WARHAMMER 40,000 KILL TEAM

THE BALANCE DATASLATE

Q1 2024

This document contains the collected Q1 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).
- * Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- * Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- * Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2◯ of your drop zone.

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).

SEASON ONE

KILL TEAM COMPENDIUM

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:
  - 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: 0CP.

KILL TEAM: OCTARIUS

KOMMANDO☠
- Operative selection: If you select a **BOMB SQUIG** operative, you can also select a **KOMMANDO GROT** operative for free (or vice versa) for 11 operatives in total (instead of 10).
- Sneaky Git Tactical Ploy: You can only use it once per battle, and that operative cannot have its order changed in the first Turning Point (i.e. from the Infiltrate scouting option).
- * **BOMB SQUIG** operative: This operative's APL characteristic cannot be positively modified. For its Bomb Squig special rule, make a shooting attack against each other operative within its Engagement Range (instead of Visible to and within ◯ of it).
- * Choppa equipment: Subtract 1 from the weapon's Attacks characteristic (note **KOMMANDO BOY** operatives are unaffected).
- * Just a Scratch Tactical ploy: Excluding **BOMB SQUIG**, and when damage would be inflicted from a normal hit only.

VETERAN GUARDSMAN☠
- * **SPOTTER VETERAN** operative's **Spotter** action: It treats that enemy operative as if it has an Engage order <u>unless that enemy operative is in Cover provided by Heavy terrain</u>.
- * **DEMOLITION VETERAN** operative's Detonate special rule: Change the distance requirement to ◯ (instead of ■). An operative cannot be a valid target if Heavy terrain is wholly intervening (must be able to draw a Cover line from the centre of the Mine token to any part of the intended target's base without crossing Heavy terrain).
- * **DEMOLITION VETERAN** operative's **Plant Mine** action: This operative can only perform this action once.

KILL TEAM: CHALNATH

PATHFINDER☠

- A Worthy Cause Tactical Ploy: 2CP. You can only use it once per battle, and only if you don't have the initiative.
- **ASSAULT GRENADIER PATHFINDER** operative: Delete final sentence of Grenadier ability.
- Change benefit of 5+ Markerlight tokens to: 'In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless that enemy operative is in Cover provided by Heavy terrain.'
- Operative selection: 1 less operative.
- Add the following to Kauyon Art of War ability: 'In addition, once in each of their activations, friendly **PATHFINDER☠** operatives can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).'
- Close Quarters: Each friendly **PATHFINDER☠** operative can perform the **Guard** action while it has a Conceal order. If it does, interrupt as normal, but instead of making a guard attack it can only perform the **Markerlight** action (if able).
- Operative selection: Selecting **MB3 RECON DRONE** operative no longer requires you to select 1 less operative.
- **DRONE CONTROLLER PATHFINDER** operative gains the following ability: '**Focused EMP Override:** If this operative is in the killzone, friendly **DRONE** operatives can perform the **Operate Hatch** action (ignore the first bullet point of Artificial Intelligence to do so).'

NOVITIATE☠

- Auto-chastiser equipment: 2EP.
- Cannot use Acts of Faith to change dice you've re-rolled.

KILL TEAM: NACHMUND

LEGIONARY☠

- Mutagenic Flesh Strategic Ploy: To a minimum of 3 (instead of 2).

CORSAIR VOIDSCARRED☠

- **VOIDSCARRED GUNNER** operative's shredder: Gains the Rending critical hit rule.
- Outcasts Strategic Ploy: Change distance requirement to ▮ (instead of ⬠).
- Deadly Ambush Tactical Ploy: If the friendly operative has a Conceal order and is ready, you can change it to Engage to do so.

KILL TEAM: MOROCH

PHOBOS STRIKE TEAM☠

- Can use the following Strategic Ploy:

DEADLY SHOTS	1CP

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM☠** operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- **REIVER** operatives' **Terror** action: 0AP.
- Change first bullet point of **INCURSOR** operatives' Multi-spectrum Array ability to: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADER** operatives' **Strategise** actions: Change distance requirement to ▮ (instead of ⬠).
- Change relevant part of Guerrilla Battle Honour to: 'while not within Engagement Range of an enemy operative' (instead of ▮).
- Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).'

