

WARHAMMER
40,000

KILL TEAM

CHAOS CULT

UPDATE 1.0

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: ASHES OF FAITH

Page 56, Mutation

Third paragraph, final sentence

Change to:

'It will revert back to its original **DEVOTEE** miniature and datacard [after the battle](#).'

Fourth bullet point

Change to:

'[Once in each](#) Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead mutate a number of friendly **CHAOS CULT** operatives equal to the Turning Point number.'

DESIGNER'S COMMENTARY

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

KILL TEAM: ASHES OF FAITH

*Q: When completing a group activation, if the first **DEVOTEE** operative mutates into a **MUTANT** operative during its activation, must I still select a **DEVOTEE** operative afterwards to fulfil the group activation requirements (assuming I am able)?*

A: Yes.

*Q: If I want to mutate a friendly operative at the end of a combat in which a friendly **DEVOTEE** operative inflicted damage and was not incapacitated, must it be that operative that mutates, or can it be any friendly operative?*

A: It must be that operative.