WCW 2026 RULES UPDATE: KILL TEAM

We have been continuing to update, clarify and answer community questions for Kill Team to provide you with the best possible gaming experience. The next updates to be released via Warhammer Community will be very close to the World Championships, so in consultation with the Warhammer Events Team, we have decided to give you advance notice of the changes and clarifications.

Whilst this isn't the standard way for us to communicate an update, in this circumstance, we feel it's the fairest means for you as attendees to benefit from these amendments, ensuring that playing at Warhammer's most prestigious event is the best experience it can be. As they are still subject to change prior to their official release, these updates should be considered official for the 2026 World Championships of Warhammer only.

–The Warhammer Design Studio and the Warhammer Events Team



APPROVED OPS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

APPROVED OPS CARD PACK 2025

ERRATA

NOVEMBER '26

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SEEK & DESTROY TAC OPS

DOMINATE

REVEAL

The first time an enemy operative is incapacitated by a friendly operative.

ADDITIONAL RULES

Each time a friendly operative incapacitates an enemy operative, that friendly operative gains one of your Dominate tokens or two of your Dominate tokens if that enemy operative had a Wounds stat of 13 or more.

VICTORY POINTS

At the end of the third and fourth turning point, you can remove Dominate tokens from friendly operatives that are in the killzone and aren't incapacitated. For each you remove, you score 1VP.

You cannot score more than 3VP from this op per turning point.

CORE RULES: UPDATE LOG

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CORE BOOK

ERRATA

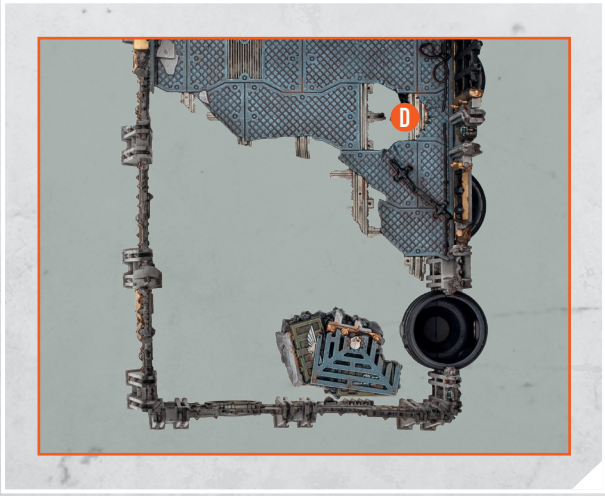
NOVEMBER '26

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KILLZONE: VOLKUS, TERRAIN RULES, STRONGHOLD

Change fourth bullet point to read:

'• D The broken vent and all gaps in the upper level's floors are Blocking terrain.'



RULES COMMENTARY

NOVEMBER '26

This section provides clarification on ambiguous and complex rules interactions.

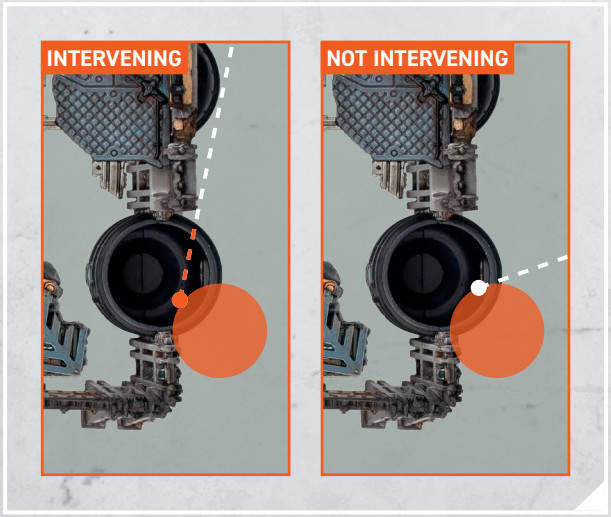
Q: *How should I determine intervening terrain if part of an operative's base is underneath Blocking terrain?*

A: Blocking terrain is only intervening if the targeting line crosses it before reaching the operative's base.

