

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: INTO THE DARK

Page 60, Piercing Shot and Toxin Shot equipment

Add the following to both:

'Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng special rule.'

DESIGNER'S COMMENTARY

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

KILL TEAM: INTO THE DARK

Q: Does the Mercenary Contract Tactical Ploy allow you to select a Tac Op from any unselected archetype, or only from the unselected archetype the kill team has access to?

A: Any unselected archetype (i.e. including Infiltration and Security).

*Q: For the purpose of the **KROOT HOUND** operative's **Gather** unique action, can you determine control of an objective marker/token during the move in order to perform the **Pick Up** action? A: Yes.