



# BALANCE DATASLATE

## VERSION 3.3

Welcome to the Balance Dataslate. 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.

The rules changes in this document will be applied in full at all official Games Workshop matched play and Crusade events, and reviewed periodically. **New or revised text is presented in red**, with a text highlight applied to revisions made previously (excluding passages that were added or replaced in full).

This document lists a series of rules changes aimed at providing a greater balanced gameplay experience. As a result, any changes in points (as shown in the Munitorum Field Manual) are made with these rules changes in mind.

Outside of Games Workshop matched play and Crusade events, you can choose whether you wish to use the rules presented in this document in any setting or play formats, provided all players involved in that battle have agreed to use it beforehand.

Not all factions will have rules changes but are still included in this document to confirm that they have no amendments to address their balance. Be aware, however, that there may still be errata or FAQs for those factions and these can be found in the relevant Codex or Index Errata documents, as well as other amends and clarifications to the Core Rules found in the Core Rules Updates and Rules Commentary.

The best way to play your Warhammer 40,000 battles is using the Warhammer 40,000 app, which has all of the latest updates for your factions, so you can keep waging war in the grim darkness of the 41st millennium!

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# CORE RULES

## Stratagems 41

Add the following:

### STRATAGEMS THAT ALLOW A CLOSER SET UP RANGE

If a Stratagem has an effect that allows the targeted unit to be set up 'more than 3" horizontally away' from all enemy models/units (e.g. Cosmic Precision, Prognosticated Arrival, Denizens of the Warp, etc.), that part of that effect is changed to say 'more than 6" horizontally away'.

### STRATAGEMS THAT WORSEN ARMOUR PENETRATION

If a Stratagem has an effect that says 'until the end of the phase, each time an attack targets your unit, worsens the Armour Penetration characteristic of that attack by 1' (e.g. Armour of Contempt, Shield of Aversion, Unfailingly Obdurate, Reinforced Hive Node, etc.), that effect is changed to say 'until the attacking unit has finished making its attacks, each time an attack targets your unit, worsens the Armour Penetration characteristic of that attack by 1.'

### MODIFYING A STRATAGEM'S CP COST

Rules that enable you to target a unit from your army with a Stratagem for OCP, 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 OCP, 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.'



## ARMY RULE

### Acts of Faith Army Rule, Gaining Miracle Dice section

Change to:

'If your Army Faction is **ADEPTA SORORITAS**, you gain 1 Miracle dice:

- At the start of each battle round.
- Each time an **ADEPTA SORORITAS** unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.'

### Triumph of Saint Katherine, Solemn Procession Ability

Change to:

'**Solemn Procession**: Each time you gain 1 Miracle dice at the start of the battle round, if this model is on the battlefield, do not roll one D6 to determine the value of that Miracle dice; it has a value of 6.'

## BRINGERS OF FLAME DETACHMENT

### Fervent Purification Detachment Rule

Change to:

'Ranged weapons equipped by **ADEPTA SORORITAS** models from your army have the **[ASSAULT]** ability, and each time an attack made with such a weapon targets a unit within 6", add 1 to the Strength characteristic of that attack.'

### Blazing Ire Stratagem, CP Cost

Change to '2CP'.

### Cleansing Flames Stratagem, CP Cost

Change to '2CP'.

### Rites of Fire Stratagem, Effect

Change to:

'**EFFECT**: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within 6" that is also within range of an objective marker, add 1 to the Wound roll. If one or more enemy models are destroyed as the result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.'

## CHAMPIONS OF FAITH DETACHMENT

### Righteous Purpose Detachment Rule

Change first paragraph to:

'In your Command phase, you can select up to 3 **ADEPTA SORORITAS** units from your army (including units that are embarked within **TRANSPORTS**), until the start of your next Command phase, those units are Righteous. While a unit is Righteous.'

## PENITENT HOST DETACHMENT

### Desperate for Redemption Detachment Rule

Change first paragraph to:

'At the start of the battle round, you can select one of the following Vows of Atonement to be active for your army until the start of the next battle round. You can only select each Vow of Atonement once per battle.'

## DATASHEETS

### Zephyrim Squad, Embodied Prophecy Ability

Change to:

'**Embody Prophecy**: Each time this unit is selected to fight, select one of the following abilities to apply to melee weapons equipped by models in this unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LETHAL HITS]

If this unit made a Charge move this turn, until the end of the phase, select both abilities above to apply to melee weapons equipped by models in this unit instead.'

### Retributor Squad, Profile

Change to:

'**Storm of Retribution**: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If such an attack targets an enemy unit that has destroyed one or more **ADEPTA SORORITAS** units from your army during the battle, add 1 to the Hit roll and add 1 to the Wound roll as well.'



## 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.'

## DATASHEETS

### Shield-Captain on Dawneagle Jetbike, Profile

Change Toughness characteristic to '7' and Wounds characteristic to '8'.

### Shield-Captain on Dawneagle Jetbike and Vertus Praetors, Ranged Weapons

Change the salvo launcher and Vertus hurricane bolter profiles to:

#### Salvo launcher [TWIN-LINKED]

RANGE	A	BS	S	AP	D
24"	1	2+	10	-3	D6+1

#### Vertus hurricane bolter [RAPID FIRE 3, TWIN-LINKED]

RANGE	A	BS	S	AP	D
18"	3	2+	4	-1	2

### Vertus Praetors, Profile

Change Toughness characteristic to '7' and Wounds characteristic to '5'.

