

# THE BALANCE DATASLATE

Q1 2023

## UNIVERSAL MATCHED PLAY RULES

### 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.

**AIRCRAFT** units from your army must start the battle in Strategic Reserves. If the total points value of a player's **AIRCRAFT** units is more than half of the total points value of their army, that player's **AIRCRAFT** units must still start the battle in Strategic Reserves, and then no other unit from their army can be a Strategic Reserve and/or Reinforcement unit.

If an **AIRCRAFT** unit has a rule that is triggered after it has moved, that rule only takes effect if that model ends its move on the battlefield. For example, this means an **AIRCRAFT** unit cannot drop bombs on a unit in a turn in which it ends a move off the battlefield.

### 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.

### 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.



## CHAOS DAEMONS

- Delete the following ability from the flickering flames weapon, found on the Flamers Datasheet: 'Each time an attack is made with this weapon, that attack automatically hits the target.'

**Designer's Note:** *When making attacks with the flickering flames weapon, follow the normal attack sequence, rolling to hit using the model's Ballistic Skill.*



## SPACE MARINES

- Change the Combat Doctrines ability to read: 'If every unit from your army has the **ADEPTUS ASTARTES** keyword (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which Combat Doctrine is active for your army. During the first battle round, the Devastator Doctrine is active for your army. From the second battle round onwards, at the start of the battle round, you can change which Combat Doctrine is active for your army, as follows:

- If the Devastator Doctrine was active for your army during the previous battle round, you can change it so that the Tactical Doctrine is now active.
- If the Tactical Doctrine was active for your army during the previous battle round, you can change it so that the Assault Doctrine is now active.'

**Designer's Note:** *The Devastator Doctrine, Tactical Doctrine and Assault Doctrine effects remain unchanged.*

- Add the following bullet point to the Detachment Abilities of an **ADEPTUS ASTARTES** Detachment:
  - 'At the end of your Command phase, if one or more **ADEPTUS ASTARTES** Troops units from your army are within range of an objective marker you control, that objective marker remains under your control, even if there are no models within range of it, unless your opponent controls it at the end of any subsequent phase.'



## 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 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.*



## 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 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.
  - 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**.'
- 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).'
- Worsen the invulnerable save of every **HARLEQUINS** model by 1. If a **HARLEQUINS** model gains an improved invulnerable save by any means (e.g. the Prismatic Blur Stratagem), that invulnerable save is also worsened by 1.



## 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.'



## CHAOS SPACE MARINES

Change the second bullet point of the Experimental Enhancements Legion Trait (Creations of Bile) to read: 'Each time a model with this trait is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play. When making these attacks, if any of the destroyed model's characteristics change as it suffers damage, for the purposes of determining what characteristics on its profile to use, the destroyed model is considered to have 1 wound remaining.'



## ADEPTUS MECHANICUS

- Add the **CORE** keyword to the Keywords section of the following datasheets: Kataphron Breachers; Kataphron Destroyers.
- Change the Bionics ability on every **ADEPTUS MECHANICUS** datasheet to read: 'Models in this unit have a 5+ invulnerable save.' This affects the following units: Skitarii Rangers; Skitarii Vanguard; Kataphron Breachers; Kataphron Destroyers; Servitors; Ironstrider Ballistarii; Sydonian Dragons.



## 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.'
- Change the second sentence of the Overrun Stratagem to read: 'Select one **HIVE TENDRIL CORE** unit from your army that made a charge move this turn.'
- Delete the last sentence from the following abilities: Seed Spore Mines; Spore Mine Cysts; Seed Spores (Biovores, Harpies and Sporocysts).

**Designer's Note:** This means these units cannot create Spore Mine or Mucolid Spore models for free; Reinforcement points are required to add such models to the battlefield.



## 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.'



## 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 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.'

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

- Change the second introductory sentence of the Ancient Dynasties rules to read: 'Unless you selected the Vassal Kingdom or Eternal Conquerors Dynastic Codes, you can then also select one additional code from the Circumstances of Awakening list, opposite.'



## ADEPTUS CUSTODES

- Change the third bullet point of the Detachment Abilities of an **ADEPTUS CUSTODES** Detachment to read: '**ADEPTUS CUSTODES CORE INFANTRY** units and **ANATHEMA PSYKANA** Troops units in **ADEPTUS CUSTODES** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).'
- Change the **ADEPTUS CUSTODES** keyword in all instances on the Arcane Genetic Alchemy and Emperor's Auspice Stratagems to read **ADEPTUS CUSTODES INFANTRY**.



## ORKS

- When mustering an **ORKS** army, it cannot include more than 3 of each of the following models: Boomdokka 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.



## 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, 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.'