VETERAN GUARDSMAN ☠

UPDATE 1.5

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: OCTARIUS

Page 44, Guardsmen Orders
Add the following sentence:
'If more than one Guardsmen Order could be issued by your kill team during the Turning Point, e.g. the Inspirational Leadership Tactical Ploy (pg 45), they must be different Guardsmen Orders.'

Page 45, Tactical Ploys, In Death, Atonement
Change the second sentence to read:
'That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.'

Page 46, Sergeant Veteran, plasma pistol
Change the BS characteristic of both profiles to '3+'.

Page 48, Confidant Veteran, bolt pistol
Change the BS characteristic to '4+'.

Page 48, Confidant Veteran, Directive ability
Change the first sentence to read:
'Each time this operative is activated, if it has not been nominated for command, you can select one other ready friendly **VETERAN GUARDSMAN**☠ operative within ⬠ of and Visible to it.'

Page 48, Demolition Veteran, Detonate special rule
Change the second sentence to read:
'When making those shooting attacks, each operative (friendly and enemy) within ■ is a valid target, but when determining if it is in Cover, treat this operative's Mine token as the active operative.'

Page 48, Demolition Veteran, Plant Mine action
Change the relevant part of the first sentence to read:
'Place a Mine token in a location Visible to and within ▲ of this operative,'

Page 49, Medic Veteran, Medic! ability
Change the relevant part of the first sentence to read:
'the first time another friendly **VETERAN GUARDSMAN**☠ operative would be incapacitated'

Page 53, Battle Honours, Final Litany
Change the final sentence to read:
'If you do, for that operative's next activation, change the Ballistic Skill characteristic of its ranged weapons to 2+.'

DESIGNER'S COMMENTARY

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

KILL TEAM: OCTARIUS

Q: When using the **CONFIDANT** *operative's Directive ability, can I select a ready friendly operative, but then subsequently use a tactical asset instead?*
A: No.

Q: If a tactical asset is used but there are no valid targets for it to be resolved, can I cancel the asset and use it again later in the Turning Point?
A: Yes.

Q: When performing a **Shoot** *action with a tactical asset, if the friendly operative that Line of Sight is being drawn from is on a Vantage Point, does the* **Shoot** *action gain the benefit of that Vantage Point?*
A: Yes.

Q: When starting a Spec Ops campaign, can I add the four **TROOPER VETERAN** *operatives (Ancillary Support) to my dataslate?*
A: Yes.

CLOSE QUARTERS

*Q: Does the Condensed Environment rule of Close Quarters affect Tactical Assets?
A: Yes, in all instances (i.e. all three bullet points of Condensed Environment).