### Vertus Praetors, Quicksilver Execution Ability

Change to:

'**Quicksilver Execution:** Once per battle, after this unit ends a Normal or Advance move, you can select one enemy unit (excluding **MONSTERS** and **VEHICLES**) that it moved over during that move, then roll one D6 for each model in this unit: for each 2+, that enemy unit suffers 2 mortal wounds.'

# 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.'

## CYBERNETICA COHORT DETACHMENT

### Cyber-psalm Programming Detachment Rule

Change to:

'Add 2" to the Move characteristic of models in LEGIO CYBERNETICA units from your army. In addition, unless that unit is Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.'

## HALOSCREED BATTLE CLADE DETACHMENT

### Transoracular Dyad Wafers Enhancement

Change to:

'CYBERNETICA DATASMITH model only. When the bearer is attached to a KASTELAN ROBOTS unit, until the end of the battle, models in that unit gain the HALO OVERRIDE keyword. That unit cannot be selected when selecting units as part of the Noospheric Transference Detachment rule.'

## DATASHEETS

Add 'FACTION: Doctrina Imperatives' to the abilities section of the following datasheets: Belisarius Cawl; Corpuscarii Electro-Priests; Cybernetica Datasmith; Fulgorite Electro-Priests; Kastelan Robots; Tech-Priest Dominus; Tech-Priest Engineer; Tech-Priest Manipulus; Technoarcheologist.

### Belisarius Cawl

Move characteristic – change to 8".

#### Canticles of the Omnisiah ability

– Change to:  
**'Canticles of the Omnisiah:** At the start of your Command phase, select one of the abilities in the Canticles of the Omnisiah section. Until the start of your next Command phase, this model has that ability.'

#### Invocation of Machine Vengeance ability

– Change to:  
**'Invocation of Machine Vengeance:** At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Machine Vengeance target. Each time a model in a friendly ADEPTUS MECHANICUS unit makes an attack that targets your Machine Vengeance target, you can re-roll the Hit roll.'

#### 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, add 1 to the Objective Control characteristic of models in that unit and each time you take a Battle-shock or Leadership test for that unit, add 1 to that test.'

#### Shroudpsalm ability

– Change to:  
**'Shroudpsalm (Aura):** While a friendly ADEPTUS MECHANICUS unit is within 6" of this model, that unit has the Stealth ability.'

Change the Solar atomiser weapon profile to:

#### Solar atomiser [MELTA 3]

RANGE	A	BS	S	AP	D
18"	3	2+	14	-4	D6

### 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 1]

	RANGE	A	BS	S	AP	D
► Dissipated	36"	3D3	4+	9	-2	2
► Focused	18"	3D3	4+	10	-3	3

#### 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

### Ironstrider Ballistarii, Ranged Weapons

Change the twin cognis autocannon and twin cognis lascannon profiles to:

#### Twin cognis autocannon [SUSTAINED HITS 1, TWIN-LINKED]

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

#### Twin cognis lascannon [SUSTAINED HITS 1, TWIN-LINKED]

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	4	4+	4	-2	1

#### Taser goad [SUSTAINED HITS 2]

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

[ANTI-INFANTRY 3+, PRECISION]

RANGE	A	WS	S	AP	D
Melee	3	4+	5	-2	2



## ARMY RULES

### Agile Manoeuvres, Star Engines, Trigger and Effect section

Change to:

'**TRIGGER:** When an eligible **VEHICLE** unit from your army is selected to make an Advance move.'

'**EFFECT:** Until the end of the turn, Ranged weapons equipped by this unit have the [ASSAULT] ability.'

## ASPECT HOST DETACHMENT

### Skyborne Sanctuary Stratagem, Target and Effect section

Change to:

'**TARGET:** One **ASURYANI** unit from your army that was eligible to fight this phase and one friendly **TRANSPORT** it is able to embark within.'

'**EFFECT:** If your **ASURYANI** unit is not within Engagement Range of one or more enemy units and is wholly within 6" of that Transport, it can embark within it'

### Ability

Change to:

'**Aspect Shrine Token:** Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit [excluding **CHARACTER** models] to an unmodified 6.'

### Asurmen, Hand of Asuryan Ability

Change to:

'**Hand of Asuryan:** Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Bloody Twins weapon has a Damage characteristic of 3 and the [ANTI-INFANTRY 5+] and [DEVASTATING WOUNDS] abilities.'

### Yvraine, Herald of Ynnead Ability

Change to:

'**Herald of Ynnead:** At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a friendly **AELDARI** model makes an attack that targets that unit, you can re-roll a Wound roll of 1.'

## DEVOTED OF YNNEAD DETACHMENT

### Strength from Death Detachment Rule

Change Lethal Intent ability to:

'At the end of your opponent's Shooting phase, if one or more **YNNARI** units from your army were destroyed this phase, select one **YNNARI INFANTRY** or **YNNARI MOUNTED** unit from your army that was within 6" of your destroyed unit. That unit can make a Normal move of up to D6+1".'

## WARHOST DETACHMENT

### Skyborne Sanctuary Stratagem, Target and Effect section

Change to:

'**TARGET:** One **ASURYANI** unit from your army that was eligible to fight this phase and one friendly **TRANSPORT** it is able to embark within.'

'**EFFECT:** If your **ASURYANI** unit is not within Engagement Range of one or more enemy units and is wholly within 6" of that Transport, it can embark within it'

### Fire and Fade Stratagem, Restrictions section

Change to:

'**RESTRICTIONS:** Until the end of the turn, your unit is not eligible to declare a charge or embark within a **TRANSPORT**.

