WARHAMMER 40,000

BALANCE DATASLATE

JULY 2025

However you choose to play Warhammer 40,000, the recommendations in this document are designed to create the most balanced and enjoyable experience for all players, taking into consideration the latest data and feedback from a wide variety of sources. They will be applied in full at all official Games Workshop matched play and Crusade events, and reviewed periodically. **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).

CORE RULES

41 **Stratagems**
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, worsen 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, worsen 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.'

ADEPTA SORORITAS

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 Purgation 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:
'**Embodied 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 instead.'

ADEPTUS CUSTODES

SHIELD HOST DETACHMENT

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

AURIC CHAMPIONS DETACHMENT

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

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; Fulgurite Electro-Priests; Kastelan Robots; Tech-Priest Dominus; Tech-Priest Enginseer; Tech-Priest Manipulus; Technoarcheologist.

Belisarius Cawl
Move characteristic – change to 8".

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

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

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

Twin cognis autocannon [SUSTAINED HITS 1]

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

Twin cognis lascannon [SUSTAINED HITS 1]

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

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

Ferrumite cannon

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

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

Power weapon

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

Taser goad [SUSTAINED HITS 2]

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

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

Transonic blades [DEVASTATING WOUNDS, PRECISION]

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

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

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

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

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

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

Daedalus missile launcher [ANTI-FLY 2+]

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

Eradication beamer [BLAST, SUSTAINED HITS D3]

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

Neutron laser [HEAVY]

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

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

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

AELDARI

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".'

DATASHEETS

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.'

ASTRA MILITARUM

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 laspistols, 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

DATASHEETS

Black Templars Impulsor, Transport Section
Change to:
'This model has a transport capacity of 7 **Tacticus** or **Phobos Infantry** models. It cannot transport **Jump Pack** models.'

Black Templars Repulsor, Transport Section
Change to:
'This model has a transport capacity of 14 **Adeptus Astartes Infantry** models. Each **Jump Pack**, **Gravis** or **Terminator** model takes up the space of 2 models and each **Centurion** model takes up the space of 3 models.'

Black Templars Repulsor Executioner, Transport Section
Change to:
'This model has a transport capacity of 7 **Adeptus Astartes Infantry** models. Each **Jump Pack**, **Gravis** or **Terminator** model takes up the space of 2 models and each **Centurion** model takes up the space of 3 models.'

Crusader Squad, Melee Weapons
Change Armour Penetration characteristic of combat knife profile to '-1'.

BLOOD ANGELS

DATASHEETS

Black Rage Ability
Change the Black Rage ability on all 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.'

CHAOS KNIGHTS

None.

CHAOS DAEMONS

ARMY RULES

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

Daemonic Pact Rule
Add an additional paragraph:
'In addition, for each of the following keywords, the number of non-**Battleline** units with that keyword you include in this way cannot be greater than the number of **Battleline** units with that keyword you include in this way:

- ■ **Khorne**
- ■ **Tzeentch**
- ■ **Nurgle**
- ■ **Slaanesh**'

DAEMONIC INCURSION DETACHMENT

Denizens of the Warp Stratagem
Delete Restrictions section.

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

LEGION OF EXCESS DETACHMENT

Seductive Gambit Detachment Rule
Change to:
'Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll a Hit roll of 1 and you can re-roll a Wound roll of 1. If this unit is within your army's Shadow of Chaos, you can instead re-roll the Hit roll and you can re-roll a Wound roll of 1.'

Thieves of Pain Stratagem
- Change When section to:
'**WHEN:** Any phase, just after an attack or mortal wound is allocated to a model in a **Legiones Daemonica Slaanesh** unit from your army (excluding **Monsters** and **Vehicles**).'
- Change Effect section to:
'**EFFECT:** Select one other friendly **Legiones Daemonica Slaanesh** unit that is within 9" of and visible to your unit. Until the end of the phase, while the selected unit is on the battlefield, each time a model in your unit would lose a wound, inflict 1 mortal wound on the selected unit instead.'

Overwhelming Excess Stratagem
- Change When section to:
'**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets'
- Change Effect section to:
'**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.'

SCINTILLATING LEGION DETACHMENT

Pyrogenesis Stratagem, CP Cost
Change to '1CP'.

DATASHEETS

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

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

Kairos Fateweaver and Lord of Change, Abilities

Add the following to both datasheets:
'Greater Daemon of Tzeentch (Aura): While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.'

Keeper of Secrets and Shalaxi Helbane, Abilities

Add the following to both datasheets:
'Greater Daemon of Slaanesh (Aura): While a friendly SLAANESH LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.'

Screamers, Melee Weapons

Change the lamprey bite profile to:

Lamprey bite [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]

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

CHAOS SPACE MARINES

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.'

DARK ANGELS

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
▶	Strike [LETHAL HITS]	Melee	4	3+	6	-2	2
▶	Sweep [SUSTAINED HITS 2]	Melee	5	3+	6	-2	1

Lion El'Jonson

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 is allocated to 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.

DEATHWATCH

None.

