

## **Chapter Approved – Codex: Daemonhunters Q&A (v1.0)**

*Recently several questions concerning Codex: Daemonhunters have been brought to light, so without further ado we'll attempt to lay these ghosts to rest as befits loyal servants of the Ordo Malleus...*

**Q. Can you take more than one ally in the same force, for instance attaching Kroot Mercenaries, Daemonhunters and Deathwatch to the same Imperial Guard force?**

A. This question has come up a few times in different incarnations. Use the following rule:

- Daemonhunters cannot ally with a force that uses any other type of ally amongst its number (this includes Deathwatch, Kroot Mercenaries, Imperial Assassins not chosen from Codex: Daemonhunters, and so forth) with the exception of separate detachments.

**Q. Can Inducted Imperial Guard platoon command squads and Veteran Sergeants (Imperial Guard and Space Marine) take equipment from the Daemonhunters Armoury, or only from their respective Codex?**

A. Only from their respective Codex.

**Q. Would Tank squadrons and Armoured Fist platoons from the Armoured Company list be usable as a Troop choice and Artillery Batteries as a Heavy Support choice?**

A. Nope, afraid not. Daemonhunters may only use the basic Imperial Guard listed in the Codex.

**Q. Do psycannon bolts and the psychic power Scourging which ignore Invulnerable saves also ignore Invulnerable dodge saves? If so, why?**

A. Yes indeed. An Invulnerable save is an Invulnerable save, there are no subcategories. If you need a background explanation, these powerful psychic detonations destroy the mental acuity of the target, affecting psychic powers and supernaturally fast reflexes alike. So there.

**Q. Say I take an Inquisitor with consecrated scrolls, a Familiar, Sanctuary, and an additional psychic power. Now, if he uses one of his other powers, such as Scourging, to shoot at a nearby enemy unit like an approaching Daemon pack, can he use consecrated scrolls to use Sanctuary as well to keep him safe from their attacks?**

A. No, as Sanctuary is used at the beginning of the turn, and automatically ended if the Inquisitor employs another psychic power.

**Q. Does Codex: Daemonhunters supercede Codex: Assassins?**

A. Not whilst Codex: Assassins is still out there, no.

**Q. Can a Daemonhunters army without Grey Knights or Inducted Space Marines take the Priestly Delegations which are offered to the Imperial Guard forces?**

A. Sadly not. Just what it says in the Codex.

**Q. I noticed that in the wargear there are combi-bolters but there isn't a basic 'bolter' or 'boltgun'. Is this a mistake or is it meant to be like that?**

A. The bolter and the Hellpistol should both be available to the Daemonhunters at a cost of 1pt each; this will be fixed in the reprint. In the meantime, I shall no doubt continue the lengthy and painful program of cerebral drilling assigned to me by the Overfiend.

**Q. If Grey Knights in Power armour and Terminator armour are attached to a Space Marine force, can that force still use the Drop Pod rule? Do the Grey Knights automatically deep strike along with the Space Marines?**

A. No, as they do not have the Drop Pods special rule. Any Space Marine army that wishes to use the Drop Pods special rule must leave any units without this special rule back on the ship, so they cannot take participate in that battle.

**Q. It seems like the Imperial Storm Trooper Veteran can get all sorts of great wargear and weapons. Thunder hammer, lightning claws, even artificer armour - is this right?**

A. Yes. His boss is a highly influential man. How much use they get out of it is another matter...

**Q. Does the Space Wolves' ability to re-roll dice to determine if they can spot the enemy in Night Fight missions work against the Grey Knights Shrouding ability?**

A. Yep. They can smell the incense a mile off...

**Q. Let's assume I take Grey Knights as allies in my Black Templar army, and I purchase Land Raider Crusaders, may I have the Grey Knights ride in the Land Raider Crusaders?**

A. Provided the Crusader was bought as a Heavy Support choice and not as a transport option for another unit, then yes.

**Q. This question also works in reverse. If I take IG as allies may I have them ride in the Grey Knight Land Raiders?**

A. Theoretically, yes (although it's strongly against the background material, and may garner Inquisitorial attention!).

**Q. If, in a pure Daemonhunters army, I have Inquisitional Storm Troopers and Grey Knight Land Raiders, may I have the Storm Troopers ride the Land Raiders?**

A. Again, yes, if the Land Raider was bought as a Heavy Support choice. Go celebrate.

**Q. For the purposes of the Aegis special rule, what is the Grey Knight Dreadnought's Leadership considered to be?**

A. 10.

**Q. Can my squads of Grey Knights in Power armour be mounted in Chimera troop carriers?**

A. No, as the Chimeras would have been bought as transports for specific units and cannot therefore be used to transport other units.

