

## DAEMONHUNTERS SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	4	4	3	3	3	4	3	10	3+
Inquisitor	4	4	3	3	2	4	2	8	4+
Grey Knight Grand Master	5	5	4	4	3	5	4	10	2+/5+*
Grey Knight Brother-Captain	5	4	4	4	1	4	3	10	2+/5+*
Grey Knight Terminator	5	4	4	4	1	4	2	10	2+/5+*
Grey Knight Justicar	5	4	4	4	1	4	2	9	3+
Grey Knight	5	4	4	4	1	4	1	8	3+
Daemonhost	4	4	6	4	4	4	D6	9	4+*
Imperial Assassin	5	5	4	4	2	5	3	10	4+*
Death Cult Assassin	5	4	4	3	2	5	2	8	5+*
Stormtrooper	3	4	3	3	1	3	1	8	4+
Veteran Stormtrooper	3	4	3	3	1	3	2	8	4+
Henchman	3	3	3	3	1	3	1	8	6+
Warrior Henchman	3	4	3	3	1	3	1	8	4+

\* Indicates an Invulnerable save.

	WS	BS	S	Front	Side	Rear	I	A
Land Raider	-	4	-	14	14	14	-	-
Land Raider Crusader	-	4	-	14	14	14	-	-
Rhino	-	4	-	11	11	10	-	-
Chimera	-	3	-	12	10	10	-	-
Dreadnought	5	4	6(10)	12	12	10	4	2

Weapon	Range	Str	AP	Notes
Assault Cannon	24"	6	4	Heavy 3
Autocannon	48"	7	4	Heavy 2
Bolt Pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Flamer	Template	4	5	Assault 1, no cover save
Grenade launcher (frag)	24"	3	6	Assault 1 Blast
Grenade launcher (krak)	24"	6	4	Assault 1
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1, No cover save
Hellgun	24"	3	5	Rapid Fire
Hellpistol	12"	3	5	Pistol
Incinerator	Template	5	4	Assault 1; no Invulnerable or cover saves
Lascannon	48"	9	2	Heavy 1
Lasgun	24"	3	-	Rapid Fire
Laspistol	12"	3	-	Pistol
Melta Gun	12"	8	1	Assault 1; 2D6 armour pen. within 6"
Missile Launcher (Frag)	48"	4	6	Heavy 1, Blast
Missile Launcher (Krak)	48"	8	3	Heavy 1
Multilaser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1; 2D6 armour pen within 12"
Needle Pistol	12"	X	6	Pistol; wounds on 4+
Plasma Cannon	36"	7	2	Heavy 1 Blast; Gets hot
Plasma Gun	24"	7	2	Rapid Fire; Gets hot
Plasma Pistol	12"	7	2	Pistol; Gets hot
Psycannon	18"	6	4	Assault 3; ignores Invulnerable saves
	36"	6	4	Heavy 3; ignores Invulnerable saves
Shotgun	12"	3	-	Assault 2
Storm Bolter	24"	4	5	Assault 2

Orbital Weapons	Strength	AP	Notes
Lance Strike	10	1	Barrage Ord blast
Melta torpedo	8	3	Barrage Ord blast; 2D6 Armour Pen
Barrage bomb	6	4	Barrage Ord blast

## GREY KNIGHT SPECIAL RULES

**Fearless:** Grey Knights pass all Morale checks, and cannot be Pinned.**Deep Strike:** Grey Knight Terminators, may always use the Deep Strike rules.**True Grit:** Grey Knights in power armour use storm bolters as additional close combat weapons if they did not charge in the same Assault phase.**The Aegis:** When enemy psyker targets a Grey Knight unit with a power that requires a Psychic test, roll D6 + Leadership against enemy's D6 + Leadership. If Grey Knights score beats enemy's score, power is nullified and cannot be used that turn. Only minor psychic powers used by Grey Knights will have any effect on Grey Knights.**The Shrouding:** Each enemy unit firing at a Grey Knights unit must roll 3D6 and multiply the result by 3. This is the maximum range at which the unit can be seen. A unit that cannot see its target may not fire at an alternative. Guess range weapons and ordnance weapons double scatter distance if target unit is outside spotting range. Wargear and Night Fighting skills have no effect on this power. Units which include a psyker can re-roll the dice and accept the second result instead. Actual Night Fighting conditions override this rule.**Rites of Exorcism:** Daemon instability tests are at -1 Ld while Grey Knights are present. Daemons charging Grey Knights must make Difficult Terrain test to move.**Daemonic Infestation:** In any game involving Grey Knights, Daemon Packs, Nurglings and Daemonic Beasts Packs use the Sustained Attack scenario special rules. Daemons returned to play are not summoned (they re-enter the table from the edges as detailed in the Sustained Assault rules) and do not count towards Victory points, cannot claim mission objectives, table quarters etc.

## PSYCHIC POWERS

**Banishment:** Use at the beginning of any Assault phase. Daemons in base contact with the psyker or the squad he is with roll 3D6 when testing for instability, and use the two highest dice rolls for the result. Effect lasts until the end of that Assault phase.**Destroy Daemon:** Use at the beginning of any Assault phase. Any rolls by the character to hit or wound Daemons may be re-rolled for the rest of the turn.**Hammerhand:** Use at the beginning of any Assault phase. Doubles basic Strength of user until his next turn. Psyker counts as having an additional close combat weapon. Note this power does not affect Armour saves or striking order. Psyker may not use any weapons until the beginning of his next turn.**Holocaust:** Use in the Daemonhunters' Assault phase, at Initiative 1. Place Ordnance template anywhere in contact with the psyker. All models under template suffer Str 5, AP - hit. Models partially under template hit on a roll of a 4+. All wounds inflicted by this power count toward combat result. If a Grey Knight Terminator Squad uses this power and suffers a Perils of the Warp attack it will affect every member of the squad at the same Strength value.**Sanctuary:** Use at beginning of psyker's turn. Daemons may not move within 3" of the psyker; they treat this area as impassable and cannot draw line of sight through it. Daemons already within this radius are pushed directly away from him until they are 3" distant, and must retain unit coherency if possible. This can effectively end a combat. Daemons entering play within 3" of a psyker using Sanctuary are destroyed. Power lasts until the psyker moves, shoots or uses another psychic power.**Scouring:** Use in psyker's Shooting phase instead of firing a weapon. Counts as a weapon with the following profile.

Range: 18" Str: 5 AP: 5 Assault D6

Roll to hit, wound and save as normal. Ignores Invulnerable saves.

**Word of the Emperor:** Use at the beginning of the enemy Assault phase. Enemy units attempting to charge the psyker or his unit must pass a Leadership test. If they fail, they may not assault at all that turn.

## Nemesis Force Weapon Bonuses

Rank	Strength bonus	Power weapon	Force weapon
Grey Knight	+2	No	No
Grey Knight Justicar	+2	Yes	No
Grey Knight Terminators	+2	Yes	No
Grey Knight Brother-Captain	+2	Yes	No
Grey Knights Grand Master	+2	Yes	Yes

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