GELLERPOX INFECTED☠

- Techno-curse ability: Distance requirement is reduced to ◯ (instead of ▮), and ▮ for **GLITCHLING** operatives (instead of ⬠).
- Revoltingly Resilient ability: **GLITCHLING** and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).
- **VULGRAR THRICE-CURSED** operative's Lead the Infection ability: You can only use it once per battle.
- Rust Emanations Strategic Ploy: While within Engagement Range of a friendly **NIGHTMARE HULK** operative only.

ELUCIDIAN STARSTRIDER☠

- **LECTRO-MAESTER**'s **Voltagheist Field** and **Voltagheist Charge** actions: 0AP.
- Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- **VOIDSMAN** operative's rotor cannon: Gains the Relentless special rule.
- Undaunted Explorers Strategic Ploy:
  - The first time attack dice are resolved against it (instead of each time it fights in combat or a shooting attack is made against it).
  - Damage halved to a minimum of 2 (rounding up).

HUNTER CLADE☠

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- Operative selection:
  - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
  - If your kill team includes no more than 4 **SICARIAN** operatives, it can include 1 additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).
- Change Protector Imperative Optimisation to: 'Each time a friendly **HUNTER CLADE☠** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.'
- Change Bulwark Imperative Optimisation to: 'Each time a shooting attack is made against a friendly **HUNTER CLADE☠** operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.'
- Change Bulwark Imperative Deprecation to: 'Friendly **HUNTER CLADE☠** operatives cannot perform **Dash** actions.'

VOID-DANCER TROUPE☠

- Change relevant part of Cegorach's Jest Strategic Ploy to: 'once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit'.
- Saedath ability: Delete third bullet point from the effects of adding the fourth mark to your Performance tally.
- Domino Field Strategic Ploy: 1+CP. This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).
- * All operatives: Remove **FLY** keyword and they gain the following ability: '**Flip Belts:** This operative has the **FLY** keyword for the purposes of moving around, across and over other operatives. However, each time this operative is climbing or dropping, treat the total vertical distance as ◯.'

WYRMBLADE☠

- * Change second paragraph of Cult Ambush ability to: 'The first time this operative performs either a **Fight** or **Shoot** action in each of its activations, if its order was changed from Conceal to Engage during that activation, or it wasn't Visible to enemy operatives at the start of that activation, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).'
- Add the following to **TALON** operative's **Familiar's Soulsight** action: 'Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, in the Resolve Successful Hits step of that combat, the first time you resolve one of your successful critical hits, you can immediately resolve one of your successful normal hits (or a successful critical hit if you have none).'
- **HEAVY GUNNER** operatives gain the following ability: '**Suspensor System:** The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than 3◯ in the same activation in which it performs a **Shoot** action with any of those ranged weapons.'

WARPCOVEN☠

* Exalted Astartes Strategic Ploy: 0CP and add the following: 'In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.'
* **RUBRIC MARINE** operatives: Change APL characteristic to 3 and change Attacks characteristic of their fists and gargoyle bayonets to 4.
* Delete **SORCERER** operative's Rubric Command ability.
* **RUBRIC MARINE** operatives gain the following ability: '**Sorcerer's Command:** Each time this operative is activated, if it isn't within 🔺 + ⬛ of a friendly **SORCERER** operative, subtract 1 from its APL characteristic.'
* Change Rubric Affinity Battle Honour to: 'Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of that operative's Sorcerer's Command ability, this **SORCERER** operative only needs to be in the killzone (instead of within 🔺).'
* Archetypes: Recon or Security, regardless of operatives selected.
* **TZAANGOR** operatives: Add 1 to Wounds characteristic.
* Psychic Powers: Change all instances of 'the end of the Turning Point' to 'the start of this operative's next activation, until it's incapacitated, or until this psychic power is selected again (whichever comes first)'.
* Ephemeral Instability psychic power: Subtract ▲ (instead of ◯).
* Arcane Robes equipment: Once per Turning Point.