In the first example, the targeting line crosses under a section of Blocking terrain before it contacts the target's base; therefore, the Blocking terrain is intervening. In the second example, the targeting line is in contact with the target's base whenever it crosses under the Blocking terrain; therefore, the Blocking terrain is not intervening.

Q: *Can an operative's base be placed over the small pieces of terrain on the edge of the Vantage terrain on the Killzone: Volkus Strongholds?*

A: No.





UNIVERSAL EQUIPMENT: UPDATE LOG

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UTILITY GRENADES, STUN GRENADE ACTION

Third sentence of effect changed to read:
'For an operative to take a stun test, roll one D6: on a 3+, or a 2+ if it's a valid target to this operative, subtract 1 from its APL stat until the end of its next activation.'

RULES COMMENTARY — NOVEMBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Can an operative continue the same climb after a ladder is no longer within its control range and still reduce the vertical distance it climbed with the ladder (e.g. to reach the highest level of the Killzone: Volkus large stronghold from the outside)?*

A: No.

Q: *Does an operative need to be inside a portable barricade to be connected to it and gain cover?*

A: Yes.

BROOD BROTHERS: UPDATE LOG

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MAGUS OPERATIVE, SPIRITUAL LEADER RULE

First bullet point deleted:

'~~• Whenever an operative is shooting a friendly **BROOD BROTHER** operative, ignore the Piercing weapon rule.~~'

CELESTIAN INSIDIANTS: UPDATE LOG

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FACTION EQUIPMENT, SAINTLY RELICS

Last sentence changed to read:
'You cannot ignore more than one attack dice per turning point and two attack dice per battle this way.'

PREVIOUS ERRATAS

DENUNCIA OPERATIVE, SPEAK OF HER DEEDS ACTION

Last sentence of effect changed to read:
'Resolve one **BENEDICTION** from the Martyrdom faction rule on that operative (excluding Exigence).'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *Can an operative within 3" of a* **CELESTIAN INSIDIANT** *operative be selected for a* **PSYCHIC** *rule or action by another operative outside that distance?*

A: No. An operative cannot benefit from, be selected for, or in any way use a **PSYCHIC** rule while within range of a **CELESTIAN INSIDIANT** operative. All **PSYCHIC** rules have absolutely no effect on operatives within the distance specified by the Weapons of the Witch Hunter faction rule.

CHAOS CULT: UPDATE LOG

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STRATEGY PLOYS, SICKENING AURA

Relevant part changed to read:
'Whenever an enemy operative is within control range of friendly **CHAOS CULT MUTANT** or **CHAOS CULT TORMENT** operatives, [...]'

MINDWITCH OPERATIVE, MALEFIC VORTEX ACTION

Fourth and fifth sentences changed to read:
'Inflict 1 damage on each enemy operative with that marker within its control range. In addition, in the Ready step of each Strategy phase, inflict 1 damage on each enemy operative with that marker within its control range.'

DEATHWATCH: UPDATE LOG

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BOMBARD OPERATIVE, FRAG CANNON (SHELL) WEAPON PROFILE

'Rending' weapon rule added.

FIREFIGHT PLOYS, SUFFER NOT THE ALIEN

Changed to read:

'Use this firefight ploy after rolling your attack dice for a friendly **DEATHWATCH** operative, if it's shooting against, fighting against, or retaliating against an operative that doesn't have the ~~**CHAOS** or~~ **IMPERIUM** keyword. That friendly operative's weapons have the Ceaseless weapon rule until the end of that sequence; if that enemy operative also doesn't have the **CHAOS** keyword, that friendly operative's weapons have the Relentless weapon rule until the end of that sequence instead.'

