



NEMESIS CLAW

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: NIGHTMARE

Page 37, In Midnight Clad ability

Change the first bullet point to:

'It has a Conceal order, [regardless of any rules that treat the operative as having an Engage order \(e.g. Vantage Point\).](#)'

Page 39, Vox Scream

Change the second and third sentences to read:

'Your opponent cannot activate that operative [until you have had a turn to activate a ready friendly operative or perform Overwatch.](#)

If there are no other [ready](#) enemy operatives, this Tactical Ploy has no effect.'