

BALANCE DATASLATE

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However you choose to play Warhammer 40,000, the recommendations in this document are designed to create the most balanced and enjoyable experience for all players, taking into consideration the latest data and feedback from a wide variety of sources. They will be applied in full at all official Games Workshop matched play and Crusade events, and reviewed periodically. Where existing passages of rules text are presented, new or revised sections are marked in **red**.

CORE RULES

28 **Devastating Wounds**
Delete the example from this ability, and change the text to:

DEVASTATING WOUNDS

Some weapons can inflict strikes of such power that they make a mockery of armour.

Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. **Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved.**

■ Saving throws cannot be made against Critical Wounds scored by this weapon (including invulnerable saving throws).

41 **Stratagems**
Add the following:

MODIFYING A STRATAGEM'S CP COST

Rules that modify the CP cost of a Stratagem when you target a particular unit can only do so for a Stratagem that targets multiple units if every unit you target has the same ability to modify the CP of that Stratagem.

Rules that modify the CP cost of a Stratagem but that do not specify the name of the Stratagem can only be used to affect the CP cost of Battle Tactic Stratagems. This does not apply to the Air Caste Colossus, Striding Colossus or Towering Wraith Construct abilities.

Example 1: A Captain's Rites of Battle ability enables that model to be 'targeted by a Stratagem for OCP'. This ability does not specifically name a Stratagem, and so it can only be used to use a Battle Tactic Stratagem for OCP. Asurmen's Tactical Acumen ability, however, enables you to 'target this model's unit with the Fire Overwatch Stratagem for OCP'. As the name of the Stratagem is specified, that ability can be used though Fire Overwatch is a Strategic Ploy Stratagem.

Example 2: A Callidus Assassin's Reign of Confusion ability, when used, increases the cost of one of your opponent's Stratagems by 1CP. This ability does not specifically name a Stratagem, and so it can only be used to increase the CP cost of a Battle Tactic Stratagem.

STRATAGEMS THAT CAN BE USED MORE THAN ONCE PER PHASE/TURN

Rules that allow you to use a Stratagem even if another unit has been targeted by that Stratagem this phase or turn, but that do not specify the name of the Stratagem, can only be used to use Battle Tactic Stratagems.

42 **Fire Overwatch Stratagem**
Change to:

FIRE OVERWATCH

CORE – STRATEGIC PLOY STRATAGEM

A hail of wildfire can drive back advancing foes.

WHEN: Your opponent's Movement or Charge phase, just after an enemy unit is set up or when an enemy unit starts or ends a Normal, Advance, Fall Back or Charge move.

TARGET: One unit from your army that is within 24" of that enemy unit and that would be eligible to shoot if it were your Shooting phase.

EFFECT: If that enemy unit is visible to your unit, your unit can shoot that enemy unit as if it were your Shooting phase.

RESTRICTIONS: You cannot target a **TITANIC** unit with this Stratagem. Until the end of the phase, each time a model in your unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers. You can only use this Stratagem once per turn.

42 **Insane Bravery Stratagem**
Change to:

INSANE BRAVERY

CORE – EPIC DEED STRATAGEM

Indifferent to their own survival, these warriors hold their ground against seemingly impossible odds.

WHEN: Battle-shock step of your Command phase, just before you take a Battle-shock test for a unit from your army (pg 11).

TARGET: A unit from your army that must take a Battle-shock test.

EFFECT: Your unit automatically passes that Battle-shock test.

RESTRICTIONS: You cannot use this Stratagem more than once per battle.

48 **Ruins, Visibility Section**
Change to:

'Models cannot see over or through this terrain feature (i.e. a unit outside this terrain feature cannot draw line of sight to a target on the other side of it, even if it would be possible to draw line of sight to that target through open windows, doors, etc.) **AIRCRAFT** models are exceptions to this – visibility to and from such models is determined normally, even if this terrain feature is wholly in between them and the observing model. Models can see into this terrain feature normally, and models that are wholly within this terrain feature can see out of it normally. **TOWERING** models that are within this terrain feature can also see out of it normally.'

FACTION RULES

ADEPTUS CUSTODES



Unwavering Sentinels Stratagem, Type

Change to 'Epic Deed Stratagem'.

Custodian Guard Datasheet, Unit Composition

Change bullet point to:
'• 4-5 Custodian Guard'

Custodian Wardens Datasheet, Unit Composition

Change bullet point to:
'• 4-5 Custodian Wardens'

Vertus Praetors Datasheet, Unit Composition

Change bullet point to:
'• 2-3 Vertus Praetors'

ADEPTUS MECHANICUS



Skitarii Rangers Datasheet

Change this unit's Save characteristic to 4+ and its invulnerable save to 5+.

Skitarii Vanguard Datasheet

Change this unit's Save characteristic to 4+ and its invulnerable save to 5+.

AELDARI



Phantasm Stratagem, Target Section

Change to:
'TARGET: One AELDARI INFANTRY unit from your army.'

