





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**. Entries marked with a  have been newly added or revised since the previous iteration of this document.

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 even though Fire Overwatch is a Strategic Play 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

ADEPTA SORORITAS



+ Triumph of Saint Katherine, Relics of the Matriarchs, Simulacrum of the Ebon Chalice

Change to:

'While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, that unit can perform **up to two** Acts of Faith per phase, instead of only one.'

ADEPTUS CUSTODES



+ Aegis of the Emperor Detachment Rule

Change to:

'**ADEPTUS CUSTODES** models from your army have the Feel No Pain 4+ ability against mortal wounds and **Critical Wounds caused by attacks with the [DEVASTATING WOUNDS] ability.**'

Unwavering Sentinels Stratagem, Type

Change to 'Epic Deed Stratagem'.

Custodian Guard, Unit Composition

Change bullet point to:

'• 4-5 Custodian Guard'

Custodian Wardens, Unit Composition

Change bullet point to:

'• 4-5 Custodian Wardens'

Vertus Praetors, Unit Composition

Change bullet point to:

'• 2-3 Vertus Praetors'

AELDARI



+ Strands of Fate Army Rule

Change first sentence to:

'If your Army Faction is **AELDARI**, at the start of the battle, make a Strands of Fate roll by rolling **six D6**.'

+ Fate's Messenger Enhancement

Change to:

'**AELDARI** model only. Once per turn, just after making a Hit roll, a Wound roll or a saving throw for **the bearer**, you can treat the result as an unmodified roll of 6 instead.'

+ Phantasm Stratagem

Change Target and Effect sections to:

'**TARGET:** One **AELDARI INFANTRY** unit from your army.'

'**EFFECT:** Your unit can make a Normal move of up to **D6**". It cannot embark within a **TRANSPORT** at the end of this move.'

+ Eldrad Ulthran, Diviner of Futures Ability

Change to:

'At the start of the battle, when making your first Strands of Fate roll, roll an additional three D6 (this means that roll will consist of **nine D6**).'

+ Night Spinner, Monofilament Web Ability

Change to:

'In your Shooting phase, after this model has shot, if one or more of those attacks made with its doomweaver scored a hit against an enemy unit, that enemy unit is pinned until the end of your opponent's next turn. While a unit is pinned, subtract **2"** from its **Move characteristic and subtract 2 from Advance and Charge rolls made for it.**'

+ The Yncarne, Inevitable Death Ability

Change to:

'Once **in each of your turns**, if this model is on the battlefield, when another unit is destroyed, just after removing the last model in that unit, you can remove this model from the battlefield and set it up again as close as possible to where that destroyed model was and not within Engagement Range of any enemy models.'

+ Wraithguard, War Construct Ability

Change to:

'Once per battle round, when an enemy unit targets this unit, after that unit has finished making its attacks, this unit can shoot as if it were your Shooting phase. **When doing so, it must target only that enemy unit, and can only do so if that enemy unit is an eligible target.**'

AGENTS OF THE IMPERIUM



Exaction Squad

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):'

ASTRA MILITARUM



+ Voice of Command Army Rule

Change first paragraph to:

'If your Army Faction is **ASTRA MILITARUM**, **OFFICER models with this ability can issue Orders**. Each **OFFICER**'s datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an **OFFICER** model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that **OFFICER** model to issue it to. **OFFICER models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a TRANSPORT or were set up on the battlefield.**'

BLOOD ANGELS



+ The Red Thirst Detachment Rule

Change to:

'Each time an **ADEPTUS ASTARTES** unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add **2 to the Strength characteristic and add 1 to the Attacks characteristic** of melee weapons equipped by models in that unit.'

CHAOS DAEMONS



+ Daemonic Pact Rule

Add an additional paragraph:

'In addition, for each of the following keywords, the number of non-**BATTLELINE** units with that keyword you include in this way cannot be greater than the number of **BATTLELINE** units with that keyword you include in this way:

- **KHORNE**
- **TZEENTCH**
- **NURGLE**
- **SLAANESH**'

CHAOS SPACE MARINES



+ Marks of Chaos Detachment Rule, Restrictions Section

Add an additional bullet point:

'• A unit can only embark within (or start the battle embarked within) a **TRANSPORT** if both of those units share one of the same keywords from the list above.'

+ Dark Obscuration Stratagem

Change Effect section to:

'**EFFECT:** Until the end of the phase, your unit has the Stealth ability. In addition, if your unit is a Nurgle unit, until the end of the phase, it can only be selected as the target of a ranged attack if the attacking model is within **18"**.'

+ Profane Zeal Stratagem

Change Target and Effect sections to:

'**TARGET:** One **HERETIC ASTARTES CHAOS UNDIVIDED** unit from your army that has not been selected to shoot or fight this phase.'

