

WARHAMMER
40,000

KILL TEAM



CHAOS DAEMONS 

CHAOS DAEMON KILL TEAM

A **CHAOS DAEMON** kill team consists of two fire teams selected from the following list:

- **BLOODLETTER**
- **DAEMONETTE**
- **PLAGUEBEARER**
- **PINK HORROR**
- **BLUE HORROR** (max one per kill team)

ARCHETYPE: SEEK AND DESTROY

BLOODLETTER FIRE TEAM

▶ A **BLOODLETTER** fire team includes six **BLOODLETTER** operatives selected from the following list:

- **BLOODLETTER FIGHTER**
- **BLOODLETTER ICON BEARER**
- **BLOODLETTER HORN BEARER**

Other than **BLOODLETTER FIGHTER** operatives, your kill team can only include each operative above once.

▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **BLOODLETTER FIGHTER** operative for one **BLOODLETTER** fire team, you can select one **BLOODREAPER** operative.



ARCHETYPE: SEEK AND DESTROY / RECON

DAEMONETTE FIRE TEAM

- A **DAEMONETTE** fire team includes six **DAEMONETTE** operatives selected from the following list:
 - **DAEMONETTE FIGHTER**
 - **DAEMONETTE ICON BEARER**
 - **DAEMONETTE HORN BEARER**

Other than **DAEMONETTE FIGHTER** operatives, your kill team can only include each operative above once.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **DAEMONETTE FIGHTER** operative for one **DAEMONETTE** fire team, you can select one **ALLURESS** operative.

ARCHETYPE: SECURITY

PLAGUEBEARER FIRE TEAM

- A **PLAGUEBEARER** fire team includes six **PLAGUEBEARER** operatives selected from the following list:
 - **PLAGUEBEARER FIGHTER**
 - **PLAGUEBEARER ICON BEARER**
 - **PLAGUEBEARER HORN BEARER**

Other than **PLAGUEBEARER FIGHTER** operatives, your kill team can only include each operative above once.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **PLAGUEBEARER FIGHTER** operative for one **PLAGUEBEARER** fire team, you can select one **PLAGUERIDDEN** operative.

ARCHETYPE: SECURITY

PINK HORROR FIRE TEAM

- A **PINK HORROR** fire team includes six **PINK HORROR** operatives selected from the following list:
 - **PINK HORROR FIGHTER**
 - **PINK HORROR ICON BEARER**
 - **PINK HORROR HORN BEARER**

Other than **PINK HORROR FIGHTER** operatives, your kill team can only include each operative above once.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **PINK HORROR FIGHTER** operative for one **PINK HORROR** fire team, you can select one **PINK HORROR IRIDESCENT** operative.

ARCHETYPE: SECURITY / RECON

BLUE HORROR FIRE TEAM

- A **BLUE HORROR** fire team includes eight **BLUE HORROR** operatives.



STRATEGIC PLOYS

If your faction is **CHAOS DAEMON**, you can use the following Strategic Ploys during a game.

UNSTOPPABLE FEROCITY 1CP

Until the end of the Turning Point, add 1 to the Attacks characteristic of melee weapons friendly **KHORNE** operatives are equipped with.

QUICKSILVER SWIFTNESS 1CP

Until the end of the Turning Point, each time a friendly **SLAANESH** operative is activated, it can perform a free **Dash** action during that activation.

GLISTENING BARRAGE 1CP

Until the end of the Turning Point, ranged weapons friendly **TZEENTCH** operatives are equipped with gain the Ceaseless special rule.

CONTAGION 1CP

Until the end of the Turning Point, while an enemy operative is Visible to and within \bigcirc of a friendly **NURGLE** operative, that enemy operative is treated as being injured (only subtract \bigcirc from its Movement characteristic as a result of being injured if it is activated within \bigcirc of a friendly **NURGLE** operative).

TACTICAL PLOYS

If your faction is **CHAOS DAEMON**, you can use the following Tactical Ploys during a game.

WARP SURGE 1CP

Use this Tactical Ploy when a friendly **CHAOS DAEMON** operative is selected as the target of a ranged attack. Until the end of the Turning Point, each time a shooting attack is made against that friendly operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

EPHEMERAL REGENERATION 1CP

Use this Tactical Ploy when a friendly **CHAOS DAEMON** operative is activated. That friendly operative regains 2D3 lost wounds.

SPLIT 1/2CP

Use this Tactical Ploy when a friendly **PINK HORROR** operative is incapacitated for 2CP, or when a friendly **BLUE HORROR** operative is incapacitated for 1CP.