AGENTS OF THE IMPERIUM



Exaction Squad Datasheet

Unit Composition – change bullet points to:

- 1 Proctor-Exactant
- 9 Exaction Vigilants
- 0-1 Cyber-mastiff'

Wargear Options – change the first bullet point to:

'• Up to 2 Exaction Vigilants can each have their Arbites combat shotguns replaced with one of the following [duplicates are not allowed]:'

DEATH GUARD



Spread the Sickness Detachment Rule

Add the following to the start of this rule:

'During the Declare Battle Formations step, select one of the Sicknesses below. Until the end of the battle, all units from your army with the Nurgle's Gift ability gain the selected Sickness.'

- **Skullsquirm Blight (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Ballistic Skill and Weapon Skill characteristics of weapons equipped by models in that enemy unit by 1.
- **Rattlejoint Ague (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Save characteristic of models in that enemy unit by 1.
- **Scabrous Soulrot (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Leadership and Objective Control characteristics of models in that enemy unit by 1 (to a minimum of 1).'

Change the parenthesis at the end of the current rule to:

'[so enemy units within Contagion Range of it will have their characteristics modified].'



DEATHWATCH



Dragonfire Rounds Stratagem

Change Effect section to:

'EFFECT: Until the end of the phase, **bolt weapons*** equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.'

Hellfire Rounds Stratagem

Change Effect section to:

'EFFECT: Until the end of the phase, **bolt weapons*** (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.'

Kraken Rounds Stratagem

Change Effect section to:

'EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of **bolt weapons*** equipped by models in your unit by 1 and improve the range characteristic of those weapons by 6''.

Add Bolt Weapons section to accompany the above Stratagems:

*BOLT WEAPONS

The following are bolt weapons:

- Absolvor bolt pistol
- Assault bolters
- Auto boltstorm gauntlets
- Bolt carbine
- Bolt pistol
- Bolt rifle
- Bolt sniper rifle
- Boltgun
- Boltstorm gauntlet
- Centurion bolters
- Combi-bolter
- Combi-weapon
- Deathwatch twin boltgun
- Forge bolter
- Hellfire Extremis
- Infernus heavy bolter – heavy bolter profile
- Instigator bolt carbine
- Long Vigil ranged weapon
- Marksman bolt carbine
- Master-crafted bolt rifle
- Master-crafted boltgun
- Master-crafted heavy bolt rifle
- Master-crafted scoped bolt carbine
- Master-crafted special issue bolt pistol
- Oculus bolt carbine
- Special issue bolt pistol
- Sternguard bolt pistol
- Sternguard bolt rifle
- Sternguard heavy bolter
- Storm bolter
- Twin bolt rifle
- Twin boltgun
- Twin heavy bolter
- Vigil spear

GENESTEALER CULTS



Cult Ambush Army Rule

Change the first paragraph to:

'If your Army Faction is **GENESTEALER CULTS**, each time a unit with this ability is destroyed, roll one D6, adding 1 to the result if it is a **BATTLELINE** unit, and adding 1 to the result if it is the first or second battle round. On a 5+, add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength and with all of its wounds remaining, and you can place one Cult Ambush marker* anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).'

Atalan Jackals Datasheet, Outrider Gangs Ability

Change to:

'Each time you use the Cult Ambush ability to set this unit back up on the battlefield, in addition to the normal rules, all of its models must be set up wholly within 9" of a battlefield edge and at least one of its models must be touching one of your Cult Ambush markers (that marker is then removed from the battlefield). If this cannot be done, this unit cannot be set back up.'

GREY KNIGHTS



Haloed in Soulfire Stratagem, Type

Change to 'Strategic Ploy Stratagem'.

IMPERIAL KNIGHTS



Bondsman Abilities

Change to:

'Some **QUESTORIS** models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly **ARMIGER** model within 12" of that model (you cannot select an **ARMIGER** model that is already being affected by a Bondsman ability). Until the start of your next Command phase, the **ARMIGER** model you selected is affected by that Bondsman ability.'

Thunderstomp Stratagem, Type

Change to 'Epic Deed Stratagem'.

Trophy Claim Stratagem, CP Cost

Change to '2CP'.

Valiant Last Stand Stratagem, CP Cost

Change to '2CP'.

LEAGUES OF VOTANN



Ruthless Efficiency Detachment Rule

Change first two paragraphs to:

'At the start of the battle, select a number of units from your opponent's army depending on the battle size, as shown below:

- **Incursion:** 2 units
- **Strike Force:** 4 units
- **Onslaught:** 6 units

Each of those units start the battle with 2 Judgement tokens (see Eye of the Ancestors).

If, at the start of any of your Command phases, any of those units have been destroyed, you gain a number of CP depending on how early in the battle you destroyed it, as shown below (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).'

SPACE MARINES



Desolation Squad, Unit Composition

Change bullet points to:

- 1 Desolation Sergeant
- 4 Desolation Marines'