ELUCIDIAN STARSTRIDERS: UPDATE LOG

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STRATEGY PLOYS, STAKE CLAIM

Relevant part of second sentence changed to read:
'Whenever a friendly **ELUCIDIAN STARSTRIDER** operative is shooting against (excluding with **PRIVATEER SUPPORT ASSET** weapons), fighting against or retaliating against an enemy operative that's within 3" of that marker, […]'

EXODITE DRAGON MASTERS: UPDATE LOG

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FIREFIGHT PLOYS, LEAP

Last sentence changed to read:
'That operative is treated as having moved 4" for the purposes of its movement allowance and has **SPEED 3-**.'

HERNKYN YAEGIR: UPDATE LOG

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STRATEGY PLOYS, HIDDEN ENGAGEMENT

Relevant part of first sentence changed to read:
'[...] if it's in cover from the target's perspective, that friendly operative's weapons have the Ceaseless weapon rule; if a weapon already has that weapon rule, it has the Ceaseless and Balanced weapon rules.'

HIEROTEK CIRCLE: UPDATE LOG

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TECHNOMANCER OPERATIVE, CANOPTEK REPAIR ACTION

Relevant part of second sentence changed to read:
'Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative to regain up to D3+3 lost wounds.'

IMPERIAL NAVY BREACHERS: UPDATE LOG

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FACTION EQUIPMENT, SYSTEM OVERRIDE DEVICE

Changed to read:
'Once per turning point, one friendly **IMPERIAL NAVY BREACHER** operative can perform the **Breach** or Operate Hatch action for 1 less AP.'

INQUISITORIAL AGENTS: UPDATE LOG

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INTERROGATOR OPERATIVE, INQUISITORIAL TOMES RULE

Relevant part of second bullet point changed to read:
'[...], subtract 1 from the Atk stat of that enemy operative's weapons (to a minimum of 2).'

FIREFIGHT PLOYS, ABSOLUTE AUTHORITY

Additional sentence added:
'This ploy costs 1 additional CP to use if the opponent's ploy is a strategy ploy.'

MANDRAKES: UPDATE LOG

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FACTION RULES, SOULSTRIKE

Additional sentence added to designer's note:
'*If the operative doesn't have an APL stat (e.g.* **NEMESIS** *operatives), treat its APL stat as 4 for the purposes of these rules).*'

MURDERWING: UPDATE LOG

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FACTION RULES, JUMP PACK

Relevant part of last sentence of first paragraph changed to read:
'If it would **BOOST** during the **Charge** action, its move allowance cannot be higher than 7".'

PATHFINDERS: UPDATE LOG

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FACTION RULES, MARKERLIGHTS

Fifth row of table changed to read:

Markerlight Tokens	Additional Rules
5	Seek weapon rule if the target is within 8".

RATLINGS: UPDATE LOG

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FIREFIGHT PLOYS, SHOOT AND HIDE

Additional paragraph added:
'Alternatively, use this firefight ploy when a friendly **RATLING** operative is on Vantage terrain and is shooting. During that action, you can ignore ramparts less than 2" tall within its control range when determining visibility.'

WARPCOVEN: UPDATE LOG

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FACTION RULES, ASTARTES

Additional sentence added to end of second paragraph:
'Whenever a friendly **WARPCOVEN SORCERER** does, it can perform an additional 1AP action for free during that counteraction, but both actions must be different and you cannot perform a **Fight** and **Shoot** action during the same counteraction.'

FACTION RULES, BOONS OF TZEENTCH, ECHOES FROM THE WARP

Changed to read:
'Whenever you counteract with this operative, you can change its order first~~, and it can perform an additional 1AP action for free during that counteraction, but both actions must be different~~.'

FACTION EQUIPMENT, SORCEROUS SCROLLS

Relevant part of last sentence deleted:
'Note that if you use this rule when a friendly operative counteracts and you select Echoes from the Warp, it can be used immediately to change the operative's order ~~and perform a free action during that counteraction~~.'