



KILL TEAM: ELITES

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 17 – Dark Angels: Grim Resolve

Change the first line of this ability to read:
'Re-roll unmodified hit rolls of 1 for attacks made with ranged weapons by models in your kill team (including when firing Overwatch) that have not moved in this battle round.'

Page 26 – Bad Moons: Armed to da Teef

Change this ability to read:
'Re-roll unmodified hit rolls of 1 for attacks made by models in your kill team in the Shooting phase.'

Page 38 – Infiltrator

Remove 'Stealth' from this datasheet's Specialists options.

Page 38 – Suppressor

Remove 'Stealth' from this datasheet's Specialists options.

Page 39 – Eliminator

Remove 'Stealth' from this datasheet's Specialists options.

Page 62 – Ogryn and Bullgryn

Add the following ability to these datasheets:
'**Auxilla:** The Voice of Command ability has no effect on this model.'

Page 72 – Possessed

Remove 'Stealth' from this datasheet's Specialists options.

Page 79 – Ranged Weapons profiles table

Add the following profile to the Ranged Weapons table:

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague spewer	9"	Heavy D6	5	-1	1	You can re-roll wound rolls of 1 for this weapon. This weapon automatically hits its target.

Page 88 – Striking Scorpion

Remove 'Stealth' from this datasheet's Specialists options.

Page 91 – Wrack

Replace the datasheet's characteristic profiles with the following:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Wrack	7"	3+	3+	3	4	1	2	7	6+	-
Wrack Gunner	7"	3+	3+	3	4	1	2	7	6+	2
Acothyst	7"	3+	3+	3	4	1	3	8	6+	1

Page 109 – Ranged Weapons points table

Change the kroot rifle entry to read:
'Kroot rifle (**KROOT** only)'

FAQs

Q. Can a Vanguard Veteran Sergeant be added to a DEATHWATCH kill team using the Aquila Kill Team rule?

A. No. Only Vanguard Veteran models can be affected by this rule.

Q. If a Khorne Berserker Champion takes two lightning claws, which points value should I use?

A. Use the points value for a pair of lightning claws.

Q. Can a model with the For the Greater Good ability fire Overwatch if another model from their kill team is charged by a model with the Banshee Mask ability?

A. No