

# THE BALANCE DATASLATE

Q4 2022

## UNIVERSAL MATCHED PLAY RULES

### ARMOUR OF CONTEMPT

Each time an attack is allocated to an **ASTRA MILITARUM VEHICLE**, **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; Honour Guard of Macragge; Operated Artillery; Protectors; Sworn Protectors; The Vargard's Duty; Wall of Flesh\*\*; 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, and **TERVIGONS** within range of <**HIVE FLEET**> **TERMAGANTS**, gain the benefits of Look Out, Sir even though they are **CHARACTERS** with a Wounds characteristic greater than 9. Note that the Wall of Flesh ability still requires a unit of 15 or more Termagants to apply, even though other Bodyguard abilities apply with fewer than 3 models.*



## 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 unit from your army has the **ASTRA MILITARUM** keyword (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units), and if every **<REGIMENT>** unit in your army is drawn from the same regiment, then each time an **ASTRA MILITARUM** model from your army makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target.

**Designer's Note:** **MILITARUM TEMPESTUS** units will benefit from this rule if they are included in an army alongside other **ASTRA MILITARUM** units (e.g. **CADIANS** units, **CATACHANS** units etc.) but if they are from a *Tempestus Scions* regiment (see *Psychic Awakening: The Greater Good*), they must all be from the same *Tempestus Scions* regiment in order to gain this rule.

- Change the Save characteristic of **ASTRA MILITARUM LEMAN RUSS** models and **ASTRA MILITARUM TITANIC** 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!



## 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**.



## 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".'<sup>\*</sup>
- 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).'<sup>\*</sup>
- 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).'<sup>\*</sup>

<sup>\*</sup>Note that these Obsessions remain All-consuming.



## ASURYANI

- Add the following to the Hail of Doom Far-flung Craftworld Attribute: 'You cannot select this Far-flung Craftworld Attribute if you have selected any other Far-flung Craftworld Attributes, and if you select this Far-flung Craftworld Attribute you cannot select a second.'
- Change the psychic action described in the Eldritch Storm Stratagem to read:

**'Empower Storm (Psychic Action – Warp Charge 5):**  
Any number of **FARSEER** models from your army that have visibility to the centre of the marker you placed can attempt to perform this psychic action.

At the start of your next Shooting phase, roll one D6 for each unit within 6" of the centre of the marker you placed. On a 4+, that unit suffers D3 mortal wounds. That marker is then removed. You can only use this Stratagem once.'

- Change the second sentence of the Matchless Agility Stratagem to read: 'Use this Stratagem in your Shooting phase, after rolling the D6 to determine how far an **ASURYANI** unit from your army moves when it makes a Battle Focus move (pg 142). Re-roll that D6.'
- Add the following to the Fire and Fade Stratagem: 'You can only use this Stratagem once.'



## 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.'
- Change the Shock Tactics secondary mission objective in War Zone Nephilim Grand Tournament Mission Pack to read: 'At the end of your turn, score 4VP if you control one or more objective markers that were controlled by your opponent at the start of that turn, and an **ADEPTUS ASTARTES** unit from your army is within range of that objective marker.'



## CHAOS SPACE MARINES

Change the second bullet point of the Iron Within, Iron Without (Iron Warriors) Legion trait with: 'Each time an attack is made against a unit with this trait, that attack's wound roll cannot be re-rolled.'



## 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).'



## TYRANIDS

- Add the following to the Rare Organisms Detachment ability: 'If your army contains one or more **HIVE TYRANT** models, one of them must be selected as your **WARLORD**.'
- Replace the first paragraph of the Synaptic Imperatives ability with: 'If every unit from your army has the **HIVE TENDRIL** keyword (excluding **UNALIGNED** units) and each of those units (excluding **LIVING ARTILLERY** units) is from the same hive fleet, then while your **WARLORD** is on the battlefield, **SYNAPSE** units from your army have a Synaptic Imperative ability depending on which one is currently active for your army.'
- When playing a matched play game, players cannot swap out the Adaptive element of their Hive Fleet Adaptation at the start of the battle after determining who has the first turn – if they wish to do so, this must instead be done during the Muster Armies step, and the player's selection written on their army roster.
- Change the first bullet point of Leviathan Hive Fleet Adaption Synaptic Control to 'Each time an attack is made against a **SYNAPSE MONSTER** unit with this adaptation, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.'
- Change first bullet point on the Reaper of Obliterax to: 'Each time an attack is made with this weapon, if that attack successfully wounds the target, the target suffers 1 mortal wound in addition to any other damage, to a maximum of 3 mortal wounds.'



