.

WRECKA KREW ERRATA

FACTION RULES, TANKED UP

Relevant part changed to read:

'The first time a friendly **WRECKA KREW** operative (excluding **BOMB SQUIG**) that has an Engage order performs either the **Charge**, **Shoot** or **Fight** action (excluding **Guard**) during each of its activations/counteractions, add 1 to its APL stat [...]'

FACTION EQUIPMENT, EXTRA ARMOUR

Changed to read:

'Subtract 1" from the Move stat of friendly **WRECKA KREW** operatives and improve their Save stat by 1. This excludes **BOMB SQUIG** operatives and isn't cumulative with the Protective rule of a Portable Barricade from universal equipment.'

KILLZONE: TOMB WORLD ERRATA

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.’

APPROVED OPS CARD PACK 2025 ERRATA

SECURITY TAC OPS, MARTYRS, ADDITIONAL RULES

Add additional text to end of paragraph:

‘Note that this is only the first time each operative is incapacitated, so if an operative is incapacitated, set back up (e.g. **HIEROTEK CIRCLE** 🧠 Reanimation Protocols) and then subsequently incapacitated again, a second Martyr token cannot be gained as a result.’

KILLZONE: BHETA-DECIMA, MAP 5

Flip board to other side and change drop zones so map looks as below.

