

THE BALANCE DATASLATE

Q1 2022

UNIVERSAL MATCHED PLAY RULE

When mustering your army for a matched play game, it cannot include more than 1 **AIRCRAFT** model if you are playing a Combat Patrol or Incursion sized game, more than 2 **AIRCRAFT** models if you are playing a Strike Force sized game, or more than 3 **AIRCRAFT** models if you are playing an Onslaught sized game.



ASTRA MILITARUM

- Change the Save characteristic of **ASTRA MILITARUM LEMAN RUSS** models to 2+.
- When using the Tank Orders ability of a **<REGIMENT> TANK COMMANDER** model, you can select one friendly **<REGIMENT> VEHICLE** unit (excluding **TITANIC** units) within 6" of that **<REGIMENT> TANK COMMANDER** model, instead of selecting a **<REGIMENT> LEMAN RUSS** unit.
- Each time a **<REGIMENT>** unit with the Voice of Command ability issues one of the following orders to a **<REGIMENT> INFANTRY** unit, that same order can be issued to one or more other friendly **<REGIMENT> INFANTRY** units (excluding **OFFICER** units) that are within 6" of the unit that order was originally issued to: Take Aim!; First Rank, Fire! Second Rank, Fire!; Bring it Down!; Forwards, for the Emperor!; Get Back in the Fight!; Fix Bayonets!



CHAOS SPACE MARINES

Change the Death to the False Emperor ability to read: 'Each time a model with this ability makes a melee attack, a hit roll of 6+ scores one additional hit'.



DRUKHARI

- Remove the **CORE** keyword from the Keywords section of the following datasheets: Talos; Cronos.
- Change the Artists of the Flesh Obsession to read: 'Each time an attack is allocated to a model with this Obsession (excluding **VEHICLE** models), unless that attack has a Strength characteristic of 8 or more, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).'

Note that this Obsession remains All-consuming.



IMPERIAL KNIGHTS

AND



CHAOS KNIGHTS

- All **VEHICLE** models with the **IMPERIAL KNIGHTS** or **CHAOS KNIGHTS** Faction keyword gain the following ability: 'Towering Foe: This model counts as 5 models when determining control of an objective marker (if this model is a **TITANIC** model, it instead counts as 10 models when determining control of an objective marker).'
- If every model from your army has either the **CHAOS KNIGHTS** or **IMPERIAL KNIGHTS** Faction keyword (excluding **AGENTS OF THE IMPERIUM** and **UNALIGNED** units), then all **ARMIGER-CLASS** and **WAR DOG** models from your army gain the Objective Secured ability (see the Warhammer 40,000 Core Book).



NECRONS

Add the **CORE** keyword to the Keywords section of the following datasheets: Canoptek Acanthrites (see *Imperial Armour Compendium*); Canoptek Reanimator; Canoptek Wraiths; Flayed Ones; Lokhust Destroyers; Lokhust Heavy Destroyers; Ophydian Destroyers; Skorpekh Destroyers; Triarch Praetorians.



ORKS

When mustering an **ORKS** army, it cannot include more than 1 of each of the following units: Boomdakka Snazzwagons; Kustom Boosta-blastas; Megatrakk Scrapjets; Rukkatrakk Squigbuggies; Shokkjump Dragstas.