# WARHAMMER 40,000

BALANCE DATASLATE

JUNE 2024

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
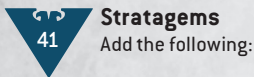
41 **Stratagems**
Add the following:

MODIFYING A STRATAGEM'S CP COST

✚ Rules that enable you to target a unit from your army with a Stratagem for 0CP, but that do not specify the name of the Stratagem (e.g. a Captain's Rites of Battle ability), instead reduce the CP cost of that use of that Stratagem by 1CP.

If a model has a rule that would, once per battle, increase the CP cost of an opponent's Stratagem (e.g. a Callidus Assassin's Reign of Confusion ability), that rule is replaced with the following ability:

'**Lord of Deceit (Aura):** Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.'

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

✚ Parts of a rule that allow a player to use a Stratagem even if they have already targeted another unit with that Stratagem in the same phase can only be used if the name of the Stratagem is specified in that rule. Similarly, if a Stratagem is limited to one use per player per turn (e.g. Fire Overwatch), per battle round or per battle, such parts of that rule can only be used if the name of the Stratagem is specified in that rule.

Example: A Space Marine Captain's Rites of Battle ability reads: 'Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.'

As this ability does not specify the name of the Stratagem, the part of this ability that modifies the CP cost of the Stratagem follows the 'Modifying a Stratagem's CP Cost' rules (see above), and the part of this ability that would have let you use the same Stratagem more than once in the same phase cannot be used at all.

Together, these changes mean the effect of the Rites of Battle ability becomes: 'Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.'

STRATAGEMS THAT PREVENT UNITS FROM BEING TARGETED

✚ If a Stratagem has an effect that says the target unit 'can only be selected as the target of a ranged attack if the attacking model is within 12"', or 'cannot be targeted by ranged attacks unless the attacking model is within 12"' (e.g. Haloed in Soulfire), that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 18".'

Example: The effect of the Grey Knights Haloed in Soulfire Stratagem becomes: 'Until the start of your next Movement phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".'

STRATAGEMS THAT ADD NEW UNITS TO YOUR ARMY

✚ If a Stratagem has the effect of adding 'a new unit to your army that is identical to your destroyed unit' (e.g. Join the Hunt, Unending Waves, Reinforcements, etc.), add the following Restriction to that Stratagem:

'**RESTRICTIONS:** You can only use this Stratagem once per battle.'

FACTION RULES

ADEPTA SORORITAS

None.

ADEPTUS CUSTODES

SHIELD HOST DETACHMENT

✚ Martial Mastery Detachment Rule
Change first paragraph to:
'At the start of the battle round, you can select one of the bullet points below. If you do, until the start of the next battle round, that bullet point's effects apply.'

AURIC CHAMPIONS DETACHMENT

✚ Assemblage of Might Detachment Rule
Change to:
'At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model in an **ADEPTUS CUSTODES CHARACTER** unit from your army makes an attack that targets that enemy unit, add 1 to the Wound roll.'

ADEPTUS MECHANICUS

ARMY RULE

✚ Doctrina Imperatives Army Rule, Protector Imperative and Conqueror Imperative
Change to:
'**PROTECTOR IMPERATIVE**
- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the **BATTLELINE** keyword and/or it is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE
- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the **BATTLELINE** keyword and/or it is within 6" of one or more friendly **ADEPTUS MECHANICUS BATTLELINE** units, improve the Armour Penetration characteristic of that attack by 1.'

DATASHEETS

Add '**FACTION:** Doctrina Imperatives' to the abilities section of the following datasheets: Belisarius Cawl; Corpuscarii Electro-Priests; Fulgurite Electro-Priests; Tech-Priest Dominus; Tech-Priest Enginseer; Tech-Priest Manipulus; Technoarcheologist.

✚ Belisarius Cawl
Move characteristic – change to 8".

Mantra of Discipline ability – change to:
'Mantra of Discipline: This model has the **BATTLELINE** keyword and has the following ability:

    Binharic Courage (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.'