**Q. Grey Knights seem to only get the True Grit ability when they are charged, but not if they charge. The wording in the Daemonhunters Codex seems to imply this.**

A. They have the True Grit ability permanently, but, when they charge, it confers no additional benefits as with the True Grit entry in other Codexes.

**Q. The entry for Artificer and Terminator armour does not state that it is an upgrade for Power armour.**

**It is obvious that Artificer and Terminator armour are meant as upgrades to Power armour, but that is not what RAW (Rules As Written) says.**

A. It is not an upgrade to Power armour. You may buy Terminator or Artificer armour without first having to buy Power armour. Not sure where the problem lies here, interrogators have been dispatched.

**Q. There seems to be some confusion as to the status of a psychic power chosen by a Grey Knight Hero if the Grey Knight Terminator retinue that accompanies him has the Holocaust power. Disregarding concerns that anyone might have about two Holocaust powers in one turn, the Holocaust entry is unclear as to who exactly is using the power when it is purchased as a unit upgrade.**

A. The retinue may select Holocaust as a unit upgrade and so may the Hero who accompanies them. This means they may potentially use Holocaust twice in a given turn (one hell of a pricy unit, though). If it is the Grey Knight Hero using his own ability that suffers a Perils of the Warp test, he alone takes the hit. If he is acting as a conduit for the squad's Holocaust power, they all take the hit. Declare before rolling and blam, off you go.

**Q. One final point that came to mind in considering this. I understand that only one major psychic power can be used each turn. Is that each player turn, or each game turn? For instance, can a model with a force weapon invoke the power of his blade in his own Assault phase and then again in his enemy's Assault phase?**

A. No. Once per GAME turn.

**Q. In the statline in the summary, heavy flammers are Heavy 1, is this an error as every other codex states it as Assault 1?**

A. Doh, the scrivener-servitor responsible has been duly lobotomized. It's Assault 1.

**Q. Are Psycannons legal for Justicars/Grey Knight Heroes?**

A. Yes indeed (see the Terminology note on page 20).

**Q. The Inquisitorial Storm Troopers don't have any nifty abilities like Deep Strike or Infiltration. They're a Troop choice and I'm sure this wasn't a typo but I'd like to be sure this was intentional.**

A. It was intentional. They get Rhino transports instead, plus far better wargear for the Veteran Sergeant.

**Q. A lot of the weapons in the Armoury are at SM point costs. Is this right? The Armoury will mostly be used by humans not SM's. For instance a Strength 3 Inquisitor Lord pays 25pts for a power fist [as much as a Space Marine Hero] but his Strength is raised to 6, not enough to even auto-kill a Space Marine character.**

**In the Imperial Guard Codex the cost is reduced to 15pts to take account of this factor.**

A. This is a case of tough luck, I'm afraid. We took the decision not to split the points costs. An Inquisitor Lord has the potential to be far, far scarier than an Imperial Guard officer.

**Q. Is there any way to use the Hierophant miniature with the Eviscerator in game play as it actually looks?**

A. No, there is not. Henchmen weapons are so many and varied, and will grow more so, and we took the decision to keep an abstract rule for them as a result.

**Q. If an Ethereal is possessed by a Greater Daemon, do Tau units still have to take Morale checks for the Price of Failure rule?**

A. As their spiritual leader just transformed into a bloodthirsty monstrosity, I would say yes.

**Q. If attacks made by an enemy character are made against an Inquisitor and more than one wound the model, how many of these wounds can be allocated to an Acolyte?**

A. One per Acolyte. So an Inquisitor with three Acolytes can palm three wounds off before he needs worry.

**Q. Sanctuary Psychic Power vs. Collar of Khorne: which takes precedence?**

A. Only a problem if the Collar bearer counts as a Daemon, if so use the following solution: If Sanctuary is cast when the Collar bearer is within its area of effect, Sanctuary is nullified on a 2+. If not, the Collar bearer cannot get within the area of effect of the Sanctuary power and hence cannot use the nullification effects.