'**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, **you can re-roll the Wound roll.**'

+ Accursed Cultists

Objective Control Characteristic – change the OC of Mutant and Torment models to **1**.

Accursed Horde Ability – change to:

'**Accursed Horde:** At the start of **your** Command phase, you can return either 1 destroyed Torment model or up to 3 destroyed Mutant models to this unit.'

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).'

+ Biologus Putrifier, Explosive Maladies Ability

Change to:

'In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase. Each model can only be selected for this ability once per battle.'

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
- Heavy bolt pistol
- Heavy bolt rifle
- Heavy 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

DRUKHARI



+ Power From Pain Army Rule, Empowered Through Pain Section

Change the effect on units Empowered in the

Shooting or Fight phase to:

'Each time a model in that unit makes an attack, you can re-roll the Hit roll **and, if it is a melee attack, improve the Armour Penetration characteristic of that attack by 1.'**

+ Archon, Leader Section

Change to:

'This model can be attached to the following units:

- **COURT OF THE ARCHON**
- **INCUBI**
- **KABALITE WARRIORS'**

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, 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'.

+ Nemesis Dreadknight and Grand Master in Nemesis Dreadknight

Change the heavy psycannon, Nemesis daemon greathammer and Nemesis greatsword profiles to:

Heavy psycannon [IGNORES COVER, PSYCHIC]

RANGE	A	BS	S	AP	D
24"	6	3+	10	-2	3

Nemesis daemon greathammer [PSYCHIC]

RANGE	A	WS	S	AP	D
Melee	5	3+	14	-3	D6+1

Nemesis greatsword [PSYCHIC]

	RANGE	A	WS	S	AP	D
► Strike	Melee	5	2+	10	-2	D6
► Sweep	Melee	10	2+	5	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

IMPERIAL KNIGHTS



+ Code Chivalric Army Rule, Lay Low the Tyrant

Change the Oath Ability to:
'Each time this model is selected to shoot or fight, you can re-roll one Hit roll and you can re-roll one Wound roll.'

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'

SPACE WOLVES



+ Deeds Worthy of Saga Detachment Rule

Change to:
'At the end of each player's turn, you can select one of the Sagas listed below. If that Saga was completed by your army during that turn, all ADEPTUS ASTARTES models from your army gain the associated benefit until the end of the battle. You can only select each Saga once per battle.

SAGA OF THE WARRIOR BORN

- This Saga is completed if one or more ADEPTUS ASTARTES CHARACTER models from your army destroyed one or more enemy CHARACTER models during that turn.
- **Benefit Once Completed:** Melee weapons equipped by ADEPTUS ASTARTES models from your army have the [SUSTAINED HITS 1] ability.

SAGA OF MAJESTY

- This Saga is completed if you controlled one or more objective markers in your opponent's deployment zone at the end of that turn, and one or more ADEPTUS ASTARTES CHARACTER models from your army were within range of that objective marker.
- **Benefit Once Completed:** Improve the Objective Control characteristic of ADEPTUS ASTARTES models from your army by 1.

SAGA OF THE BEAR

- This Saga is completed if one or more ADEPTUS ASTARTES CHARACTER models from your army were reduced to below half of their starting number of wounds during that turn, but were not destroyed at the end of that turn.
- **Benefit Once Completed:** ADEPTUS ASTARTES models from your army have the Feel No Pain 6+ ability.

SAGA OF THE BEASTSLAYER

- This Saga is completed if one or more ADEPTUS ASTARTES CHARACTER models from your army destroyed one or more enemy MONSTER or VEHICLE models during that turn.
- **Benefit Once Completed:** Melee weapons equipped by ADEPTUS ASTARTES models from your army have the [LETHAL HITS] ability.'

WORLD EATERS



+ Berzerker Glaive Enhancement

Change to:
'WORLD EATERS model only. Add 1 to the Attacks and Damage characteristics of melee weapons equipped by the bearer.'

+ Favoured of Khorne Enhancement

Change to:
'WORLD EATERS model only. Once per battle, when you make a Blessings of Khorne roll, before doing anything else, the bearer can use this Enhancement. If it does, discard all of the dice from that roll and make a new Blessings of Khorne roll. This new roll does not count as a re-roll, so any rules that enable you to re-roll or manipulate individual dice [e.g. Icon of Khorne] can still be used.'

+ World Eaters Daemon Prince, Infernal Fortitude Ability

Change to:
'While a friendly WORLD EATERS INFANTRY unit is within 6" of this model, models in that unit have a 5+ invulnerable save, unless they already have an invulnerable save, in which case they have a 4+ invulnerable save.'