## 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.'



## NECRONS

- Change the Command Protocols ability as follows:
  - Replace the **NOBLE** keyword in all instances with **NECRONS CHARACTER**.
  - Replace the last sentence of the penultimate paragraph with: 'Until the assigned command protocol stops being active, while a unit that is eligible to benefit from this ability is on the battlefield, that unit benefits from the selected directive.'
  - Replace the last paragraph with: 'In addition, if all units from your army are from the same dynasty (excluding **DYNASTIC AGENT**, **C'TAN SHARD** and **UNALIGNED** units), select one command protocol that has not been assigned to a battle round (there will typically only be one). That command protocol is active in every battle round in addition to the one assigned to that battle round – select which directive your units will benefit from at the start of each battle round. Note that if this additional command protocol is the one described in your dynasty's code, this means both of its directives apply to all units with this ability in your army in every battle round, in addition to the protocol assigned to that battle round. The available command protocols are shown below.'

**Designer's Note:** Some rules refer to 'the active command protocol', in these instances these rules refer to all command protocols that are active for your army.

- Add the **CORE** keyword to the Keywords section of the following datasheets: Canoptek Acanthrites (see *Imperial Armour Compendium*); Canoptek Reanimator; Canoptek Spyderys; Canoptek Wraiths; Flayed Ones; Lokhust Destroyers; Lokhust Heavy Destroyers; Ophydian Destroyers; Skorpekh Destroyers; Triarch Praetorians; all **NECRONS VEHICLE** datasheets, with the exception of **CHARACTER** datasheets.



## ORKS

- When mustering an **ORKS** army, it cannot include more than 3 of each of the following models: Boomdakka Snazzwagons; Kustom Boosta-blastas; Megatrakk Scrapjets; Rukkatrukk Squigbuggies; Shokkjump Dragstas.
- Change the Stage 1 and 2 effects of The Waaagh! to read:

### STAGE 1: CALL DA WAAAGH!

- **ORKS CORE** and **ORKS CHARACTER** units from your army are eligible to declare a charge even if they Advanced this turn.
- Add 1 to the Strength and Attacks characteristics of **ORKS** models from your army.
- **ORKS** models from your army have a 5+ invulnerable save.

### STAGE 2: GET STUCK IN!

- Add 1 to the Strength and Attacks characteristics of **ORKS** models from your army.
- **ORKS** models from your army have a 6+ invulnerable save.



## HARLEQUINS

- Ignore the table listed in the Luck of the Laughing God ability. Instead, at the start of the battle, you gain 0 Luck re-rolls, regardless of the battle size. You can only gain Luck re-rolls by making a Luck of the Laughing God roll.
- 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 first bullet point of the Light Saedath Characterisation to read: 'Each time an attack is made against a unit with this characterisation, if the attacking model is more than 18" away, an unmodified hit roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making that attack may have.'
- Change the first bullet point of the Dark Saedath Characterisation to read: 'Each time a model with this characterisation is destroyed by a melee attack, roll one D6: on a 4+, after the attacking model's unit has finished making its attacks, it suffers 1 mortal wound (a unit can suffer a maximum of 6 mortal wounds per phase as a result of this ability).'
- Change the second bullet point of the Blaze of Light (Light Saedath) Characterisation to read: 'Each time a unit with this characterisation makes a Normal Move or Advances in your Movement phase, in your following Shooting phase, that unit counts as having Remained Stationary. This does not apply if the unit is Embarked in a TRANSPORT.'