## DATASHEETS

### All Aspect Tokens, Aspect Shrine Token



## BRIDGEHEAD STRIKE DETACHMENT

### Fire Zone Purge Detachment Rule

Change to:

'Each time a **MILITARUM TEMPESTUS** model from your army makes a ranged attack in a turn in which it was set up on the battlefield from Reserves or it disembarked from a **TRANSPORT**, add 1 to the Hit roll.'

### Firing Hot Stratagem

- Change CP cost to 2CP.
- Change Effect section to:  
'**EFFECT:** Until the end of the phase, when targeting an enemy unit within 12", improve the Strength and Armour Penetration characteristics of hot-shot lascarbines, hot-shot lasguns, hot-shot lascannons, hot-shot marksman rifles, hot-shot volley guns and sentry hot-shot volley guns equipped by models in your unit by 1.'

## DATASHEETS

### Krieg Combat Engineers, Remote Mine Ability

Change to:

'**Remote Mine:** Once per battle, at the start of your Shooting phase, you can select one enemy unit within 9" of and visible to the bearer and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a **VEHICLE** or **FORTIFICATIONS** unit.'

### Lord Solar Leontus, Orders Section

Change to:

'This **OFFICER** can issue up to 3 Orders to:

- **REGIMENT** units
- **SQUADRON** units
- **TITANIC** units'

### Tempestus Aquilons, Precision Drop Ability

Change to:

'**Precision Drop:** In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a precision drop. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'

# BLACK TEMPLARS



None.

# BLOOD ANGELS



## DATASHEETS

### Black Rage Ability

Change the Black Rage ability on all relevant datasheets to:

**Black Rage:** Each time this model makes a melee attack, you can re-roll the Hit roll. While this model's unit is not within 6" of one or more friendly **BLOOD ANGELS CHARACTER** models, or 12" of one or more friendly **CHAPLAIN** models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.'

### Sanguinary Guard, Melee Weapons

Change the Encarmine blade and Encarmine spear profiles to:

#### Encarmine blade

RANGE	A	WS	S	AP	D
Melee	4	2+	6	-3	2

#### Encarmine spear [LANCE]

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



## INFERNAL LANCE DETACHMENT

### Malefic Surge Detachment Rule

Change Unnatural Fortitude to:

**'Unnatural Fortitude:** When this unit is selected as the target of an attack, until the end of the phase, select one of the following:

- Models in this unit have a 5+ invulnerable save.
- Models in this unit have the Feel No Pain 6+ ability.'

## LORDS OF DREAD DETACHMENT

### Claimed for the Dark Gods Stratagem

Change When section to:

**'WHEN:** Start of your Command phase.'

## DATASHEETS

### Knight Abominant

**Warp Storms ability** – Change to:

**'Warp Storms (Psychic):** At the end of your Movement phase, roll one D6 for each enemy unit within 9" of one or more models with this ability: on a 3+, that enemy unit suffers D3 mortal wounds.'



## DREAD TALONS DETACHMENT

### Screaming Descent Stratagem, Effect section

Change to:

**EFFECT:** Set your unit up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge. Then select one enemy INFANTRY or MOUNTED unit within 9" of and visible to your unit: that unit must take a Battle-shock test.

## DATASHEETS

### Chaos Predator Annihilator, Annihilator Ability

Change to:

**Annihilator:** Each time a ranged attack made by this model is allocated to a MONSTER or VEHICLE model, you can re-roll the Damage roll.

### Heretic Astartes Daemon Prince, Abilities

#### Lord of Chaos ability – Add:

**Lord of Chaos:** While this model is within 3" of one or more friendly HERETIC ASTARTES INFANTRY units, this model has the Lone Operative ability.

#### Lord Discordant

Move characteristic – Change to 14".

Invulnerable save – Change to 4+.

#### Corrupt Machine Spirits ability – Change to:

**Corrupt Machine Spirits:** At the start of your Shooting phase, select one visible enemy VEHICLE unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

#### Spirit Thief ability – Change to:

**Spirit Thief:** At the start of your Shooting phase, select one visible enemy VEHICLE unit. Until the end of the phase, each time a friendly HERETIC ASTARTES model makes an attack that targets that unit, re-roll a Wound roll of 1.

Change the Impaler chainglaive profile to:

### Impaler chainglaive [LANCE]

RANGE	A	WS	S	AP	D
Melee	5	2+	8	-3	3

## Vashtorr

### Indentured Daemon Engines ability – Add:

**Indentured Daemon Engines:** While this model is within 3" of one or more friendly DAEMON VEHICLE units, this model has the Lone Operative ability.

### Reorder Reality ability – Change to:

**Reorder Reality:** Each time an enemy unit within 18" of this model targets this model, subtract 1 from the Hit roll and, until the end of the phase, that enemy unit's ranged weapons have the [HAZARDOUS] ability.

### Unholy Mechanisms ability – Change to:

**Unholy Mechanisms [Aura]:** While a friendly DAEMON VEHICLE unit is within 6" of this model, add 2 to the Strength characteristic of weapons equipped by models in that unit.

Change the Vashtorr's hammer weapon profile to:

### Vashtorr's hammer

	RANGE	A	WS	S	AP	D
Strike						
▶ [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	Melee	6	2+	14	3	3
Sweep						
▶ [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	Melee	12	2+	8	1	2

## 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.



## COMPANY OF HUNTERS DETACHMENT

### Masters of Manoeuvre Detachment Rule

Change to:

'ADEPTUS ASTARTES units from your army are eligible to shoot in a turn in which they Advanced or Fell Back.'