- Before that **PINK HORROR** operative is removed from the killzone, set up two **BLUE HORROR** operatives as close as possible to that operative and not within Engagement Range of enemy operatives.
- Before that **BLUE HORROR** operative is removed from the killzone, set up one **BRIMSTONE HORRORS** operative as close as possible to that operative and not within Engagement Range of enemy operatives.

In either case, set up those operatives with the same order as the previous operative (including if it was ready or activated). In narrative play, any operatives set up as a result of this Tactical Ploy are no longer part of your kill team after the game.





BLOODLETTER (FIGHTER)

Bloodletters are Khorne's most numerous warriors, the foot soldiers of the Blood Legions. Their skin is the colour of spilt gore, and their muscles bulge in response to their rage. They carry jagged hellblades in their taloned hands that glow with the energies of the warp.



M	APL	GA
3 ○	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
✘ Hellblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

CHAOS DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, FIGHTER



BLOODLETTER (ICON BEARER)

Bloodletters go to war under a semblance of martial affectation. Favoured daemons of their packs display blood-soaked banners, under which their howling kin rend and butcher Khorne's enemies with greater ferocity.



M	APL	GA
3 ○	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
✘ Hellblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **BLOODLETTER** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, ICON BEARER





BLOODLETTER (HORN BEARER)

Accompanying the Blood Legions to war, some daemons bear immense brass war horns. They use these to sound the charge, spurring their diabolical brethren on in a red tide that sweeps away the living in a sea of blood.



M	APL	GA
3 ●	2	1
DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
✘ Hellblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **BLOODLETTER** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON ●, CHAOS, DAEMON, KHORNE, BLOODLETTER, HORN BEARER



BLOODREAPER

Bloodreapers marshal Khorne's frenzied hordes in battle. They are among the deadliest warriors of their kind, each having offered up countless skulls to their lord. They are not blinded by rage, and despatch their lessers with martial precision to ensure no foe escapes.



M	APL	GA
3 ●	2	1
DF	SV	W
3	6+	10

NAME	A	BS/WS	D	SR	!
✘ Hellblade	4	2+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

CHAOS DAEMON ●, CHAOS, DAEMON, KHORNE, LEADER, BLOODLETTER, BLOODREAPER





DAEMONETTE (FIGHTER)

Daemonettes are seductive harbingers of torment. They advance in a swift surge, dancing with impossible agility to pounce upon their victims with keening screams of horrific desire. They indulge in inflicting wounds with their razor-sharp claws.



M	APL	GA
3 ●	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✘ Claws	4	3+	4/5	Relentless	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

CHAOS DAEMON ●, CHAOS, DAEMON, SLAANESH, DAEMONETTE, FIGHTER



DAEMONETTE (ICON BEARER)

The icons borne in the clawed grasp of some Daemonettes display the repulsive beauty embodied by Slaanesh. Under their baleful influence, the hedonistic daemons reach new heights of murderous excess.



M	APL	GA
3 ●	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✘ Claws	4	3+	4/5	Relentless	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **DAEMONETTE** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON ●, CHAOS, DAEMON, SLAANESH, DAEMONETTE, ICON BEARER





DAEMONETTE (HORN BEARER)

Some Daemonettes brandish sinuous instruments that they play with lascivious exuberance. Emitting a supernatural resonance, they inflame the passions of other Daemonettes, the unnatural music goading them to more inventive debaucheries.



M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✕ Claws	4	3+	4/5	Relentless	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **DAEMONETTE** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON, CHAOS, DAEMON, SLAANESH, DAEMONETTE, HORN BEARER



ALLURESS

More beautiful and yet more repulsive than most Daemonettes, Alluresses orchestrate their kin's slaughter with trilling songs of praise to Slaanesh. Their hypnotic glamour causes foes to falter in their presence, helpless as barbed claws and needle-like teeth close in.



M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
✕ Claws	4	2+	4/5	Relentless	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

CHAOS DAEMON, CHAOS, DAEMON, SLAANESH, LEADER, DAEMONETTE, ALLURESS





PLAGUEBEARER (FIGHTER)

A Plaguebearer's body is swollen and bursting with contagion. They shamble purposefully forward with dour inevitability, bringing the promise of corruption with them. Despite their appearance, they swing their disease-laden plagueswords with great strength.



M	APL	GA
2 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
✘ Plaguesword	4	3+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

UNIQUE ACTIONS

CHAOS DAEMON, CHAOS, DAEMON, NURGLE, PLAGUEBEARER, FIGHTER



PLAGUEBEARER (ICON BEARER)

These daemons carry stinking icons of Nurgle into the realm of realspace, the poisonous totems dripping with pus and surrounded by clouds of fat flies. Doleful bells hang from these grim icons, tolling out the death knells of the daemon's foes.