✚ Ironstrider Ballistarii, Ranged Weapons
Change the twin cognis autocannon and twin cognis lascannon profiles to:

Twin cognis autocannon [SUSTAINED HITS 1]

RANGE	A	BS	S	AP	D
48"	4	4+	9	-1	3

Twin cognis lascannon [SUSTAINED HITS 1]

RANGE	A	BS	S	AP	D
48"	2	4+	12	-3	D6+1

✚ Skorpius Disintegrator, Ranged Weapons
Change the ferrumite cannon profile to:

Ferrumite cannon

RANGE	A	BS	S	AP	D
48"	3	4+	12	-3	D6+1

✚ Sicarian Infiltrators, Melee Weapons
Change the power weapon and taser goad profiles to:

Power weapon

RANGE	A	WS	S	AP	D
Melee	3	4+	4	-2	1

Taser goad [SUSTAINED HITS 2]

RANGE	A	WS	S	AP	D
Melee	3	4+	6	0	1

✚ Sicarian Ruststalkers, Melee Weapons
Change the transonic blades, transonic blades and chordclaw and transonic razor and chordclaw profiles to:

Transonic blades [DEVASTATING WOUNDS, PRECISION]

RANGE	A	WS	S	AP	D
Melee	5	4+	5	-1	1

Transonic blades and chordclaw
[ANTI-INFANTRY 3+, DEVASTATING WOUNDS, PRECISION]

RANGE	A	WS	S	AP	D
Melee	5	4+	5	-2	1

Transonic razor and chorclaw
[ANTI-INFANTRY 3+, PRECISION]

RANGE	A	WS	S	AP	D
Melee	4	4+	5	-2	1

✚ Onager Dunecrawler, Ranged Weapons
Change the Daedalus missile launcher, eradication beamer, neutron laser and twin Onager heavy phosphor blaster profiles to:

Daedalus missile launcher [ANTI-FLY 2+]

RANGE	A	BS	S	AP	D
48"	2	4+	10	-2	D6+1

Eradication beamer [BLAST, SUSTAINED HITS D3]

	RANGE	A	BS	S	AP	D
▶ Dissipated	36"	2D3	4+	9	-2	2
▶ Focused	18"	2D3	4+	9	-3	3

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

Neutron laser [HEAVY]

RANGE	A	BS	S	AP	D
48"	3	4+	16	-4	D6+2

Twin Onager heavy phosphor blaster
[IGNORES COVER, TWIN-LINKED]

RANGE	A	BS	S	AP	D
36"	12	4+	6	-1	2

AELDARI

ARMY RULE

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.'

BATTLE HOST DETACHMENT

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.'

DATASHEETS

Eldrad Ulthran, Diviner of Futures Ability
Change to:
'**Diviner of Futures:** 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:
'**Monofilament Web:** 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:
'**Inevitable Death:** 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:
'**War Construct:** 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

DATASHEETS

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

ARMY RULE

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.'

COMBINED REGIMENT DETACHMENT

⊕ Born Soldiers Detachment Rule
Change to:
'Each time a model in a **REGIMENT** unit from your army makes a ranged attack that targets a visible unit (excluding **MONSTERS** and **VEHICLES**), that attack has the [LETHAL HITS] ability.

Each time a model in a **SQUADRON** unit from your army makes a ranged attack that targets a visible **MONSTER** or **VEHICLE** unit, that attack has the [LETHAL HITS] ability.'

BLACK TEMPLARS

DATASHEETS

⊕ Black Templars Impulsor, Transport Section
Change to:
'This model has a transport capacity of 7 **TACTICUS** or **PHOBOS INFANTRY** models. It cannot transport **JUMP PACK** models.'

⊕ Black Templars Repulsor, Transport Section
Change to:
'This model has a transport capacity of 14 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.'

BLOOD ANGELS

SONS OF SANGUINIUS DETACHMENT

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 KNIGHTS

ARMY RULES

⊕ Super-heavy Walker Ability
Change to:
'Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move through models (excluding **TITANIC** models) and sections of terrain features that are 4" or less in height. When doing so:

■ It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.

■ It can also move through sections of terrain features that are more than 4" in height, but if it does, after it has moved, roll one D6: on a 1, that model is Battle-shocked.'

CHAOS SPACE MARINES

DATASHEETS

⊕ Warp Talons, Warp Strike ability
Change to:
'**Warp Strike:** At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.'

CHAOS DAEMONS

ARMY RULES

✚ The Shadow of Chaos army rule, Daemonic Terror
Change to:
'While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more **Bloodthirster**, **Great Unclean One**, **Kairos Fateweaver**, **Keeper of Secrets**, **Lord of Change**, **Rotigus**, **Shalaxi Helbane** or **Skarbrand** units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.'

