



## KILL TEAM: COMMANDERS

### 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 50 – Exalted Champion

Change the AP characteristic of the power fist profile on this datasheet to '-3'.

##### Page 51 – Sorcerer

Delete the '**KHORNE**' keyword from the Mark of Chaos ability on this datasheet.

##### Page 56 – Blight Racks

Change the first sentence to read:

'Use this Tactic at the start of the Shooting phase if your kill team includes a **BIOLOGUS PUTRIFIER**.'

##### Pages 63 and 71 – Fusion pistol

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 113 – The Kill Teams

Add the following sentence to the end of this paragraph: 'The attacker's kill team is treated as being Battle-forged for the purposes of generating Command Points.'

#### FAQs

*Q. Since all Commanders have a specialism, are they treated in the same way as specialists in matched play games (i.e. can only be taken at level 1)?*

A. Yes.