M	APL	GA
2 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
✘ Plaguesword	4	3+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **PLAGUEBEARER** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON, CHAOS, DAEMON, NURGLE, PLAGUEBEARER, ICON BEARER





PLAGUEBEARER (HORN BEARER)

Plaguebearers utter a constant drone as they interminably tally all of Nurgle's endless diseases. Some of these fell daemons carry horns or pipes carved from rotten remains. From these, they elicit a dirge that stirs their kind into a rapid advance.



M	APL	GA
2 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
✘ Plaguesword	4	3+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **PLAGUEBEARER** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON, CHAOS, DAEMON, NURGLE, PLAGUEBEARER, HORN BEARER



PLAGUERIDDEN

Despite their death's head rictus grins, Plageridden are devoted to the serious business of spreading Nurgle's bounteous plagues across reality. They often bear signs of Nurgle's favour - such as more elaborate horns - and direct other Plaguebearers in his grand plans.



M	APL	GA
2 ○	2	1

DF	SV	W
3	5+	9

NAME	A	BS/WS	D	SR	!
✘ Plaguesword	4	2+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

UNIQUE ACTIONS

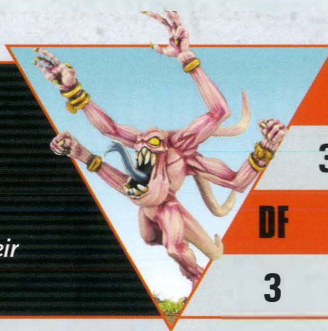
CHAOS DAEMON, CHAOS, DAEMON, NURGLE, LEADER, PLAGUEBEARER, PLAGUERIDDEN





PINK HORROR (FIGHTER)

Pink Horrors are magic made manifest. They caper and whirl, cackling as bolts of raw sorcery leap from their clawed fingertips. These coruscating streams of multicoloured flame do not merely burn, they turn their victims into hideous or nonsensical forms.



M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
☼ Coruscating flames	4	3+	3/4	-	-
✕ Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, PINK HORROR, FIGHTER



PINK HORROR (ICON BEARER)

Either held at the end of one gangling limb, or sprouting from the daemon's own flesh, favoured Pink Horrors carry a sorcerous icon of Tzeentch. Some of these devices burn with multi-hued fire, or twist into new shapes as their bearers gibber arcane litanies.



M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
☼ Coruscating flames	4	3+	3/4	-	-
✕ Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within 1" of a friendly **PINK HORROR** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, PINK HORROR, ICON BEARER





PINK HORROR (HORN BEARER)

Some Pink Horrors carry shimmering horns, often in the serpentine form of Tzeentch's own sigil. The daemons sound them at random moments, emitting mutating rhythms, streams of nebulous fire or other strange discharges that send their kind wild with delight.



M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
☼ Coruscating flames	4	3+	3/4	-	-
✖ Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **PINK HORROR** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON ☼, CHAOS, DAEMON, TZEENTCH, PINK HORROR, HORN BEARER



PINK HORROR IRIDESCENT

Iridescent Horrors are imbued with a sliver of Tzeentch's immortal knowledge. They revel in leading their capering daemons in enacting Tzeentch's schemes.



M	APL	GA
3 ○	2	1
DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
☼ Coruscating flames	4	2+	3/4	-	-
✖ Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

CHAOS DAEMON ☼, CHAOS, DAEMON, TZEENTCH, LEADER, PINK HORROR, IRIDESCENT





BLUE HORROR

Should a Pink Horror be cut down, it may split, with the two halves reforming as smaller daemons. These Blue Horrors are morose and spiteful creatures, aggressively calling on their warp-spawned powers to destroy those who dared lay their original form low.



M	APL	GA
3 ○	2	2
DF	SV	W
3	6+	6

NAME	A	BS/WS	D	SR	!
⚡ Fizzing flames	4	4+	2/3	Rng	-
✖ Fists	3	5+	2/3	-	-

ABILITIES

Ephemeral Daemon: This operative has a 6+ invulnerable save.

UNIQUE ACTIONS

CHAOS DAEMON , CHAOS, DAEMON, TZEENTCH, BLUE HORROR



BRIMSTONE HORRORS

Blue Horrors that are destroyed may vanish in a cloud of smoke, from which emerge two stunted Brimstone Horrors. These diminutive daemons are manifestations of pure bitterness, seeking to incinerate their enemies with burning talons and fangs.



M	APL	GA
2 ○	2	1
DF	SV	W
2	6+	5

NAME	A	BS/WS	R	SR	!
✖ Fists	2	5+	2/3	-	-

ABILITIES

Ephemeral Daemon: This operative has a 6+ invulnerable save.

