

THE BALANCE DATASLATE

Q4 2022

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



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**.
- * **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



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.



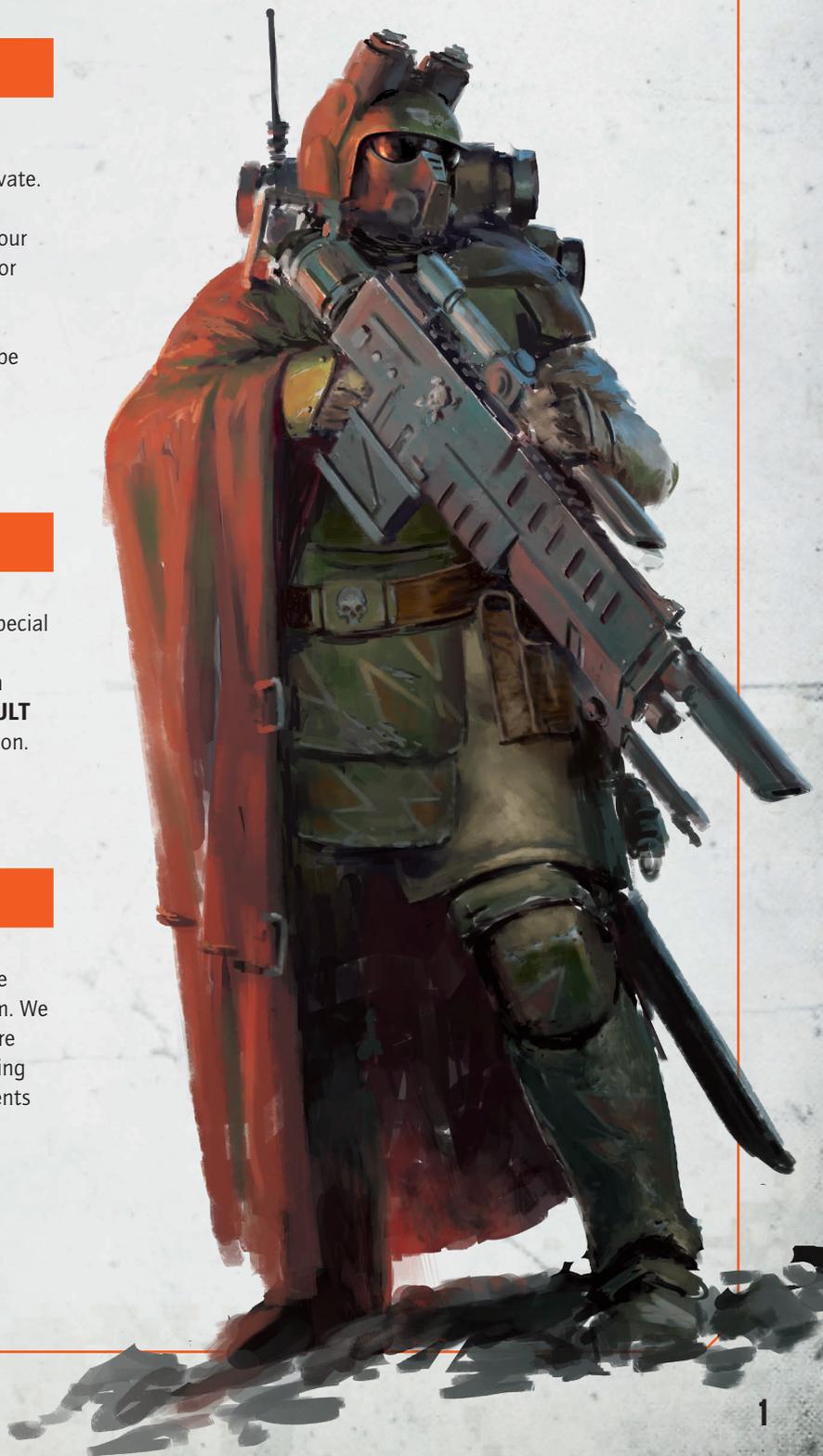
REPLACED ARMY LISTS

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**



SEASON ONE



KILL TEAM COMPENDIUM

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.



KILL TEAM: CHALNATH

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 final sentence of Grenadier ability.
- Change benefit of 5+ Markerlight tokens to read: '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.'
- * Operative selection: Must take 1 less operative.

NOVITIATE👤

- Auto-chastiser equipment: 2EP.
- Cannot use Acts of Faith to change dice you've re-rolled.



KILL TEAM: MOROCH

PHOBOS STRIKE TEAM👤

- * Can use the following Strategic Ploy:

DEADLY SHOTS

1CP

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM**👤 operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- * **REIVERS'** **Terror** action: OAP.
- * **INCUSORS'** Multi-spectrum Array ability: Change first bullet point to read: 'The intended target cannot be Obscured.'
- * **Guerrilla Warfare** and **LEADERS'** **Strategise** actions: Change distance requirement to ■ (instead of ◆).





HUNTER GLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- * Operative selection:
 - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
 - If your kill team includes no more than four **SICARIAN** operatives, it can include one additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).

VOID-DANCER TROUPE

- Cegorach's Jest Strategic Ploy: Change relevant part of 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 third bullet point from the effects of adding the fourth mark to your Performance tally.
- * Domino Field Strategic Ploy: 1+CP. This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

WARPCOVEN

- Rubric Command ability: Change distance requirement to  (instead of .
- Rubric Affinity Battle Honour: For the purposes of Rubric Command ability, remove distance requirement (the **RUBRIC MARINE** operative only needs to be Visible).
- Add the following to Exalted Astartes Strategic Ploy: 'In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.'

GELLERPOX INFECTED

- * Techno-curse ability: Distance requirement is reduced to  (instead of , and  for **GLITCHLING** operatives (instead of .
- * Revoltingly Resilient ability: **GLITCHLING** and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).

ELUCIDIAN STARSTRIDER

- * Privateer Support Assets: Improve all BS characteristics by 1.
- * **LECTRO-MAESTER**'s **Voltagheist Field** and **Voltagheist Charge** actions: OAP.
- * **VOIDSMAN**'s rotor cannon: Gains the Relentless special rule.



SEASON TWO



KILL TEAM: INTO THE DARK

FARSTALKER KINBAND

- * Operative selection: Can take 1 additional operative (not a Kill-broker).
- * **KROOT BOW HUNTER's** accelerator bow: Improve BS characteristic by 1 (all profiles).
- * **KROOT PISTOLIER's** dual kroot pistols: Improve BS characteristic by 1.
- * **KROOT LONG SIGHT's** kroot hunting rifle: Improve BS characteristic by 1.
- * Cut-throats Strategic Ploy: To a maximum of 5 Attacks (instead of 4).
- * Change the EP of equipment as follows: Meat [1EP], Trophy [3EP].
- * Add the following to Rogue ability: 'In addition, each time a shooting attack is made against this operative, the No Cover special rule has no effect for that shooting attack.'



KILL TEAM: SHADOWVAULTS

HIEROTEK CIRCLE

- * Reanimation Protocols ability: Resolve before Living Metal ability.
- * **CRYPTTEK** operatives: Add 2 to Wounds characteristic and Improve BS characteristic of ranged weapons by 1.
- * **CRYPTTEKs' Command** action: OAP.
- * Commence Reanimation Tactical Ploy: OCP.
- * **Phase Oculars** action (equipment): OAP.

