

# THE BALANCE DATASLATE

Q3 2022

This document contains the collected Q3 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**.

## 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-DANGER 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

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

## NOVITIATES

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

## PHOBOS STRIKE TEAM



- \* Can use the following Strategic Ploy:

### DEADLY SHOTS

1CP

Until the end of the Turning Point, each time a friendly **PHOBOS STRIKE TEAM** operative makes a shooting attack, if it hasn't yet performed a **Charge**, **Fall Back** or **Normal Move** action during this Turning Point, bolt weapons it's equipped with gain the P1 critical hit rule for that shooting attack. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

## WARPCOVEN

- \* Rubric Command ability: Change the distance requirement to  (instead of .
- \* Rubric Affinity Battle Honour: For the purposes of the Rubric Command ability, remove the distance requirement (the **RUBRIC MARINE** operative only needs to be Visible).
- \* Add the following to the 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.'

## 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**