

THE BALANCE DATASLATE

Q2 2022

UNIVERSAL MATCHED PLAY RULES

ARMOUR OF CONTEMPT

Each time an attack is allocated to an **ADEPTUS ASTARTES**, **SANCTIC ASTARTES**, **HERETIC ASTARTES** or **ADEPTA SORORITAS** model, worsen the Armour Penetration characteristic of that attack by 1.

This rule does not apply to any of the following:

- Models equipped with a storm shield, a relic shield or a combat shield (or a Relic that replaces one of these shields).
- Models with either the Sacresant Shield or Force Shielding ability (**CELESTIAN SACRESANT** and **NEMESIS DREADKNIGHT** units).
- Models that are under the effects of any other rule that worsens or reduces the Armour Penetration characteristic of an attack.

AIRCRAFT

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.

INDIRECT FIRE WEAPONS

An Indirect Fire weapon is one that can target units that are not visible to the bearer (e.g. mortars, smart-missile systems, impaler cannons, etc.). If such a weapon targets a unit that is not visible (i.e. no models in a target unit are visible to the firing unit when you selected it as a target), then each time an attack is made with that weapon against that target this phase, worsen the Ballistic Skill characteristic of that attack by 1 and add 1 to any armour saving throws made against that attack.



Astra Militarum and Indirect Fire weapons

Attacks made with Indirect Fire weapons by **ASTRA MILITARUM** models are unaffected by any of the Indirect Fire weapon rules presented above.

BODYGUARD ABILITIES

Change the end of all 'Bodyguard' abilities from:
'enemy models/units cannot target that **CHARACTER** unit with ranged attacks.'

To:

'that **CHARACTER** unit can use the Look Out, Sir rule even if this unit contains fewer than 3 models.'

If a unit's Bodyguard ability only affects a specific type of **CHARACTER** unit, the updated version of that unit's Bodyguard ability still only applies to that type of **CHARACTER** unit (e.g. A Cryptothrall's Protectors ability only applies to friendly **CRYPTEK** units, and so the new form of that ability also only applies to **CRYPTEK** units).

The following are Bodyguard abilities:
Bodyguard*; Cold-blooded Bodyguard; Guardian Organism**; Guardian Protocols; Honour Guard; Operated Artillery; Protectors; Sworn Protectors; The Vargard's Duty; Watchmen.

This rule also applies to the following Stratagems that confer a Bodyguard ability to a unit:
Implacable Guardians; Seer Council; Shield of Honour.

**This rule only affects the first bullet point of a Locus' Bodyguard ability.*

***Hive Tyrants within range of the Guardian Organism ability gain the benefits of Look Out, Sir even though they are **CHARACTER** units with a Wounds characteristic greater than 9.*



ADEPTA SORORITAS

- Change the first bullet point in the Gaining Miracle Dice section of the Acts of Faith ability to read: 'At the start of each turn, you gain 1 Miracle dice.'
- Change the second bullet point of the Stoic Endurance (Order of the Valorous Heart) conviction to read: 'Each time an attack is made against a unit with this conviction, that attack's wound roll cannot be re-rolled.'



ASTRA MILITARUM

- Add the following to the Detachment Abilities of an **ASTRA MILITARUM** Detachment:

'**Hammer of the Emperor:** If every **<REGIMENT>** unit in your army is drawn from the same regiment, then each time a **<REGIMENT>** model from your army makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target. Note that units listed as Advisors and Auxilla do not prevent other **ASTRA MILITARUM** units from your army from gaining this rule, but Advisors and Auxilla units never benefit from this rule.'

- 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!
- Change the points cost for an Infantry Squad unit as follows (note that the cost of all of this unit's wargear options is reduced to 0 pts):

Infantry Squad	
• Unit size.....	10 models
• Unit cost	60 pts



ADEPTUS CUSTODES

- Change the third bullet point of the Detachment Abilities of an **ADEPTUS CUSTODES** Detachment to read: 'Troops units in **ADEPTUS CUSTODES** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).'
- Add the following to the Esteemed Amalgam, Emperor's Auspice and Martial Discretion Stratagems: 'You can only use this Stratagem once.'
- Change the **ADEPTUS CUSTODES** keyword in all instances on the Arcane Genetic Alchemy and Emperor's Auspice Stratagems to read, **ADEPTUS CUSTODES INFANTRY**.