**ADEPTUS ASTARTES MOUNTED** units from your army are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.'

### Mounted Strategist Enhancement

Change to:

'RAVENWING model only. You can re-roll Advance and Charge rolls made for the bearer's 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.'

## 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.'

## 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
Melee	4	3+	6	-2	2
Melee	5	3+	6	-2	1

### Land Speeder Vengeance, Ranged Weapons

Change the plasma storm battery profiles to:

#### Plasma storm battery

RANGE	A	BS	S	AP	D
36"	D6+1	3+	8	-2	2
36"	D6+1	3+	9	-3	3

### Lion El'Jonson

**Primarch of the First Legion** ability – Change to:

'**Primarch of the First Legion:** At the start of your Command phase, select two **Primarch of the First Legion** abilities. Until the start of your next Command phase, this model has those abilities.'

**All Secrets Revealed** ability – Change to:

'**Mist-wreathed Shadow Realms:** In your Command phase, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.'

**Martial Exemplar** ability – Change to:

'**Martial Exemplar (Aura):** While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, each time a model in that unit makes a melee attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.'

**The Emperor's Shield** ability – Change to:

'**The Emperor's Shield:** Each time an attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.'

Change the Fealty weapon profile to:

### Fealty

	RANGE	A	WS	S	AP	D
Strike [LETHAL HITS]	Melee	8	2+	12	-4	4
Sweep [SUSTAINED HITS 1]	Melee	16	2+	6	-3	2

### Ravenwing Black Knights & Ravenwing Command Squad, Melee Weapons

Change the Black Knight combat weapon profile to:

#### Black Knight combat weapon [DEVASTATING WOUNDS]

RANGE	A	WS	S	AP	D
Melee	3	3+	5	-2	1

### Sammael, Grand Master of the Ravenwing Ability

Change to:

'**Grand Master of the Ravenwing:** While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced. If that unit is already eligible to shoot and declare a charge in a turn in which it Advanced, add 1 to Advance and Charge rolls made for that unit instead.'

# DEATH GUARD



None.



## DATASHEETS

### **Venom, Transport Section**

Change to:

'This model has a transport capacity of 6 **DRUKHARI INFANTRY** models (excluding **JUMP PACK** models).

Before the battle, at the start of the Declare Battle Formations step, you can select one **KABALITE WARRIORS, HAND OF THE ARCHON** or **WYCHES** unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this model; the other can start the battle embarked within another **TRANSPORT**, or it can be deployed as a separate unit.'



## RAPID EVISCERATION DETACHMENT

### Mechanised Murder Detachment Rule

Change to:

'Each time an **EMPEROR'S CHILDREN** model from your army makes an attack, if it is a **TRANSPORT** model or disembarked from a **TRANSPORT** this turn, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.'

## DATASHEETS

### Flawless Blades, Melee Weapons

Change the blissblade profile to:

#### Blissblade

RANGE	A	WS	S	AP	D
Melee	4	2+	6	-3	2

### Fulgrim

Add the following ability:

'**Serpentine**: Each time this model makes a Normal, Advance or Fall Back move, it can move over sections of terrain features that are 4" or less in height.'



## ARMY RULE

### Cult Ambush Army Rule

Change to:

'If your Army Faction is **GENESTEALER CULTS**, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.'

- **Incursion:** 6 Resurgence points
- **Strike Force:** 10 Resurgence points
- **Onslaught:** 14 Resurgence points

Each time a unit from your army is destroyed, if every model in that unit has this ability, you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength.

#### Aberrants

5 models.....	4 Resurgence points
10 models.....	8 Resurgence points

#### Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs

5 models.....	2 Resurgence points
10 models.....	4 Resurgence points

#### Atalan Jackals

5 models.....	2 Resurgence points
10 models.....	6 Resurgence points

#### Neophyte Hybrids

10 models.....	3 Resurgence points
20 models.....	6 Resurgence points

#### Purestrain Genestealers

5 models.....	2 Resurgence points
10 models.....	6 Resurgence points

If you do:

- Add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any **[ONE SHOT]** weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).

## UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn.

## CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding **AIRCRAFT**) ends any kind of move within 9" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of the Reinforcements step of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush and set up that unit using that Cult Ambush marker. To do so, set that unit up on the battlefield more than 9" horizontally away from all enemy units, with at least one model in that unit touching that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield).'

## BIOSANCTIC BROODSURGE DETACHMENT

### Evasive Vanguard Stratagem

Change to:

'**WHEN:** Any phase, just after an enemy unit ends a move within 9" of one or more of your Cult Ambush markers, before removing those markers from the battlefield.

**TARGET:** Select one of those Cult Ambush markers.

**EFFECT:** You can set up that Cult Ambush marker anywhere on the battlefield that is more than 9" horizontally away from all enemy units.'

## HOST OF ASCENSION DETACHMENT

### Primed and Readied Stratagem, CP cost

Change to: '2CP'.

### Return to the Shadows Stratagem

Change When and Target to:

'**WHEN:** End of your opponent's Fight phase.

**TARGET:** One **GENESTEALER CULTS INFANTRY** unit from your army that is not within Engagement Range of one or more enemy units.'