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**'

DAEMONIC INCURSION DETACHMENT

✚ Warp Rifts Detachment Rule
Change to:
'Each time a **Legiones Daemonica** unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly **Bloodthirster**, **Great Unclean One**, **Kairos Fateweaver**, **Keeper of Secrets**, **Lord of Change**, **Rotigus**, **Shalaxi Helbane** or **Skarbrand** units with which it shares the **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh** keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 9".'

DATASHEETS

✚ Bloodthirster and Skarbrand, Abilities
Add the following to both datasheets:
'**Greater Daemon of Khorne (Aura):** While a friendly **Khorne Legiones Daemonica** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.'

✚ Great Unclean One and Rotigus, Abilities
Add the following to both datasheets:
'**Greater Daemon of Nurgle (Aura):** While a friendly **Nurgle Legiones Daemonica** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.'

✚ Kairos Fateweaver and Lord of Change, Abilities
Add the following to both datasheets:
'**Greater Daemon of Tzeentch (Aura):** While a friendly **Tzeentch Legiones Daemonica** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.'

✚ Keeper of Secrets and Shalaxi Helbane, Abilities
Add the following to both datasheets:
'**Greater Daemon of Slaanesh (Aura):** While a friendly **Slaanesh Legiones Daemonica** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.'

DARK ANGELS

UNFORGIVEN TASK FORCE DETACHMENT

✚ Grim Resolve Detachment Rule
Add an additional paragraph:
'In your Command phase, select one **Adeptus Astartes** unit from your army; until the start of your next Command phase, add 1 to the Objective Control characteristic of models in that unit.'

INNER CIRCLE TASK FORCE DETACHMENT

✚ Vowed Target Detachment Rule
Change to:
'At the start of your Movement phase, select one of the following:

■ **Defensive Footing:** Select one objective marker you control. Until the start of your next Movement phase, that objective marker is your Vowed objective marker.

■ **Aggressive Push:** Select one or more objective markers you do not control. Until the start of your next Movement phase, each of those objective markers is one of your Vowed objective markers. If a rule refers to a unit or model being within range of your Vowed objective marker, that rule takes effect if that unit or model is within range of one or more of your Vowed objective markers.

Each time a **Deathwing Infantry** unit from your army makes an attack that targets a unit within range of one or more of your Vowed objective markers, add 1 to the Wound roll.'

DATASHEETS

✚ Deathwing Knights, Melee Weapons
Change the mace of absolution and power weapon profiles to:

Mace of absolution [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]

	RANGE	A	WS	S	AP	D
	Melee	4	2+	6	-2	2

Power weapon

	RANGE	A	WS	S	AP	D
	Melee	5	2+	6	-2	2

✚ Inner Circle Companions, Melee Weapons
Change the Calibanite greatsword profiles to:

Calibanite greatsword

		RANGE	A	WS	S	AP	D
➤	Strike [LETHAL HITS]	Melee	4	3+	6	-2	2
➤	Sweep [SUSTAINED HITS 2]	Melee	5	3+	6	-2	1

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

DEATH GUARD

PLAGUE COMPANY DETACHMENT

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).'

DATASHEETS

✚ Biologus Putrifier, Explosive Maladies Ability
Change to:
'**Explosive Maladies:** Once per battle round, you can target one unit from your army with this ability with the Grenade Stratagem for 0CP.'

DEATHWATCH

BLACK SPEAR TASK FORCE DETACHMENT

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".'

*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
- Occulus 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

ARMY RULE

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.'

DATASHEETS

Archon, Leader Section
Change to:
'This model can be attached to the following units:
- ■ **COURT OF THE ARCHON**
- ■ **INCUBI**
- ■ **KABALITE WARRIORS**'

GENESTEALER CULTS

None.

GREY KNIGHTS

DATASHEETS

✛ Brotherhood Librarian, Vortex of Doom Ability
Change to:
'**Vortex of Doom (Psychic):** In your Shooting phase, you can select one enemy unit within 18" of and visible to this **PSYKER** (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this **PSYKER**). If you do, roll one D6: on a 1, this **PSYKER'S** unit suffers D6 mortal wounds; on a 2-5, that enemy unit suffers 2D3 mortal wounds; on a 6, that enemy unit suffers 2D6 mortal wounds.'

