WARHAMMER 40,000 KILL TEAM

THE BALANCE DATASLATE

Q3 2023

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**.

- **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** operative), 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).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).

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:
  - 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: 0CP.

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: 1 less operative.
- ＊ Add the following to Kauyon Art of War ability: 'In addition, once in each of their activations, friendly **PATHFINDER💀** operatives can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).'
- ＊ Close Quarters: Each friendly **PATHFINDER💀** operative can perform the **Guard** action while it has a Conceal order. If it does, interrupt as normal, but instead of making a guard attack it can only perform the **Markerlight** action (if able).

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** operative'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.

- **REIVER** operatives' **Terror** action: 0AP.
- **INCURSOR** operatives' Multi-spectrum Array ability: Change first bullet point to read: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADER** operatives' **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 0AP).'

KILL TEAM ANNUAL 2022

HUNTER CLADE☠

- 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 4 **SICARIAN** operatives, it can include 1 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☠

- 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.'
- **RUBRIC MARINE** operatives: Change APL characteristic to 3 and change Attacks characteristic of their fists and gargoyle bayonets to 4.
- ✱ Delete **SORCERER** operative's Rubric Command ability.
- ✱ **RUBRIC MARINE** operatives gain the following ability: '**Sorcerer's Command:** Each time this operative is activated, if it isn't within ⬠ of a friendly **SORCERER** operative, subtract 1 from its APL.'
- ✱ Change Rubric Affinity Battle Honour to the following: 'Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of that operative's Sorcerer's Command ability, this **SORCERER** operative only needs to be in the killzone (instead of within ⬠).'
- ✱ Archetypes: Recon or Security, regardless of operatives selected.

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** operative's Lead the Infection ability: You can only use it once per battle.
- ✱ Rust Emanations Strategic Ploy: While within Engagement Range of a friendly **NIGHTMARE HULK** operative only.

ELUCIDIAN STARSTRIDER☠

- **LECTRO-MAESTER**'s **Voltagheist Field** and **Voltagheist Charge** actions: 0AP.
- Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- **VOIDSMAN** operative's rotor cannon: Gains the Relentless special rule.
- ✱ Undaunted Explorers Strategic Ploy:
  ○ The first time attack dice are resolved against it (instead of each time it fights in combat or a shooting attack is made against it).
  ○ Damage halved to a minimum of 2 (rounding up).

SEASON TWO

KILL TEAM: INTO THE DARK

FARSTALKER KINBAND💀

- Operative selection: 1 additional operative (not a **KILL-BROKER** operative).
- **KROOT BOW HUNTER** operative's accelerator bow: Improve BS characteristic by 1 (all profiles).
- **KROOT PISTOLIER** operative's dual kroot pistols: Improve BS characteristic by 1.
- **KROOT LONG SIGHT** operative's kroot hunting rifle: Improve BS characteristic by 1.
- Cut-throats Strategic Ploy: To a maximum of 5 Attacks (instead of 4).
- Change 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, Methodical & Rapid Chapter Tactics: 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** operative's **Accelerate** action: 0AP and within ⬠ (instead of ▮).
- **PLASMACYTE REANIMATOR** operative's Reanimation Beam ability: Do not subtract 1 from this operative's APL for doing so.
- **CRYPTEK**, **DESPOTEK** and **APPRENTEK** operatives: Add 2 to Wounds characteristic and improve BS/WS characteristic of weapons on their datacard by 1.
- **CRYPTEK** operatives' **Command** action and **DESPOTEK** operative's **Demand** action: 0AP.
- Commence Reanimation Tactical Ploy: 0CP.
- **Phase Oculars** action (equipment): 0AP.
- **CRYPTEK** operatives' **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

## KILL TEAM: SOULSHACKLE

EXACTION SQUAD💀

- Add 1 to Wounds characteristic of all operatives.
- The following weapons gain the Lethal 5+ special rule: **R-VR CYBER-MASTIFF** operative's mechanical bite; **MARKSMAN** operative's executioner shotgun; **REVELATUM** operative's scoped shotpistol.
- Execution Order Tactical Ploy: 0+CP (costing 1 additional Command point for each previous time you've used it during the battle), and you can use it more than once.
- ✴ Add the following to Ruthless Efficiency ability: 'Each time a friendly operative with this ability makes a shooting attack with a weapon that doesn't have the Blast special rule or the word 'grenade' in its name, if the target is within ◯ of another friendly **EXACTION SQUAD**💀 operative, that ranged weapon has the P1 critical hit rule for that shooting attack.'

KILL TEAM: GALLOWFALL

HEARTHKYN SALVAGER💀

- Change Steady Advance ability: 'While a friendly **HEARTHKYN SALVAGER**💀 operative is performing a **Normal Move** action, add ▲ to its Movement characteristic.'
- ✴ Add 1 to Wounds characteristic of all operatives.
- ✴ **HEARTHKYN FIELD MEDIC** operative's plasma knife: Gains the Lethal 5+ special rule.
- ✴ Equipment plasma knife: 2EP, change Attacks characteristic to 4, gains the Lethal 5+ special rule.
- ✴ Change **THEYN** operative's Eye of the Ancestors ability to: 'Once in each Strategy phase, when you would use a Strategic Ploy or pass, you can select one enemy operative to gain a Grudge token instead, or two enemy operatives if three or more friendly **HEARTHKYN SALVAGER**💀 operatives are incapacitated.'

FELLGOR RAVAGER💀

- ✴ Incapacitating a **FELLGOR RAVAGER**💀 operative with a Frenzy token: Add the following bullet point: 'Critical damage is inflicted on it in a shooting attack'.
- ✴ While a **FELLGOR RAVAGER**💀 operative has a Frenzy token, it's ignored for the purposes of determining control (e.g. objective markers).

KILL TEAM: ASHES OF FAITH

CHAOS CULT💀

- ✴ **ICONARCH** operative's Ruinous Deterioration and Ruinous Invigoration abilities: Become unique actions that cost 1AP, last until the start of that operative's next activation, and Ruinous Invigoration's damage reduction is to a minimum of 3 (instead of 2).
- ✴ **MUTANT** and **TORMENT** operatives' Unnatural Regeneration ability: Ignore lost wounds on a 6 (instead of a 5+).
- ✴ Sickening Aura Strategic Ploy: While within ◯ of a friendly **MUTANT** or **TORMENT** operative only.
- ✴ **MUTANT** operative's blasphemous appendages: Change special rule to Ceaseless (instead of Relentless).

INQUISITORIAL AGENT💀

- ✴ Operative selection: Including Ancillary Support, you can only select up to two operatives equipped with weapons that have the AP2 special rule (even if only in one of their profiles).
- ✴ **INTERROGATOR** and **TOME-SKULL** operatives: Change GA characteristic to 2 and they fulfil each other's Group Activation requirements.
- ✴ Absolute Authority Tactical Ploy: Cannot be used to stop the same ploy more than once per battle, or a ploy that no CP was spent on.