### Tunnel Crawlers Stratagem, Effect

Change Effect to:

'**EFFECT:** Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.'

## OUTLANDER CLAW DETACHMENT

### Rapid Takeover Detachment Rule

Change to:

'While a **GENESTEALER CULTS MOUNTED** or **GENESTEALER CULTS VEHICLE** model from your army is not Battle-shocked, add 1 to its Objective Control characteristic. In addition, at the end of your Command phase, if one or more **ATALAN JACKALS** units from your army are within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.'

## Along Shadowed Trails Stratagem

Change Target and Effect to:

'**TARGET:** Select one of those Cult Ambush markers. **EFFECT:** You can set up that Cult Ambush marker anywhere on the battlefield that is more than 9" horizontally away from all enemy units.'

## XENOCREED CONGREGATION DETACHMENT

### Deeds That Speak to the Masses Enhancement

Change to:

'**MAGUS, PRIMUS** or **ACOLYTE ICONWARD** model only. You start the battle with 2 additional Resurgence points.'

## The Downtrodden Rise Stratagem

Change When and Effect sections to:

'**WHEN:** End of the Reinforcements step of your opponent's Movement phase.

**EFFECT:** Until the end of the phase, you can set up your unit on the battlefield without using a Cult Ambush marker. When doing so, set up your unit anywhere on the battlefield that is more than 6" horizontally away from all enemy units.'

## DATASHEETS

### Acolyte Hybrids with Hand Flamers, Ranged Weapons

Change the Range characteristic of demolition charges to '8".

### Goliath Rockgrinder, Ranged Weapons

Change the Range characteristic of demolition charge cache to '8".

### Goliath Truck, Ranged Weapons

Change the Range characteristic of demolition charge cache to '8".

### Kelermorph

**Hypersensory Abilities** ability – Change to:

'**Hypersensory Abilities:** Once per turn, in your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can shoot at that unit as if it were your Shooting phase and then make a Normal move of up to 6" (it cannot embark within a **TRANSPORT** as part of this move).'

### Primus

**Cult Demagogue** ability – Change to:

'**Cult Demagogue:** While this model is leading a unit, each time a model in that unit makes an attack, you can add 1 to the Hit roll.'

### Reductus Saboteur, Ranged Weapons

Change the Range characteristic of demolition charges to '8".

# GREY KNIGHTS



None.



## DATASHEETS

### Culexus Assassin, Etheric Emergence Ability

Change to:

**'Etheric Emergence:** In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can perform an etheric emergence. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'



## VALOURSTRIKE LANCE DETACHMENT

### **Bold Gallantry Detachment Rule**

Change to:

'Each time an **IMPERIAL KNIGHTS** unit from your army Advances, until the end of the turn, ranged weapons equipped by **IMPERIAL KNIGHTS** models from your army have the [ASSAULT] ability.'

### **Run Them Through! Stratagem, Target section**

Change to:

'TARGET: One **IMPERIAL KNIGHTS** unit from your army that has not been selected to fight this phase.'

### **Full Tilt Stratagem, Target section**

Change to:

'TARGET: One **IMPERIAL KNIGHTS** unit from your army that has not been selected to move this phase.'

### **Vow of Retribution Stratagem, Target section**

Change to:

'TARGET: One **IMPERIAL KNIGHTS** unit from your army that has not been selected to shoot this phase.'



None.



## ANNIHILATION LEGION DETACHMENT

### Annihilation Protocol Detachment Rule

Add the following paragraph:

'Each time a **DESTROYER CULT** unit from your army makes a ranged attack that targets the closest eligible target, add 1 to the Armour Penetration characteristic of that attack.'

## HYPERCRYPT LEGION DETACHMENT

### Hyperphasing Detachment Rule,

#### Battle Size Table

Change to:

'Incursion: Up to 1 unit'

Strike Force: Up to 2 units

Onslaught: Up to 3 units'

### 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.'

## DATASHEETS

### The Silent King

**Bringer of Unity** ability – Change to:

'**Relentless March (Aura):** While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, add 2" to the Move characteristic of models in that unit.'



## ARMY RULE

### Waaagh! Army Rule

Change first paragraph to:

'If your Army Faction is ORKS, once per battle, at the start of your Command phase, you can call a Waaagh! If you do, until the start of your next Command phase, the Waaagh! is active for your army and:'

## BULLY BOYZ DETACHMENT

### Da Boss Is Watchin' Detachment Rule

Change to:

'At the start of your Command phase, in a turn in which you have not called a Waaagh!, if you have one or more WARBOSS models on the battlefield (or embarked within a TRANSPORT that is on the battlefield), you can call a Waaagh! for a second time this battle. When doing so, that second Waaagh! only counts as having been called for WARBOSS, NOBZ and MEGANOBOZ units from your army.'

## DA BIG HUNT DETACHMENT

### Da Hunt Is On Detachment Rule

Change first paragraph to:

'At the start of your Command phase, select one MONSTER, VEHICLE or CHARACTER unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Prey.'

### Dat One's Even Bigga! Stratagem, Effect

Change to:

'Until the end of the phase, your unit is eligible to charge in a turn in which it Advanced or Fell Back. In addition, you can re-roll Charge rolls made for your unit, provided one of the targets of that charge is your Prey.'

## 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.'

## KULT OF SPEED DETACHMENT

### Adrenaline Junkies Detachment Rule

Change to:

'SPEED FREEKS units from your army are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.'

## DATASHEETS

### Boyz

Bodyguard – Change to:

'If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one (but only if one of those is a WARBOSS unit). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.'