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

ARMY RULES

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.'

✛ Super-heavy Walker Ability
Change to:
'Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move through models (excluding **TITANIC** models) and sections of terrain features that are 4" or less in height. When doing so:
- ■ It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.
- ■ It can also move through sections of terrain features that are more than 4" in height, but if it does, after it has moved, roll one D6: on a 1, that model is Battle-shocked.'

NOBLE LANCE DETACHMENT

Trophy Claim Stratagem, CP Cost
Change to '2CP'.

Valiant Last Stand Stratagem, CP Cost
Change to '2CP'.

LEAGUES OF VOTANN

OATHBAND DETACHMENT

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).'

NECRONS

HYPERCRYPT LEGION DETACHMENT

➕ **Cosmic Precision Stratagem**
Change the Target section to:
'**TARGET:** One **NECRONS** unit from your army (excluding **MONSTER** units) that is arriving using the Deep Strike or Hyperphasing abilities this phase.'

ORKS

GREEN TIDE DETACHMENT

➕ **Mob Mentality Detachment Rule**
Change to:
'Each time an attack targets a **BOYZ** unit from your army, models in that unit have a 6+ invulnerable save against that attack. Each time an attack targets a **BOYZ** unit from your army that contains 10 or more models, models in that unit have a 5+ invulnerable save against that attack.'

➕ **Tide of Muscle Stratagem**
Change Effect section to:
'**EFFECT:** Until the end of the phase, each time your unit declares a charge, add 1 to the Charge roll and, if your unit contains 10 or more models, you can re-roll the Charge roll.'

➕ **Go Get 'Em! Stratagem**
Change Effect section to:
'**EFFECT:** After the attacking unit has shot, your unit can make a Go Get 'Em! move. To do so, roll one D6: each model in your unit can move a distance in inches up to the result, but your unit must end that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. If your unit contains 10 or more models, you can re-roll the D6 to determine how far your unit can move.'

DATASHEETS

➕ **Meganobz, Krumpin' Time Ability**
Change to:
'**Krumpin' Time:** During the battle round in which you call a Waaagh!, models in this unit have the Feel No Pain 5+ ability.'

SPACE MARINES

IRONSTORM SPEARHEAD DETACHMENT

➕ **Target Augury Web Enhancement**
Delete 'Aura' from this Enhancement and change to:
'**TECHMARINE** model only. In your Command phase, select one **ADEPTUS ASTARTES VEHICLE** model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that **VEHICLE** model have the [LETHAL HITS] ability.'

➕ **Master of Machine War Enhancement**
Delete 'Aura' from this Enhancement and change to:
'**ADEPTUS ASTARTES** model only. In your Command phase, select one **ADEPTUS ASTARTES VEHICLE** model within 6" of the bearer. Until the start of your next Command phase, that **VEHICLE** is eligible to shoot even if it Fell Back or Advanced this turn.'

➕ **Mercy is Weakness, CP Cost**
Change to '2CP'.

DATASHEETS

Desolation Squad, Unit Composition
Change bullet points to:
'• 1 Desolation Sergeant
• 4 Desolation Marines'

➕ **Impulsor, Transport Section**
Change to:
'This model has a transport capacity of 7 **TACTICUS** or **PHOBOS INFANTRY** models. It cannot transport **JUMP PACK** models.'

➕ **Repulsor, Transport Section**
Change to:
'This model has a transport capacity of 14 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.'

SPACE WOLVES

CHAMPIONS OF RUSS DETACHMENT

➕ **Deeds Worthy of Saga Detachment Rule**
Change to:
'At the start of the first battle round, select one of the Sagas listed below (excluding Saga of Majesty); that Saga is considered to be completed by your army, and all **ADEPTUS ASTARTES** models from your army gain the associated benefit until the end of the battle.

At the end of each player's turn, you can select one of the Sagas listed below (excluding the Saga you selected at the start of the first battle round). 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.'

T'AU EMPIRE

None.

THOUSAND SONS

ARMY RULE

➕ **Cabal of Sorcerers Army Rule**
Change the last sentence of the first paragraph to:
'Each time you use a Ritual, select one **THOUSAND SONS PSYKER** model from your army (excluding models that have already been selected for this rule this turn), then apply that Ritual's effect using that **PSYKER**.'