KILL TEAM: INTO THE DARK

INTERCESSION SQUAD

FARSTALKER KINBAND☠

- Operative selection: 1 additional operative (not a **KILL-BROKER** operative).
- **KROOT BOW HUNTER** operative's accelerator bow: Improve BS characteristic by 1 (all profiles).
- **KROOT PISTOLIER** operative's dual kroot pistols: Improve BS characteristic by 1.
- **KROOT LONG SIGHT** operative's kroot hunting rifle: Improve BS characteristic by 1.
- Cut-throats Strategic Ploy: To a maximum of 5 Attacks (instead of 4).
- Change EP of equipment as follows: Meat [1EP], Trophy [3EP].
- Add the following to Rogue ability: 'In addition, each time a shooting attack is made against this operative, the No Cover special rule has no effect for that shooting attack.'
- **KILL-BROKER** operative's Call the Kill ability: Select one enemy operative in the killzone (visibility is not required), and each time you use it select one of the following effects for that Turning Point instead: existing (i.e. auto-retain a normal hit), Ceaseless or P1.
- * **KILL-BROKER** operative's ritual blade (equipment) and blade: Add 1 to Attacks characteristic.
- * **STALKER** operative's stalker's blade: Add 1 to Attacks characteristic.
- * **HOUND** operative: Change GA characteristic to 1.
- * **TRACKER** operative's **Marked for the Hunt** and **From the Eye Above** actions: This operative cannot perform those actions while within Engagement Range of an enemy operative (instead of 🔴).

IMPERIAL NAVY BREACHER☠

- Add the following to Blitz Tactical Ploy: 'If you do either, you cannot re-roll the remaining attack dice.'
- **NAVIS GRENADIER** operative: Delete final sentence of Grenadier ability.
- Brace for Counter-Attack Strategic Ploy: To a minimum of 3 (instead of 2).

INTERCESSION SQUAD☠

- Durable, Methodical & Rapid Chapter Tactics: Updated in **INTERCESSION SQUAD**☠ army list (Warhammer Community download).

HIEROTEK CIRCLE☠

* Reanimation Protocols ability: Resolve before Living Metal ability, <u>operatives are successfully reanimated on a 2+,</u> they regain D3+3 lost wounds and can instead be placed within ■ of that reanimation token (but not within Engagement Range of enemy operatives) with an order of your choice.
* **PLASMACYTE ACCELERATOR** operative's **Accelerate** action: 0AP and within ⬠ (instead of ■).
* **PLASMACYTE REANIMATOR** operative's Reanimation Beam ability: Do not subtract 1 from this operative's APL characteristic for doing so.
* **CRYPTEK**, **DESPOTEK** and **APPRENTEK** operatives: Add 2 to Wounds characteristic and improve BS/WS characteristic of weapons on their datacard by 1.
* **CRYPTEK** operatives' **Command** action and **DESPOTEK** operative's **Demand** action: 0AP.
* Commence Reanimation Tactical Ploy: 0CP.
* **Phase Oculars** action (equipment): 0AP.
* **CRYPTEK** operatives' **Cryptek** actions: Change all instances of 'the end of the Turning Point' and 'the start of the next Turning Point' to 'the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first)'.
* **CHRONOMANCER** operative's **Countertemporal Nanomine** action: If the enemy operative would move within ■ of your Countertemporal Nanomine token (instead of ⬠), and subtract ◯ from the distance it can move (<u>to a minimum of 2◯</u>). Note **Dash** actions would therefore be unaffected.
* **TECHNOMANCER** operative's Rites of Reanimation action: Delete first paragraph. Second paragraph becomes an ability (in other words, it no longer requires the operative to perform an action), but subtract 1 from the **TECHNOMANCER** operative's APL if you use that ability.
* **PSYCHOMANCER** operative's **Conjure Trauma** action: In addition, roll one D6. If the result is higher than that enemy operative's APL, subtract 1 from that enemy operative's APL.
* **APPRENTEK** operative: Change APL characteristic to 3.