DRUKHARI

ARMY RULE

Power From Pain Army Rule, Empowered Through Pain Section
Change the effect on units Empowered in the Shooting or Fight phase to:
'Each time a model in that unit makes an attack, you can re-roll the Hit roll and, if it is a melee attack, improve the Armour Penetration characteristic of that attack by 1.'

REAPER'S WAGER DETACHMENT

Callous Competition Detachment Rule
Change fifth paragraph to:
Each time a **Drukhari** or **Harlequins** model from your army makes an attack, if that model's unit is winning the wager, re-roll a Hit roll of 1. If that model's unit is losing the wager, re-roll a Hit roll of 1 and re-roll a Wound roll of 1 instead.

DATASHEETS

Archon, Leader Section
Change to:
'This model can be attached to the following units:
■ **Court of the Archon**
■ **Incubi**
■ **Kabalite Warriors**'

EMPEROR'S CHILDREN

None.

GENESTEALER CULTS

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	5 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).'

HOST OF ASCENSION DETACHMENT

Tunnel Crawlers Stratagem, Effect
Change 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.'

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.'

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
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 D6" (it cannot embark within a **TRANSPORT** as part of this move).'

Reductus Saboteur, Ranged Weapons
Change the Range characteristic of demolition charges to '8"'.

WARPBANE TASK FORCE DETACHMENT

Hallowed Ground Detachment Rule, 7th paragraph
Change to:
'Each time a model in a **GREY KNIGHTS** unit from your army makes a ranged attack that targets a visible target or makes a melee attack, re-roll a Hit roll of 1. If that unit is a **PURIFIER SQUAD** and/or is wholly within your army's Hallowed Ground, you can re-roll the Hit roll instead.'

DATASHEETS

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

Nemesis Dreadknight and Grand Master in Nemesis Dreadknight
Change the heavy psycannon, Nemesis daemon greathammer and Nemesis greatsword profiles to:

Heavy psycannon [IGNORES COVER, PSYCHIC]

RANGE	A	BS	S	AP	D
24"	6	3+	10	-2	3

Nemesis daemon greathammer [PSYCHIC]

RANGE	A	WS	S	AP	D
Melee	5	3+	14	-3	D6+1

Nemesis greatsword [PSYCHIC]

	RANGE	A	WS	S	AP	D
➤ Strike	Melee	5	2+	10	-2	D6
➤ Sweep	Melee	10	2+	5	-1	1

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

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.'

ARMY RULES

Code Chivalric Army Rule, Lay Low the Tyrant
Change the Oath Ability to:
'Each time this model is selected to shoot or fight, you can re-roll one Hit roll and you can re-roll one Wound roll.'

Bondsman Abilities
Change to:
'Some **QUESTORIS** models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly **ARMIGER** model within 12" of that model (you cannot select an **ARMIGER** model that is already being affected by a Bondsman ability). Until the start of your next Command phase, the **ARMIGER** model you selected is affected by that Bondsman ability.'

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

NOBLE LANCE DETACHMENT

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

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

LEAGUES OF VOTANN

ARMY RULE

Eye of the Ancestors Army Rule
Add new paragraph after the first:
'In addition, at the start of the battle, select two units from your opponent's army; each of those units start the battle with 2 Judgement tokens.'

OATHBAND DETACHMENT

Ruthless Efficiency Detachment Rule
Change first two paragraphs to:
'At the start of the battle, select an additional number of units from your opponent's army depending on the battle size, as shown below:

- Incursion: 1 unit
- Strike Force: 2 units
- Onslaught: 4 units

Each of those units start the battle with 2 Judgement tokens (see Eye of the Ancestors).

If, at the start of any of your Command phases, any of those units have been destroyed, you gain a number of CP depending on how early in the battle you destroyed it, as shown below (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).'

DATASHEETS

Brôkhyr Iron-master, Unit Composition
Change asterisk to:
'*If this unit's Brôkhyr Iron-master model is ever destroyed, all of this unit's remaining E-COG models are also destroyed. While embarking within a **Transport** and while embarked within a **Transport**, each E-COG model takes up the space of 0 models.'

Grimnyr, Unit Composition
Change asterisk to:
'*If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed. While embarking within a **Transport** and while embarked within a **Transport**, each CORV model takes up the space of 0 models.'

NECRONS

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.'

ORKS

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 **Meganobz** 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

**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+.'

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.'

**Tankbustas, Breaka Boyz, Kommados,
Squighog 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 **Black Templars**, **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** within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that **Vehicle** model have the [**lethal hits**] ability.'

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

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

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.

T'AU EMPIRE

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.'

KAUYON

Patient Hunter Detachment Rule
Change to:
'From the third battle round onwards, ranged weapons equipped by **T'au Empire** models from your army have the [SUSTAINED HITS 1] ability. In addition, while a unit is a Guided unit (see For the Greater Good), each time a ranged attack is made by a model in that unit that targets a Spotted unit, you can ignore any or all modifiers to that attack's Ballistic skill characteristics and/or all modifiers to the Hit roll.'

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 Battlesuit** 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.'

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.'

THOUSAND SONS

None.

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**, **Zoanthropes**.'

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

None.