### Battlewagon

Transport – Change to:

'This model has a transport capacity of 22 ORKS INFANTRY models. If this model is equipped with a killkannon, it has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. The GHAZGHKULL THRAKA model takes up the space of 4 models.'

### Deff Dread

Piston-driven Brutality ability – Change to:

'Piston-driven Brutality: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.'

### Hunta Rig, Kill Rig

Replace 'VEHICLE' keyword with 'MONSTER' keyword.

Change the Hunta Rig's and Kill Rig's saw blades profile to:

#### Saw blades

RANGE	A	WS	S	AP	D
Melee	6	3+	10	-2	2

## Ghazghkull Thraka

Prophet of da Great Waaagh! ability – Change to:

'Prophet of da Great Waaagh!: While this unit is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll and add 1 to the Wound roll and if the Waaagh! is active for your army, a Critical Hit is scored on a successful unmodified Hit roll of 5+'.

Leader section – Change to:

'This unit can be attached to the following units:

- BOYZ
- MEGANOBOZ
- NOBZ'

## Killa Kans

Shooty Power Trip ability – Change to:

'Shooty Power Trip: Each time this unit is selected to shoot, you can roll one D6:

- On a 1-2, this unit suffers D3 mortal wounds.
- On a 3-4, until the end of the phase, add 1 to the Strength characteristic of ranged weapons equipped by models in this unit.
- On a 5-6, until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in this unit.'

## Kommandos, Patrol Squad section

Add new Patrol Squad section with:

'At the start of the Declare Battle Formations step this unit can be split into two units, each containing five models.

(when splitting a unit in this way, make a note of which models form each of the two new units. If you are splitting a unit that is equipped with 1 bomb squig and/or 1 distraction grot, only one of the new units can use that ability during the battle – make a note of which of the new units this will be.)'

## 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.'

## Mek Gunz

Bubblechukka weapon ability – Change to:

'Before selecting targets for one or more models equipped with this weapon, roll one D6 to determine which profile models equipped with this weapon will make attacks with, comparing the result with the numbers shown on the left.'

## Tankbustas, Breaka Boyz, Kommandos, Squigghog Boyz

Bomb Squigs ability – Change to:

'Bomb Squigs: Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.'



## ARMY RULES

### Oath of Moment Army Rule

Change to:

'If your Army Faction is **ADEPTUS ASTARTES**, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target:

- You can re-roll the Hit roll.
- If you are using a Codex: Space Marines Detachment and your army does not include one or more units with the **BLOOD ANGELS**, **DARK ANGELS**, **DEATHWATCH** or **SPACE WOLVES** keywords, add 1 to the Wound roll as well.'

## GLADIUS TASK FORCE DETACHMENT

### Fire Discipline Enhancement

Change to:

'**ADEPTUS ASTARTES** model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, you can re-roll Advance rolls made for that unit.'

## 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 Stratagem, CP Cost

Change to '2CP'.

## STORMLANCE TASK FORCE DETACHMENT

### Wind-swift Evasion Stratagem, Target section

Change to:

'**TARGET**: One **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit from your army that is within 9" of that enemy unit.'

## DATASHEETS

### Captain in Gravis Armour, Ranged Weapons

Change the master-crafted heavy bolt rifle profile to:

#### Master-crafted heavy bolt rifle

RANGE	A	BS	S	AP	D
30"	2	2+	5	-1	3

### Darnath Lysander

Add new 'Inspiring Commander' section:

'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **TERMINATOR ASSAULT SQUAD** and **TERMINATOR SQUAD** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.'

### Desolation Squad, Unit Composition

Change bullet points to:

- 1 Desolation Sergeant
- 4 Desolation Marines'

### Heavy Intercessor Squad, Ranged Weapons

Change the heavy bolt rifle and heavy bolter profiles to:

#### Heavy bolt rifle [ASSAULT, HEAVY]

RANGE	A	BS	S	AP	D
30"	2	3+	5	-1	2

#### Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]

RANGE	A	BS	S	AP	D
36"	3	3+	5	-1	2

### Impulsor, Transport Section

Change to:

'This model has a transport capacity of 7 **TACTICUS** or **PHOBOS INFANTRY** models. It cannot transport **JUMP PACK** models.'

### Infernus Squad, Ranged Weapons

Change the pyreblaster profile to:

#### Pyreblaster [IGNORES COVER, TORRENT]

RANGE	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

### Inceptor Squad, Meteoric Descent Ability

Change to:

'**Meteoric Descent**: In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'

### Infernus Squad, Incendiary Terror Ability

Change to:

'**Incendiary Terror**: In your Shooting phase, after this unit has shot, you can select one enemy **INFANTRY** unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test, subtracting 1 from that test.'

### Intercessor Squad, Abilities Section

Add new ability:

'**Target Elimination**: Each time this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, add 2 to the Attacks characteristic of bolt rifles equipped by models in this unit and you can only select one enemy unit as the target of all of this unit's attacks.'

### Iron Father Feirros

Add new 'Inspiring Commander' section:

'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **HEAVY INTERCESSOR SQUAD** units from your army have an Objective Control characteristic of 3 while they are not Battle-shocked.'

### Kayvaan Shrike

Add new 'Inspiring Commander' section:

'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **ASSAULT INTERCESSORS WITH JUMP PACKS** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.'

### Kor'sarro Khan

Add new 'Inspiring Commander' section:

'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **OUTRIDER SQUAD** units from your army have an Objective Control characteristic of 3 while they are not Battle-shocked.'

