WARHAMMER 40,000

THE BALANCE DATASLATE

Q2 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.

ARKS OF OMEN SECONDARY OBJECTIVES

- Change the category of Abhor the Witch from Warpcraft to Purge the Enemy.

- Add the following to the end of the Codex Warfare secondary objective: 'You can score a maximum of 5VP from this secondary objective while the Devastator Doctrine is active for your army, 5VP while the Tactical Doctrine is active for your army, and 5VP while the Assault Doctrine is active for your army.'

- Change the last paragraph of the Cull Order secondary objective to read: 'At the end of the battle, for each Battlefield Role that was selected, score 3VP if one or more units in your opponent's army with that Battlefield Role have been destroyed (score 5VP instead if every unit in your opponent's army with that Battlefield Role has been destroyed).

- Delete the first and the last bullet points from the Broodswarm secondary objective.

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.
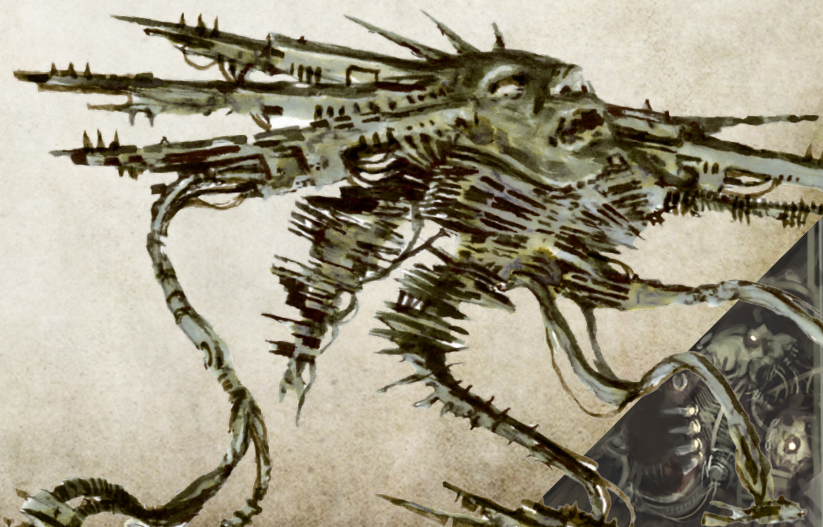
SPACE MARINES

- 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.'

DARK ANGELS

- Delete the fourth bullet point from the Inner Circle ability.

DRUKHARI

- Change the first sentence of the Dark Technomancers Obsession to read: 'Each time a unit with this Obsession is selected to shoot, you can enhance any or all 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.

DEATHWATCH

- Change the Mission Tactics Detachment ability to read: 'Do not use the rules in *Codex: Space Marines* to determine which combat doctrine is active for your army during each battle round. Instead, at the start of each battle round, select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. The combat doctrine you select is active for your army until the end of that battle round.'

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.*

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 Dragoons.

TYRANIDS

- 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.*

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).'

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).'

- 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 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 Spyders; 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.'

ASTRA MILITARUM

- Change the last sentence of the Overcharged Las-cells Stratagem to read: 'A unit can only inflict a maximum of 6 mortal wounds per phase as a result of this Stratagem.'

- Change the ability granted by the Finial of the Nemrodesh 1st Relic to read: '**Finial of the Nemrodesh 1st (Aura):** While a friendly **Astra Militarum Core** unit is within 6" of this model's unit, each time a model in that unit makes a ranged attack, if that attack is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.'

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.

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.'

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**. You cannot use both of these Stratagems on the same unit in the same phase.