KASRKIN☠

* Add 1 to Wounds characteristic of all operatives.
* Add the following to Elite ability: 'In each Strategy phase, add 2 elite points to your pool.'
* Elite ability: After adjusting your first dice, if you discard one of your attack dice, you can spend Elite points to adjust an additional dice, but only one of your remaining failed hits to a normal hit.
* Change second sentence of **RECON-TROOPER** operative's **Warden Auspex** action to: 'Until the end of the Turning Point, each time a friendly **KASRKIN☠** operative makes a shooting attack, that enemy operative is not Obscured.'
* Foregrip equipment: **GUNNER** and **SHARPSHOOTER** operatives can be equipped with this for 2EP, and it works for ranged weapons on their datacard.
* Add the following equipment:

COMBAT BLADE   1EP

This operative is equipped with the following melee weapon for the battle. Both its Damage characteristics benefit from the For Cadia! Tactical Ploy.
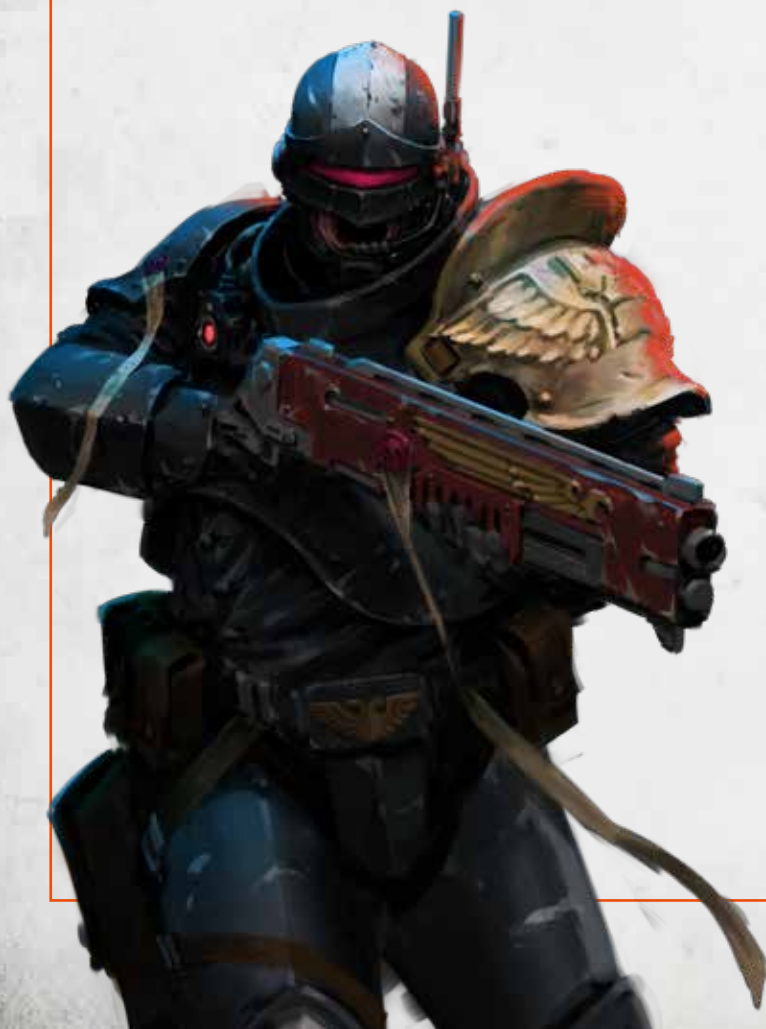
Name	A	WS	D
Combat blade	3	4+	3/4

EXACTION SQUAD☠

- Add 1 to Wounds characteristic of all operatives.
- The following weapons gain the Lethal 5+ special rule: **R-VR CYBER-MASTIFF** operative's mechanical bite; **MARKSMAN** operative's executioner shotgun; **REVELATUM** operative's scoped shotpistol.
- Add the following to Ruthless Efficiency ability: 'Each time a friendly operative with this ability makes a shooting attack with a weapon that doesn't have the Blast special rule or the word 'grenade' in its name, if the target is within ◯ of another friendly **EXACTION SQUAD☠** operative, that ranged weapon has the P1 critical hit rule for that shooting attack.'
- Execution Order Tactical Ploy: 0CP the first time you use it during the battle, 1CP thereafter (you can use it more than once). Select one enemy operative in the killzone (Line of Sight is not required).
- Following weapons now only have 1 profile instead of 2, with both of previous profiles' special rules and critical hit rules (i.e. not separated as offensive and defensive):
  - ○ **PROCTOR-EXACTANT** operative's dominator maul & assault shield.
  - ○ **SUBDUCTOR** operative's shock maul and assault shield.
- **PROCTOR-EXACTANT** operative's Deploy Nuncio-aquila action: 0AP.

