

# THE BALANCE DATASLATE

Q1 2023

This document contains the collected Q1 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**



## CRITICAL OPERATIONS 2022

- \* Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).



# 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: OCTARIUS

### KOMMANDO

- \* Operative selection: If you select a **BOMB SQUIG** operative, you can also select a **KOMMANDO GROT** operative for free (or vice versa) for 11 operatives in total (instead of 10).



## KILL TEAM: CHALNATH

### PATHFINDER

- A Worthy Cause Tactical Ploy: 2CP. You can only use it 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: NACHMUND

### LEGIONARY

- \* Mutagenic Flesh Strategic Ploy: To a minimum of 3 (instead of 2).

### CORSAIR VOIDSCARRED

- \* **VOIDSCARRED GUNNER**'s shredder: Gains the Rending critical hit rule.



## 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.
- **INCURSORs'** 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 .
- \* Guerrilla Battle Honour: Change to read 'while not within Engagement Range of an enemy operative' (instead of .
- \* Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'



## KILL TEAM ANNUAL 2022



### 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+).
- \* **VULGRAR THRICE-CURSED's** Lead the Infection ability: You can only use it once per battle.

### ELUCIDIAN STARSTRIDER

- **LECTRO-MAESTER's** **Voltageist Field** and **Voltageist Charge** actions: OAP.
- \* Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- \* Undaunted Explorers Strategic Ploy: The first time each friendly **ELUCIDIAN STARSTRIDER** operative fights in combat or a shooting attack is made against it (instead of each time). Damage halved to a minimum of 2 (rounding up).

# 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.'


### IMPERIAL NAVY BREACHER

- \* Add the following to Blitz Tactical Ploy: 'If you do either, you cannot re-roll the remaining attack dice.'
- \* **NAVIS GRENADIER** operative: Delete final sentence of Grenadier ability.
- \* Brace for Counter-Attack Strategic Ploy: To a minimum of 3 (instead of 2).



## INTERCESSION SQUAD




### INTERCESSION SQUAD

- \* Durable Chapter Tactic: Updated in **INTERCESSION SQUAD**  army list (Warhammer Community download).



## KILL TEAM: SHADOWVAULTS

### HIEROTEK CIRCLE

- \* Reanimation Protocols ability: Resolve before Living Metal ability, operatives regain D3+3 lost wounds and can instead be placed within  of that reanimation token (but not within Engagement Range of enemy operatives) with an order of your choice.
- \* **PLASMACYTE ACCELERATOR's** **Accelerate** action: OAP and within  (instead of .
- \* **PLASMACYTE REANIMATOR's** Reanimation Beam ability: Do not subtract 1 from this operative's APL for doing so.
- \* **CRYPTTEK, DESPOTEK** and **APPRENTAK** operatives: Add 2 to Wounds characteristic and improve BS/WS characteristic of weapons on their datacard by 1.
- \* **CRYPTTEK's** **Command** action and **DESPOTEK's** **Demand** action: OAP.
- Commence Reanimation Tactical Ploy: OCP.
- **Phase Oculars** action (equipment): OAP.
- \* **CRYPTTEK's** **Cryptek** actions: Change all instances of 'the end of the Turning Point' and 'the start of the next Turning Point' to 'the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first)'.

### KASRKIN

- \* Add 1 to Wounds characteristic of all operatives.
- \* Add the following to Elite ability: 'In each Strategy phase, add 2 elite points to your pool.'
- \* Add the following equipment:

### COMBAT BLADE

1EP

This operative is equipped with the following melee weapon for the battle. Both its Damage characteristics benefit from the For Cadia! Tactical Ploy.

Name	A	WS	D
Combat blade	3	4+	3/4