### Lieutenant in Phobos Armour, Strategic Dispersal Ability

Change to:

'**Strategic Dispersal**: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.'

### Outrider Squad, Abilities Section

Delete the Turbo-boost ability and add the following new ability:

'**Thunderous Impact**: Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack by 1.'

### Marneus Calgar, Abilities

**Master Tactician** ability – Change to:

'**Master Tactician**: At the start of your Command phase, if this unit's Marneus Calgar model is your **WARLORD** and is on the battlefield, you gain 1CP.'

### Pedro Kantor

Add new 'Inspiring Commander' section:

'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **STERNGUARD VETERAN SQUAD** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.'

### Predator Annihilator, Annihilator Ability

Change to:

'**Annihilator:** Each time a ranged attack made by this model is allocated to a **MONSTER** or **VEHICLE** model, you can re-roll the Damage roll.'

### Reiver Squad, Fearsome Assault Ability

Change to:

'**Fearsome Assault:** At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test, subtracting 1 from that test.'

### Reiver Squad, Terror Troops Ability

Change to:

'**Terror Troops:** While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within 3" of one or more units with this ability, subtract 1 from the Objective Control characteristic of models in that enemy unit.'

### 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.'

### Repulsor Executioner, Transport Section

Change to:

'This model has a transport capacity of 7 **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.'

### Roboute Guilliman, Abilities

**Author of the Codex** – Change to:

'**Author of the Codex:** At the Start of your Command phase, select two **Author of the Codex** abilities (see left). Until the start of your next Command phase, this model has those abilities.'

**Supreme Strategist** ability – Change to:

'**Supreme Strategist:** Once per battle round, one unit from your army with this ability can use it when a friendly **ADEPTUS ASTARTES** unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.'

### Sternguard Veteran Squad, Sternguard Focus Ability

Change to:

'**Sternguard Focus:** Each time a model in this unit makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll.'

### Uriel Ventris, Master of the Fleet ability

Change to:

'**Master of the Fleet:** During the Declare Battle Formations step, if your army includes this model, select one **PHOBOS**, **GRAVIS** or **TACTICUS ADEPTUS ASTARTES INFANTRY** unit from your army. That unit gains the Deep Strike ability.'

### Various, Combat Blades and Knives

Change the Armour Penetration characteristic of the following profiles to '-1':

- Combat knife (Captain in Phobos Armour, Lieutenant in Reiver Armour, Reiver Squad, Scout Squad)
- Paired combat blades (IncurSOR Squad, Lieutenant in Phobos Armour, Lieutenant with Combi-weapon)

### Vulkan He'stan

Add new 'Inspiring Commander' section:

'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **INFERNUS SQUAD** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.'

# SPACE WOLVES



None.



## ARMY RULES

### For the Greater Good Army Rule

Change to:

'If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.'

During your Shooting phase, for each Observer unit from your army that has not been selected to shoot this phase and is eligible to shoot [excluding Fortification and Battle-shocked units] select one enemy unit that is visible to be marked as their Spotted unit until the end of the phase. Each enemy unit can only be marked as a Spotted unit once per phase.

Units from your army with the For the Greater Good ability [excluding Observer units] are Guided units while targeting one or more Spotted units.

Until the end of the phase, each time a model from your army in a Guided unit makes an attack that targets a Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if the Spotted unit was marked by an Observer unit that has the Markerlight keyword, that attack has the [IGNORES COVER] ability.'

## KAYON

### Through Unity, Devastation Enhancement

Change to:

'T'AU EMPIRE model only [excluding KROOT SHAPER models]. While the bearer is leading a unit, each time that unit is an Observer unit, until the end of the phase, ranged weapons equipped by models in a Guided unit have the [LETHAL HITS] ability while targeting their Spotted unit.'

## MONT'KA

### Coordinated Exploitation Enhancement

Change to:

'T'AU EMPIRE model only [excluding KROOT SHAPER models]. While the bearer is leading a unit, each time that unit is an Observer unit, until the end of the phase, ranged weapons equipped by models in a Guided unit have the [SUSTAINED HITS 1] ability while targeting their Spotted unit.'

## RETALIATION CADRE

### Bonded Heroes Detachment Rule

Change to:

'Each time a T'AU EMPIRE BATTLESLUIT model from your army makes a ranged attack that targets a unit within 12", improve the Strength characteristic of that attack by 1. If that attack targets a unit within 9", improve the Armour Penetration characteristic of that attack by 1 as well.'

## DATASHEETS

### Firesight Team

Precise Targeting ability – Change to:

'Precise Targeting: Each time a model in this unit makes an attack that targets a Spotted unit, you can re-roll the Hit roll.'

### Pathfinder Team

Target Uploaded ability – Change to:

'Target Uploaded: Each time a model in this unit makes an attack that targets their Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and that attack has the [IGNORES COVER] ability.'

### Riptide, Ranged Weapons

Change the ion accelerator profiles to:

#### Ion accelerator

	RANGE	A	BS	S	AP	D
▶ Standard	72"	6	4+	9	-2	3
▶ Supercharge [HAZARDOUS]	72"	6	4+	10	-3	4

### Stealth Battlesuits

Forward Observers ability – Change to:

'Forward Observers: Each time this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in a Guided unit that targets their Spotted unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.'



