

THE BALANCE DATASLATE

Q1 2022

This document contains the collected Q1 updates to the rules for game balance improvements.

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.

PATHFINDER

- A Worthy Cause Tactical Ploy: 2CP. Can only be used once per battle, and only if you don't have the initiative.
- **ASSAULT GRENADIER PATHFINDER** operative: Delete the final sentence of the Grenadier ability.
- Benefit of 5+ Markerlight tokens: In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless it's in Cover provided by Heavy terrain.

KOMMANDO

- Dynamite equipment: Can only be selected once per battle.

SPACE MARINE & GREY KNIGHT

- Operative selection: Every fire team except **SCOUT** and **TACTICAL MARINE** can take 1 additional **WARRIOR** operative.

DEATH GUARD

- Operative selection: **PLAGUE MARINE** fire team:
 - Can take 1 additional **WARRIOR** operative.
 - **CHAMPION** operative is instead of 1 **WARRIOR** operative, not in addition to.

CRAFTWORLD



- Operative selection: Every fire team can take 1 additional **WARRIOR** operative.



TOMB WORLD

- **FLAYED ONE** operatives: Add 1 to both Damage characteristics of flayer claws.
- Reanimation Protocols Tactical Ploy: OCP.

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** 