**Q. In the Chimera entry it says that passengers in the Chimera may fire the lasguns, but these lasguns are meant to be the ones that Guardsmen poke through the slots - does this mean that the guns on the side count as hellguns instead of lasguns and, if that's the case, can any weapon be fired from these slots?**

A. Sorry matey but you're assumption is incorrect: those lasguns are part of the Chimera.

**Q. In the past, if a weapon ignored an Invulnerable save, it also ignored Armour saves, so there was no issue for models that didn't have a listing for both.**

**Starting with the new Chaos SM Codex, the designers were very specific to note save entries for Daemons as -/5+, or 3+/5+. The point is there are models before these codices that do not have both listings, they only have the Invulnerable save listing. We need clarification as to whether these models get an Armour save or not.**

A. Any model with a save that is listed as Invulnerable may not use that particular save against these attacks. So a Terminator would still get his 2+ Armour save, but a Cybork with his 5+ Invulnerable save would be toast.

**Q. Can Inquisitor Lord Coteaz receive statistic enhancements from henchmen other than Familiars?**

A. Yep. When he's got his lads with him he's a very nasty character indeed.

**Q. Do Nemesis force weapons count as one-handed or two-handed?**

A. One-handed (see the models).

**Q. When using an Orbital Strike, should the opposing player be made aware of the target terrain before deployment?**

A. Certainly not. That would quite spoil the surprise when it arrives.

**Q. Why does the power fist and the thunder hammer have the same points cost (25 points). What would be the point of buying a power fist (WYSIWYG requirements notwithstanding) over a thunder hammer?**

A. The thunder hammer has a slight points break to encourage people to take them for their Ordo Malleus characters, as the hammer is the holy weapon of that order. Now get out there and smite.

**Q. If you give a Grey Knights character Artificer armour or Power armour, does he lose 1 attack from losing the Terminator suit?**

A. No, he doesn't. The extra attack associated with the Terminator armour is not from the armour itself but from the Veteran status necessary for a warrior to be given the suit in the first place. He'd have the extra attack even in a threadbare tracksuit.

**Q. If I'm taking an Imperial Guard list, may I take units from both the Daemonhunters and Kroot Mercenary lists? For that matter, may I also have Deathwatch in the same army I have Daemonhunters in? If so, may I have Independent Characters from those lists interact? (eg, may I have a Kroot Master Shaper join a squad of Inquisitorial Storm Troopers or an Ordos Mallus Inquisitor join a Kroot Carnivore squad)?**

A. I'm afraid not. Daemonhunters will only ally with a force if they are the sole allies of that force. Full stop.

**Q. If I take Allied Guard in my Daemonhunters list, may I use improved comms on a vehicle to be able to re-roll Reserve rolls for Orbital Strikes and for Deep Striking teleport attacks and Terminators?**

A. Yes. Enjoy...

**Q. If an army has an effect with a certain radius (for example, the effect of holy relics) do those affect units taken from another list as well?**

A. Yes. In their description it generally states 'all friendly models'.

**Q. If my opponent makes an attack that would affect any/all psykers, and for some reason the Justicars and Brother-Captains of all my Grey Knight squads are dead, are they presumed to be immune? One could argue that since it's stated that all Grey Knights are psykers, and that they just use their squad leaders as focuses at that point, they could all be affected.**

A. Bereft of their psychic focus, they cannot be killed by such attacks although they might get a splitting headache.

**Q. With regards to an Orbital Strike, how big is the specified terrain piece meant to be?**

A. However big it is, just pick a terrain feature (the entire scenery piece – determine edges before deployment if it is a fully modelled table). Targeting a river that spans the table is often worth a laugh.

**Q. Does Coteaz count toward the 0-1 for the Inquisitor Lord, and by the same token does Stern count toward the 0-1 restriction on Grey Knight Heroes?**

A. No, they do not count towards the 0-1 limit.

**Q. It says you can only have up to 3 henchmen of anyone type but there are several different types of warriors, so can you take up to 3 of each type of warrior or only 3 warriors total?**

A. Only 3 warriors total.

**Q. Is it possible to take Inquisitorial Storm Troopers by themselves (ie, without any other Daemonhunter list choice like a Grey Knight Hero or Inquisitor) as an Allied unit?**

A. Yes. They have evidently been seconded by an Inquisitor behind the lines.

**Q. What is the definition of a Major and Minor psychic power as it applies to Tyranids and Eldar?**

A. All psychic powers are considered Major unless taken from the special Minor Psychic Powers table, which neither Tyranids nor Eldar have access to.

