



## KILL TEAM: ARENA

### Official Update, August 2019

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. This document is updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the publication 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.

#### ERRATA

##### Page 7 – Doors

Change the first sentence of the second paragraph to read:

'An **INFANTRY** or **BATTLESUIT** model can open a closed door or close an open door if it either starts the Movement phase within 1" of that door's doorway and remains stationary that phase, or if it ends a normal move within 1" of a doorway and there are no enemy models within 1" of that doorway.'