## ARMY RULE

### Cabal of Sorcerers Army Rule

Change first paragraph to:

'If your Army Faction is **THOUSAND SONS**, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals from those listed on the right. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a Psychic test for that model by following the sequence below.'

### Destiny's Ruin (PSYCHIC)

Change to:

'Select one enemy unit within 24" of and visible to the manifesting model. Until the end of the phase, each time a **THOUSAND SONS** or **SCINTILLATING LEGIONS** model from your army makes an attack that targets that unit, re-roll a Hit roll of 1. If the Psychic test result for this Ritual was 10+, you can re-roll the Hit roll instead.'

### Temporal Surge (PSYCHIC)

Change to:

'Select one friendly **THOUSAND SONS** or **SCINTILLATING LEGIONS** unit that is not within Engagement Range of one or more enemy units and is within 24" of and visible to the manifesting model. That unit can make a Normal move of up to D6". If the Psychic test result for this Ritual was 10+, that unit can make a Normal move of up to 6" instead. In either case, until the end of the turn, that unit is not eligible to declare a charge.'

### Twist of Fate (PSYCHIC)

Change to:

'Select one enemy unit within 24" of and visible to the manifesting model. Until the end of the phase, each time a **THOUSAND SONS** or **SCINTILLATING LEGIONS** model from your army makes an attack that targets that unit, improve the Armour Penetration characteristic of that attack by 1. If the Psychic test result for this Ritual was 12+, improve the Armour Penetration characteristic of that attack by 2 instead.'

## GRAND COVEN DETACHMENT

### Incandaeum Enhancement

Change to:

'**EXALTED SORCERER** model only. Once per battle, when selecting a Ritual for the bearer to attempt, you can select Doombolt, even if a model from your army have already attempted to manifest that Ritual this phase.'

## DATASHEETS

### Sorcerer in Terminator Armour

Marked by Fate ability – Change to:

'Marked by Fate (Psychic): At the start of your Shooting phase, select one enemy unit that is visible to this **PSYKER** model. Until the end of the phase, each

time a model in this unit makes an attack that targets that enemy unit, add 1 to the Hit roll.'

### Kairos Fateweaver, Ranged Weapons

Change the Infernal Gateway profiles to:

#### Infernal Gateway

	RANGE	A	BS	S	AP	D
Witchfire [BLAST, INDIRECT FIRE, PSYCHIC]	24"	D6+3	2+	9	-2	D3
Focused Witchfire [BLAST, INDIRECT FIRE, HAZARDOUS, PSYCHIC]	24"	D3+6	2+	9	-2	3

### Lord of Change, Ranged Weapons

Change the Bolt of Change profiles to:

#### Bolt of Change

	RANGE	A	BS	S	AP	D
Witchfire [PSYCHIC]	18"	9	2+	9	-1	1
Focused Witchfire [HAZARDOUS, PSYCHIC]	18"	9	2+	9	-2	3

Change the rod of sorcery profile to:

#### Rod of Sorcery [PSYCHIC]

RANGE	A	BS	S	AP	D
18"	6	2+	8	-1	2



## 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.'

## ASSIMILATION SWARM DETACHMENT

### Feed the Swarm Detachment Rule

Change to:

'In your Command phase, each **HARVESTER** unit from your army can Regenerate one friendly **TYRANIDS** unit that is within 6" of it. A unit can only be regenerated once per phase. Each time a unit regenerates, do one of the following:

- One model in that unit regains up to D3+1 lost wounds.
- One destroyed **INFANTRY** model (excluding **CHARACTERS**) is returned to that unit with its full wounds remaining. If that unit is an **ENDLESS MULTITUDE** unit, up to 3 destroyed models are returned instead.'

## 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

### 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**'.

### 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

### 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.'

### Hive Tyrant and Winged Hive Tyrant, Will of the Hive Mind Ability

Change to:

'**Will of the Hive Mind:** Once per battle round, one model from your army with this ability can use it when a friendly **TYRANIDS** unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.'

### Mawloc, Raveners and Trygon, Keywords

Add the following keyword to all three datasheets:  
'**VANGUARD INVADER**'.

### Neurolictor, Keywords

Add '**SYNAPSE**'.

### Neurotyrant, Leader Section

Change to:

'This model can be attached to the following units:  
**NEUROGAUNTS**, **TYRANT GUARD**, **ZOANTHROPIES**'.

### Norn Assimilator, Keywords

Add '**HARVESTER**'.

### Psychophage

Move characteristic – Change to 12".

**Bio-stimulus ability** – Change to:

'**Bio-stimulus:** In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly **TYRANIDS** unit makes a melee attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.'

**Keywords** – Add '**SMOKE**'.

Change the talons and betentacled maw profile to:

### Talons and betentacled maw

[ANTI-PSYKER 4+, DEVASTATING WOUNDS]

RANGE	A	WS	S	AP	D
Melee	6	3+	6	-2	2

### Trygon, Subterranean Tunnels Ability

Change to:

'**Subterranean Tunnels:** In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can use a subterranean tunnel. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'

### 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



## DATASHEETS

### Exalted Eightbound

**Rend and Tear ability** – Change to:

**'Rend and Tear:** Each time a model in this unit makes a melee attack that targets a MONSTER or VEHICLE unit, until the end of the phase, improve the Damage characteristic of that attack by 1.'

### Slaughterbound, Melee Weapons

Change the lacerator and daemonic claw profile to:

#### Lacerator and Daemonic Claw

RANGE	A	WS	S	AP	D
Melee	6	2+	10	-2	2