

WARHAMMER  
40,000

# KILL TEAM

## HUNTER CLADE

### 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.

### WHITE DWARF ISSUE 468

#### Page 67, Sicarian Ruststalker Assassin, transonic blades

Change the Attacks characteristic to '5'.

### WHITE DWARF ISSUE 468 & KILL TEAM ANNUAL 2022

#### \*Pages 70 (White Dwarf) & 103 (Annual), Calculated Eradication Tac Op

Add the following:

'When counting wounds lost for this Tac Op, if an operative is reduced to 0 wounds, ignore excess wounds lost. For example, if 5 damage is inflicted on an operative with 2 wounds remaining, count 2 wounds lost.'

**Designer's Note:** *This differs from the wording of the Reputation to Maintain Tac Op (ELUCIDIAN STARSTRIDER )*, where excessive damage only furthers a Rogue Trader's reputation!

## DESIGNER'S COMMENTARY

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

### WHITE DWARF ISSUE 468 & KILL TEAM ANNUAL 2022

*\*Q: With the Balance Dataslate change in mind, does the Deprecation take effect for a Doctrina Imperative selected for the Command Override Tactical Ploy?*

A: Yes. Deprecation effects are only ignored the first time a Doctrina Imperative is selected for your kill team in the Strategy phase.