

WARHAMMER
40,000

KILL TEAM

EXACTION SQUAD



UPDATE 1.1

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: SOULSHACKLE

Page 61, Arbites Castigator, Engendered Focus ability

Add the following to the bracketed part of the sentence:

'(including modifiers to the weapons it is equipped with, but excluding its Defence characteristic)'

*Page 59, Dispense Justice Strategic Ploy

Change the relevant part of the first sentence to read:

'Until the end of the Turning Point, each time a friendly EXACTION SQUAD operative'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: SOULSHACKLE

Q: If Guilt Reveals Itself interacts with the Blinding Aura Act of Faith (NOVITIATE☠), which takes precedence?

A: The former.

Q: Can I use the Engendered Focus ability to ignore modifiers to the damage inflicted by a friendly CASTIGATOR operative? For example, if it strikes a LEGIONARY☠ operative benefiting from the Mutagenic Flesh Strategic Ploy with its excruciator maul, will it inflict the full 4 damage?

A: Yes.

**If a CHAOS CULT☠ operative is arrested and then mutates into another operative, is it still arrested?*

A: Yes.