



# THE BALANCE DATASLATE

Q2 2022

This document contains the collected Q2 updates to the rules for game balance improvements.

## CORE RULES

**New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.

## EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER**), this counts as your selection.

## HUNTER CLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during the first Turning Point that it is active for your kill team during the battle.
- Operative selection:
  - Can take 1 additional operative.
  - Can include up to three **GUNNER** operatives (each must still be equipped with different ranged weapons), regardless of **SICARIAN** operatives.

## PATHFINDER

- A Worthy Cause Tactical Ploy: 2CP. Can only be used once per battle, and only if you don't have the initiative.
- ASSAULT GRENADIER PATHFINDER** operative: Delete the final sentence of the Grenadier ability.
- Benefit of 5+ Markerlight tokens: In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless it's in Cover provided by Heavy terrain.

## VOID-DANCER TROUPE

- Cegorach's Jest Strategic Ploy: Change the relevant part of the first sentence to read: 'once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit'.
- Saedath ability: Delete the third bullet point from the effects of adding the fourth mark to your Performance tally.

## SPACE MARINE & GREY KNIGHT

- Operative selection: Every fire team except **SCOUT** and **TACTICAL MARINE** can take 1 additional **WARRIOR** operative.

## DEATH GUARD

- Operative selection: **PLAGUE MARINE** fire team:
  - Can take 1 additional **WARRIOR** operative.
  - CHAMPION** operative is instead of 1 **WARRIOR** operative, not in addition to.

## CRAFTWORLD

- Operative selection: Every fire team can take 1 additional **WARRIOR** operative.

## TOMB WORLD

- FLAYED ONE** operatives: Add 1 to both Damage characteristics of flayer claws.
- Reanimation Protocols Tactical Ploy: OCP.

## REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

**FORGE WORLD** replaced by **HUNTER CLADE**

**THOUSAND SONS** replaced by **WARPCOVEN**

**TROUPE** replaced by **VOID-DANCER TROUPE**