**Q. Does the Mystic allow you to take a free shot at EVERY Summoned Pack of Daemons and unit that deep strikes within 4D6" of the Inquisitor?**

A. Yes. Every single time. More power to you if you manage to capitalise on this, it's quite tricky.

**Q. Do Daemonhosts act as any other unit that deep strikes when they come into play or do they act as Daemon Packs?**

A. They act as any other unit that has the Deep Strike ability.

**Q. Is the Daemonhost lost when it fails to appear on a roll of a double 1 or can't they be lost to the Warp, like stated under the Daemon Summoning rule?**

A. They are lost. Fickle creatures, if they get the chance they will vanish when the boss isn't looking.

**Q. When it says a Daemonhunters army of 1,500 points or more may include Brother-Captain Stern does it mean that it only counts Daemonhunters and not any allies?**

A. Yes, only count units with an army list entry in Codex: Daemonhunters for the purposes of determining this.

**Q. Can Grey Knight squads take transport options? (the Codex says no, but it doesn't seem right)**

A. No. Sorry, maybe I didn't state that clearly enough, NO. We wanted a different playing style for the Grey Knights and that is why they have storm bolters, The Shrouding etc. They can travel about in a Land Raider or Land Raider Crusader bought as a Heavy Support choice though.

**Q. Daemonhosts: if you choose to deep strike a Daemonhost, do you still roll for its psychic power for that turn? If so, do you roll before or after the Daemonhost has deployed, and if you roll Teleport, can you assault that turn?**

A. You roll for the power after the Daemonhost has been deployed. It may not move on the turn it deep strikes, unless it rolls Teleport, in which case it can assault enemy troops that turn.

**Q. Does a Daemonhost have to use its power even if the controlling player doesn't want it to, eg, a Terrify result in the midst of your own battle line?**

A. 'Fraid so. They are unpredictable, and sometimes, they just don't do what they're told...

**Q. Do psychic powers count as points of wargear for the total amount of points that an Inquisitor Lord can have?**

A. No.

**Q. Can Terminators move and fire with a psycannon and still fire it at 36" range?**

A. Terminators can move and fire with heavy weapons, ergo the psycannon always counts as 36" range in the hands of a Grey Knight Terminator. Very tasty, but you pay 71 points for the model, so it ought to be good.

**Q. Orbital Strike: you place it in a terrain obstacle, so do you place it each Shooting phase (wherever you want) and it then scatters each turn, or do you place it once, and it scatters from wherever it last was, each Shooting phase?**

A. Place it wherever you want each turn, and scatter from there. If the terrain feature is too small to contain an Ordnance Blast template, try to get as much of the template on the terrain feature as possible.

**Q. It says that if I take a Land Raider Crusader as a Heavy Support choice, then I can transport 15 Grey Knights in it. Does this mean I could place inside both a squad of 10 and a squad of 5? Could I even transport three five-man squads?**

A. No. Only one squad may be contained in each vehicle, not counting Independent Characters.

**Q. Can Grey Knights have more than one Land Raider Crusader or is it just one?**

A. They may have up to three, one per Heavy Support slot.

**Q. Can Allied Space Marines be used with Daemonhosts?**

A. Oh yes. That's where the Relictors come in...

**Q. According to Codex: Space Wolves you have to take exactly one HQ for every 750 pts. In the Codex: Daemonhunters it is stated that all compulsory choices have to be fulfilled from the 'parent' list. Therefore it does not seem to be possible to use an Inquisitor Lord (or Grey Knight Hero) in a Space Wolves army because all HQs are compulsory (exactly one for every 750 pts, no more no less allowed). Is this right or is it possible to have an Inquisitor Lord as a second or third HQ?**

A. It is not possible to include a Daemonhunters HQ choice to lead the Space Wolves because of this special rule. They just won't listen!

*That's all for now. Cheers folks.*