Insignificant: Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional AP to do so. This operative cannot be equipped with equipment. Note that in narrative play, this operative does not have a narrative datacard and is no longer part of your kill team after the game.

UNIQUE ACTIONS

CHAOS DAEMON , CHAOS, DAEMON, TZEENTCH, BRIMSTONE HORRORS



EQUIPMENT

CHAOS DAEMON operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Each operative can be equipped with no more than one of each item.

BRASS HORNS [1EP]

KHORNE operative only. The operative gains the following ability for the battle:

Brass Horns: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if it performed a **Charge** action during that activation, you can re-roll one of your attack dice.

SCORCHED SKULL [3EP]

KHORNE operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Scorched skull	4	4+	4/5
Special Rules			
AP1			


RANCID VOMIT [3EP]

NURGLE operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Rancid vomit	5	2+	2/3
Special Rules			
Rng  , Torrent 			


DEATH'S HEADS [1EP]

NURGLE operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Death's heads	4	3+	3/5
Special Rules			
Rng 			

ALLURING MUSK [3EP]

SLAANESH operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Alluring musk	5	2+	1/1
Special Rules			
Rng 			
!			
Stun			

PIERCING CLAWS [2EP]

SLAANESH operative only. Select one claws the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic and it gains the Rending critical hit rule for the battle.

RITUAL DAGGER [2EP]

PINK HORROR or **BLUE HORROR** operative only. The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Ritual dagger	3	4+	3/6
Special Rules			
Balanced			

TRINKET OF FLUX [2EP]

PINK HORROR or **BLUE HORROR** operative only. Select one coruscating flames or fizzing flames the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

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CHAOS DAEMONS

WARHAMMER 40,000 KILL TEAM COMPENDIUM UPDATE 1.3

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

SPACE MARINE

Page 9, Deathwatch Veteran Fire Team, first arrow point

Add the following to the **DEATHWATCH VETERAN WATCH**

SERGEANT operative's equipment options:

- Deathwatch boltgun; power weapon

Page 19, Tactical Marine Sergeant, combi-melta

Add the following critical hit rule (!):

'MW4'

Page 29, Smoke Grenade action

Change the third sentence to read:

'Until the end of the Turning Point, an operative is Obscured if every

Cover line drawn to it crosses an area of smoke.'

SPACE MARINE & GREY KNIGHT

Pages 28 & 35, Tactical Ploys, Only In Death Does Duty End

Change the second sentence to read:

'That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.'

IMPERIAL GUARD

Page 38, Guardsman (Gunner), Characteristics

Change the Save characteristic to '5+.'

Page 39, Tempestus Scion (Comms), gun butt

Change the WS characteristic to '3+.'


Page 40, Tempestor, power fist

Add the following special rule (SR):

'Brutal'

Page 41, Strategic Ploys, Guardsman Orders

Change the second sentence to read:

'All friendly **TEMPESTUS SCION** operatives, and all friendly **GUARDSMAN** operatives within  of and Visible to a friendly **IMPERIAL GUARD** **LEADER** operative, are issued that Guardsman Order.'

Page 42, Medikit

Change the first sentence to read:

'The operative gains the **MEDIC** keyword until the start of the next battle and can perform the following action during the battle:'

ECCLESIArchy

Page 52, Battle Sister Fire Team, Specifications

Add the following:

'Your kill team can only include up to one **BATTLE SISTER ICON BEARER** operative.'

TALONS OF THE EMPEROR

Page 61, Custodian Guard (Warrior) & Custodian Guard (Leader), Characteristics

Change the APL characteristic to '3'.

Page 64, Tactical Ploys, Brotherhood of Demigods

Change to read:

'Use this Tactical Ploy at the end of the Firefight phase. Select one friendly **ADEPTUS CUSTODES** operative to perform one free **Fight** or **Overwatch** action (this does not count as an activation).'

DEATH GUARD

Page 76, Plague Marine Champion, Characteristics

Change the Movement characteristic to '2○'.

THOUSAND SONS

Page 86, Strategic Ploys, Malicious Volleys

Change the last sentence to read:

'A bolt weapon is a ranged weapon that includes 'bolt' in its name (excluding **Doombolt**), e.g. inferno boltgun.'

CHAOS DAEMON

Pages 92 & 93, Daemonette (Icon Bearer) and Daemonette (Horn Bearer), Claws

Change the Attacks characteristic to '4'.

COMMORRITE

Page 113, Kabalite (Gunner), shredder

Change the 'Blast ○' rule from a critical hit rule (!) to a special rule (SR).

Page 117, Haywire Grenade

Add the following special rule (SR):

'Limited'

THE BALANCE DATASLATE

Q4 2023

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).