HEARTHKYN SALVAGER☠

- Change Steady Advance ability to: 'While a friendly **HEARTHKYN SALVAGER☠** operative is performing a **Normal Move** action, add ▲ to its Movement characteristic.'
- Add 1 to Wounds characteristic of all operatives.
- **HEARTHKYN FIELD MEDIC** operative's plasma knife: Gains the Lethal 5+ special rule.
- Equipment plasma knife: 2EP, change Attacks characteristic to 4, gains the Lethal 5+ special rule.
- Change **THEYN** operative's Eye of the Ancestors ability to: 'Once in each Strategy phase, when you would use a Strategic Ploy or pass, you can select one enemy operative to gain a Grudge token instead, or two enemy operatives if three or more friendly **HEARTHKYN SALVAGER☠** operatives are incapacitated.'
- * **DÔZR** operative's **Knux Smash** action: Add the following sentence: 'This operative can then perform a free **Charge** action up to ■ (even if it's performed an action during this activation that prevents it from doing so).
- * **LOKÂTR** operative's Early Detection ability: In addition, enemy operatives cannot move until the Firefight phase of the first Turning Point.
- * **LOKÂTR** operative's **Pan Spectral Scan** action: In addition, that enemy operative is not Obscured for that shooting attack.

FELLGOR RAVAGER☠

- While a **FELLGOR RAVAGER☠** operative has a Frenzy token, treat its APL characteristic as 1 (after all modifiers) for the purposes of determining control (e.g. objective markers).
- Incapacitating a **FELLGOR RAVAGER☠** operative with a Frenzy token: Add the following bullet point: 'Critical damage is inflicted on it in a subsequent shooting attack (i.e. not the same shooting attack in which it gained a Frenzy token).'
- * **IRONHORN** operative's Call the Attack ability: The selected operative must be Visible to and within ⬠ of this operative.
- * **GNARLSCAR** operative's **Uncompromising Attack** action: You can only select an autopistol for this action's shooting attack.
- * War Paint equipment: 2EP.
- * **DEATHKNELL** operative's War Gong ability: No effect when the **DEATHKNELL** operative has a Frenzy token.

CHAOS CULT☠

- **ICONARCH** operative's Ruinous Deterioration and Ruinous Invigoration abilities: Become unique actions that cost 1AP, last until the start of that operative's next activation, and Ruinous Invigoration's damage reduction is to a minimum of 3 (instead of 2).
- **MUTANT** and **TORMENT** operatives' Unnatural Regeneration ability: Ignore lost wounds on a 6 (instead of a 5+).
- Sickening Aura Strategic Ploy: While within ◯ of a friendly **MUTANT** or **TORMENT** operative only.
- **MUTANT** operative's blasphemous appendages: Change special rule to Ceaseless (instead of Relentless).
- Friendly **DEVOTEE** operatives can mutate at the end of a combat in which they incapacitated an enemy operative and were not incapacitated themselves (they cannot do so just by inflicting damage).
- Mutation into a new operative: The new operative no longer has full wounds remaining. Instead, it has the same wounds remaining as the preceding operative did, but then regains D3+1 wounds if it's now a **MUTANT** operative or D3+3 if it's now a **TORMENT** operative; in either case, it cannot go above its maximum wounds.
- * Winged Accursed Gift: Delete first bullet point.
- * Operative selection: 1 less **DEVOTEE** operative.

INQUISITORIAL AGENT☠

- Operative selection: Including Ancillary Support, you can only select up to two operatives equipped with weapons that have the AP2 special rule (even if only in one of their profiles).
- **INTERROGATOR** and **TOME-SKULL** operatives: Change GA characteristic to 2 and they fulfil each other's Group Activation requirements.
- Absolute Authority Tactical Ploy: Cannot be used to stop the same ploy more than once per battle, or a ploy that no CP was spent on.