➕ **Twist of Fate**
Change to:
'**Twist of Fate (Psychic) – 9 Cabal Points**
Use this Ritual at the start of your Shooting phase. Select one enemy unit within 18" of and visible to this **PSYKER**; until the end of the phase, each time a **THOUSAND SONS** model from your army makes a ranged attack that targets that unit, improve the Armour Penetration characteristic of that attack by 2.'

➕ **Doombolt**
Change to:
'**Doombolt (Psychic) – 7 Cabal Points**
Use this Ritual at the start of your Shooting phase. Select one enemy unit within 18" of and visible to this **PSYKER** (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this **PSYKER**). Roll one D6: on a 1, that enemy unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D3+3 mortal wounds; on a 6, that enemy unit suffers D3+6 mortal wounds.'

➕ **Temporal Surge**
Change to:
'**Temporal Surge (Psychic) – 5 Cabal Points**
Use this Ritual at the start of your Shooting phase. Select one friendly **THOUSAND SONS** unit within 18" of this **PSYKER**; unless that unit is within Engagement Range of one or more enemy units, it can make a Normal move. If it does, that unit is not eligible to declare a charge this turn. The same unit cannot be selected for this Ritual more than once per phase.'

DATASHEETS

➕ **Exalted Sorcerer on Disc of Tzeentch, Binding Tendrils Ability**
Change to:
'**Binding Tendrils (Psychic):** In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks made with its Arcane Fire; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from its Move characteristic and subtract 2 from Charge rolls made for it.'

TYRANIDS

ARMY RULE

⊕ Synapse Army Rule
Change to:
'If your Army Faction is **TYRANIDS**, while a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of that model and of your army. While a **TYRANIDS** unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.'

⊕ Shadow in the Warp Army Rule
Change to:
'If your Army Faction is **TYRANIDS**, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more **SYNAPSE** units from your army, subtract 1 from that test.'

CRUSHER STAMPEDE DETACHMENT

⊕ Enraged Behemoths Detachment Rule
Change to:
'Each time a **TYRANIDS MONSTER** model from your army makes an attack, add 1 to the Hit roll if that model's unit is below its Starting Strength, and add 1 to the Wound roll as well if that model's unit is Below Half-strength. In addition, while a **TYRANIDS MONSTER** unit from your army (excluding Battle-shocked units) is at its Starting Strength, add 2 to the Objective Control characteristic of models in that unit.'

⊕ Untrammelled Ferocity Stratagem
Change Effect section to:
'**EFFECT:** Until the end of the phase, each time a model in your unit makes a Normal, Advance or Fall Back move, it can move through models (excluding **TITANIC** models) and sections of terrain features that are 4" or less in height. When doing so:

- It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.
- It can also move through sections of terrain features that are more than 4" in height, but if it does, after its unit has moved, roll one D6: on a 1, your unit is Battle-shocked.'

DATASHEETS

⊕ Hive Tyrant, Onslaught ability
Change to:
'**Onslaught (Aura, Psychic):** While a friendly **TYRANIDS** unit is within 6" of this model, ranged weapons equipped by models in that unit have the [ASSAULT] and [LETHAL HITS] abilities.'

⊕ Neurolictor, Keywords
Add '**SYNAPSE**'.

⊕ Neurotyrant, Leader Section
Change to:
'This model can be attached to the following units: **NEUROGAUNTS**, **TYRANT GUARD**, **ZOANTHROPES**.'

⊕ Broodlord and Parasite of Mortrex
Abilities – add the following to both datasheets:
'**FACTION:** Shadow in the Warp'

Keywords – add the following to both datasheets:
'**SYNAPSE**'.

⊕ Mawloc, Raveners and Trygon, Keywords
Add the following keyword to all three datasheets:
'**VANGUARD INVADER**'.

⊕ Exocrine, Ranged Weapons
Change the bio-plasmic cannon profile to:

Bio-plasmic cannon [BLAST, HEAVY]

RANGE	A	BS	S	AP	D
36"	D6+3	3+	9	-3	3

⊕ Tyrannofex, Ranged Weapons
Change the rupture cannon profile to:

Rupture cannon [HEAVY]

RANGE	A	BS	S	AP	D
48"	2	3+	18	-4	D6+6

WORLD EATERS

BERZERKER WARBAND DETACHMENT

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.'

DATASHEETS

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.'