ADEPTUS MECHANICUS

- Remove the **CORE** keyword from the Keywords section of the following datasheets: Ironstrider Ballistarii; Sydonian Dragoons.
- Change the first bullet point of the Solar Blessing (Lucius) dogma to read: 'Each time an attack with a Damage characteristic of 1 is allocated to a model with this dogma, unless that model is receiving the benefits of Light Cover, add 1 to any armour saving throw made against that attack.'
- Add the following to the Clandestine Infiltration Stratagem: 'You can only use this Stratagem twice.'
- Add the following to the Acquisition at Any Cost Stratagem: 'You can only use this Stratagem once.'
- Change the last sentence of the Galvanic Volley Fire Stratagem to read: 'Until the end of the phase, galvanic rifles models in that unit are equipped with have a Type characteristic of Heavy 3.'
- Change the CP cost of the Enriched Rounds Stratagem to '1CP/2CP' and add the following to the end of this Stratagem: 'If that unit contains 11 or more models, this Stratagem costs 2CP; otherwise, it costs 1CP.' In addition, change the end of the last sentence of this Stratagem to read: 'an unmodified successful hit roll of 5+ automatically wounds the target.'



SPACE MARINES

Change the second bullet point of the Forged in Battle (Salamanders) chapter tactic to read: 'Each time an attack is made against a unit with this tactic, that attack's wound roll cannot be re-rolled.'



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.'



DEATH GUARD

Add the following bullet point to the Detachment Abilities of a **DEATH GUARD** Detachment:

- **BLIGHTLORD TERMINATORS** and **DEATHSHROUD TERMINATORS** units in **DEATH GUARD** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).



DRUKHARI

- Remove the **CORE** keyword from the Keywords section of the following datasheets: Talos; Cronos.
- Change the second bullet point of the Agile Hunters Obsession to read: 'If a unit with this Obsession with the Combat Drugs ability has the Hypex ability (pg 89), add 3" to that unit's Move characteristic instead of 2".'*
- Change the first sentence of the Dark Technomancers Obsession to read: 'Each time a unit with this Obsession is selected to shoot, you can choose to enhance any or all of the ranged weapons models in that unit are equipped with (liquifier guns and twin liquifier guns can never be enhanced).'*
- 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 these Obsessions remain All-consuming.



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; Rukkatrukk Squigbuggies; Shokkjump Dragstas.



HARLEQUINS

- Change the Mirror Architect Pivotal Role to read: 'In your Command phase, select one friendly **<SAEDATH> CORE** unit within 9" of this model. Until the start of your next Command phase, each time an enemy unit is selected to shoot, when measuring the range to any model in that **<SAEDATH>** unit, it is considered to be an additional 6" away from the shooting model.'
- Change the Favour of Cegorach Warlord Trait to read: 'Once per turn, when you make a melee hit roll, a melee wound roll or a saving throw for this **WARLORD**, after making the roll, you can treat the result as an unmodified roll of 6 instead.'

- Change the points cost for a Starweaver unit to:

Starweaver

- Unit size..... 1 model
- Unit cost95 pts

- Change the points cost for a Voidweavers unit to:

Voidweavers

- Unit size..... 1-3 models
- Unit cost130 pts/model



T'AU EMPIRE

- Change the second bullet point of the Mont'ka ability to read: 'Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit within the range shown in the table below, re-roll a wound roll of 1.'
- Change the first bullet point of the Devastating Counterstrike (Farsight Enclaves) tenet to read: 'Each time a model with this tenet makes a ranged attack that targets a unit within 9", the target is treated as having a Markerlight token (pg 93).'
- Remove the **CORE** keyword from the Keywords section of the Broadside Battlesuits datasheet.
- Add the following to the Repulsor Impact Field and Photon Grenades Stratagems: 'The charge roll modifier incurred via this Stratagem is not cumulative with any other negative modifier to a unit's charge roll.'