



Errata, September 2018

The following errata correct errors in the *Kill Team Core Manual* and accompanying products. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 31 – Inflict Damage

Change the last sentence to:

'If a model's wounds are reduced to 0, any attacks still allocated to this model are not resolved, and then the player controlling the attacking model makes an Injury roll for the target model (see overleaf).'

Pages 32 and 208 – Injury Roll

Add the following row to the bottom of the table:

INJURY ROLL MODIFIER IN ANY OTHER CASE	
Each flesh wound on the injured model	+1

Page 33 – Invulnerable Saves

Change the penultimate sentence to:

'If you use a model's invulnerable save, it is never modified (e.g. by a weapon's Armour Penetration value or by the Survivor ability) unless the modifier explicitly applies to invulnerable saves.'

Page 59 – Terror Tactics, Battle Length

Change to:

'At the end of battle round 4, the player with the greatest advantage must roll a D6. On a 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the player with the greatest advantage must roll a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.'

Page 59 – Terror Tactics, Victory Conditions

Change the first paragraph to:

'Each player scores 2 victory points for each of their models that have broken through enemy lines (see below), and 1 victory point for each enemy model taken out of action by one of their model's attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, whichever of those players had the lower Force (see page 19) is the winner. If there is still a tie, the tied players draw and any other players lose.'

Page 68 – Leader Specialists, Ability tree, Inspiring

Change to:

'**Inspiring:** Other friendly models within 3" of this model – as long as this model is not shaken – automatically pass Nerve tests.'

Page 70 – Comms Specialists, Ability tree, Scanner

Change to:

'**Scanner:** Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit rolls for that model in this phase.'

Page 74 – Scout Specialists, Quick March

Change the second sentence of this Tactic to:

'Increase the model's Move characteristic by 2" this phase.'

Page 84 – Tactical Marine, Wargear Options

Change the last point to:

'• A Tactical Sergeant may replace their bolt pistol and boltgun with a combi-flamer, combi-grav, combi-melta or combi-plasma. Alternatively, he may be armed with a bolt pistol, boltgun, plasma pistol or grav-pistol, and may also take a chainsword, power fist, power sword or auspex.'

Page 84 – Tactical Marine, Specialists

Add '**Medic**'.

Page 85 – Intercessor, Wargear Options

Add the following option:

- One Intercessor, Intercessor Gunner or Intercessor Sergeant in your kill team may take an auspex.'

Page 85 – Intercessor, Abilities

Add the following ability:

'Auspex: At the start of the Shooting phase, you can choose another **ADEPTUS ASTARTES** model within 3" of a friendly model equipped with an auspex that is not shaken. That model does not suffer penalties to their hit or Injury rolls due to their target being obscured.'

Page 85 – Intercessor, Abilities, Auxiliary Grenade Launcher

Add the following sentence:

'This model's Grenade weapons are affected by the long range rule.'

Page 85 – Intercessor, Specialists

Add **'Medic'**.

Page 90 – Deathwatch Veteran, Wargear Options

Change the third point to:

- A Deathwatch Veteran Gunner may, instead of the above, replace their boltgun with a Deathwatch frag cannon or infernus heavy bolter.'

Page 95 – Grey Knights, Melee Weapons points table

Change 'Nemesis falchion' to 'Pair of Nemesis falchions'.

Page 101 – Infantry Squad Guardsman, Specialists

Add **'Medic'**.

Page 101 – Special Weapons Squad Guardsman, Specialists

Remove **'Comms'** and add **'Medic'**.

Page 102 – Militarum Tempestus Scion, Wargear Options

Change the first and second points to:

- One Scion in your kill team may either replace its hot-shot lasgun with a hot-shot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.
- A Scion Gunner may replace their hot-shot lasgun with a flamer, grenade launcher, meltagun, plasma gun or hot-shot volley gun.'

Page 102 – Militarum Tempestus Scion, Specialists

Change **'Comms'** to **'Comms** (Scion with vox-caster only)'

Page 123 – Flail of corruption, Damage characteristic

Change to '1'.

Page 116 – Chaos Space Marine, Specialists

Add **'Combat'**.

Page 128 – Tzaangor, Wargear Options

Change the second point to:

- One Tzaangor in your kill team may instead take Tzaangor blades and a brayhorn.'

Page 135 – Guardian Defender, Abilities, Crewed Weapon

Add the following sentence:

'A Heavy Weapon Platform automatically passes Nerve tests.'

Page 149 – Player, Flip Belt

Change to:

'Flip Belt: This model can move across other models as if they were not there, and it can climb any distance vertically (up or down) when it moves – do not measure the distance moved in this way. In addition, it never suffers falling damage, and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.'

Page 149 – Fusion pistol, Abilities

Delete this weapon's ability:

~~'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'~~

Page 149 – Neuro disruptor, Strength characteristic

Change to '4'.

Page 156 – Tesla carbine, Abilities

Change to:

'Each unmodified hit roll of 6 with this weapon causes 3 hits.'

Page 170 – Fire Warrior, Abilities, Bonding Knife Ritual

Change to:
'Fire Warrior Bonding Knife Ritual: You can subtract 1 from Nerve tests for Shas'las and Shas'uis from your kill team within 3" of any other friendly models with this ability that are not shaken.'

Page 170 – Fire Warrior, Keywords

Change to:

'Keywords (Shas'la and Shas'ui): **INFANTRY,**

FIRE WARRIOR

Keywords (Support Turret): **INFANTRY, DS8 TACTICAL SUPPORT TURRET'**

Page 170 – Pathfinder, Abilities, Bonding Knife Ritual

Change to:
'Pathfinder Bonding Knife Ritual: You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners and Pathfinder Shas'uis from your kill team within 3" of any other friendly models with this ability that are not shaken.'

Page 171 – Fire Warrior Breacher, Abilities, Bonding Knife Ritual

Change to:

'Breach Bonding Knife Ritual: You can subtract 1 from Nerve tests for Breacher Shas'las and Breacher Shas'uis from your kill team within 3" of any other friendly models with this ability that are not shaken.'

Page 171 – Fire Warrior Breacher, Keywords

Change to:

'Keywords (Shas'la and Shas'ui): INFANTRY, FIRE WARRIOR BREACHER

Keywords (Support Turret): INFANTRY, DS8 TACTICAL SUPPORT TURRET'

Page 171 – XV25 Stealth Battlesuit, Abilities, Bonding Knife Ritual

Change to:

'Stealth Team Bonding Knife Ritual: You can subtract 1 from Nerve tests for Stealth Shas'uis and Stealth Shas'vres from your kill team within 3" of any other friendly models with this ability that are not shaken.'

Page 172 – Drone, Characteristics

Change all Save characteristics to '4+'.

Page 172 – Drone, Abilities, Shield Generator

Add the following sentence:

'In addition, each time a model with a shield generator loses a wound, roll a D6; on a 5+ the model does not lose that wound.'

Page 172 – Drone, Abilities

Add the following ability:

'Stable Platform (MV7 Marker Drone only): This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.'

Page 186 – Acolyte Hybrid, Wargear Options

Change the second and third points to:

- An Acolyte Leader may replace its cultist knife with a bonesword, or its autopistol and cultist knife with a lash whip and bonesword.
- An Acolyte Fighter may replace their cultist knife and rending claw with a heavy rock drill, heavy rock saw, heavy rock cutter or a demolition charge.'

Page 188 – Melee Weapons, Heavy rock drill, Abilities

Change the last sentence to:

'Keep rolling a D6, increasing the score required to cause a mortal wound by 1 each time, until the model's wounds are reduced to 0 or the roll is failed.'