



UNIVERSAL EQUIPMENT: 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.

ERRATA

DECEMBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

UTILITY GRENADES, SMOKE GRENADE ACTION

Second sentence of second effect changed to read:

'In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, **weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead, unless they're within 2" of each other.**'

PREVIOUS ERRATAS

RAZOR WIRE

Second sentence changed to read:

'Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, [access points](#) and [Accessible terrain](#).'

Obstructing rule changed to read:

'Whenever an operative would cross [over](#) this terrain feature within 1" of it, treat the distance as an additional **1"**.'

MINES

First sentence changed to read:

'Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, [access points](#) and [Accessible terrain](#).'

LADDERS

First paragraph changed to read:

'Ladders are [Insignificant](#) and [Exposed](#) terrain. Before the battle, you can set up any of them as follows:'

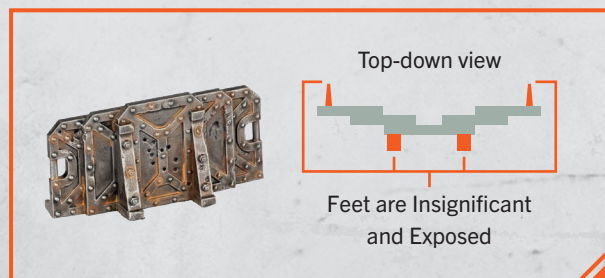
Second paragraph changed to read:

~~'In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them.~~ Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb. ~~Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.'~~

LIGHT BARRICADES

Changed to read:

'Light barricades are Light terrain, [except the feet, which are Insignificant](#) and [Exposed](#). Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, [access points](#) and [Accessible terrain](#).'



HEAVY BARRICADE

Second sentence changed to read:

'Before the battle, you can set it up wholly within **4"** of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, [access points](#) and [Accessible terrain](#).'

PORTABLE BARRICADE

First sentence changed to read:

'A portable barricade is Light, Protective and Portable terrain, [except the feet which are Insignificant](#) and [Exposed](#).'

Second sentence changed to read:

'Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, [access points](#) and [Accessible terrain](#).'

Final sentence of Portable rule changed to read:

'Operatives connected to the inside of it can perform the following [unique](#) action during the battle.'

First effect of **Move With Barricade** action changed to read:

'The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. [HEARTHKYN SALVAGER](#), [FLY](#), [MANDRAKE](#), [SHADOW PASSAGE](#)).'

Additional text added to end of second sentence of second effect of **Move With Barricade** action:

'After it moves, set up the portable barricade so it's connected again, [but the portable barricade cannot be set up within 2"](#) of other equipment terrain features, [access points](#) or [Accessible terrain](#). [If this is not possible, the portable barricade is not set up again.](#)'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *When an operative is being shot with a weapon that has the Piercing 2 weapon rule, can I use the effects of a smoke grenade from universal equipment to reduce it to Piercing 1, then another rule that worsens the Piercing weapon rule by 1 (e.g. **DEATHWATCH** **AEGIS VETERAN** Storm Shield) to ignore the Piercing weapon rule entirely?*

A: Yes.