
DAEMONHUNTER ARMY LIST

The Inquisitors of the Ordo Malleus are at war with forces too terrible to comprehend and, together with the holy warriors of the Grey Knights, they must take the light of the Emperor into the darkness.

THE INQUISITION

For ten thousand years the Emperor has reigned over the Imperium of Man. For ten thousand years his armies have conquered worlds and battled across the vastness of space in the defence of his empire. And for ten thousand years the forces of the Emperor's Inquisition have fought a secret war to defend humanity from its worst enemies – the alien, the heretic and daemon.

This is a war fought as much with hearts and minds as with guns and blades. It is a war that must be fought without mercy, without end. It must be fought in the dark, forgotten places of the galaxy, where the light of the Emperor is but a dim flicker and the shadows of the forces that oppose him gather and grow strong. If the fight is lost, heresy and possession will run out of control and the Emperor, mankind's saviour and protector, will be doomed.

Inquisitors of the Ordo Malleus have pledged their every waking hour to the discovery and scourging of the daemonic, wherever it is to be found.

But there are times when the scale of a daemonic infestation is such that even the most formidable and righteous Inquisitors need to call upon aid to triumph. Only one force in the breadth of the galaxy has any chance of stemming such a daemonic infestation: the Grey Knights.

THE GREY KNIGHTS

The Grey Knight Chapter of the Legiones Astartes serves as the fighting arm of the Ordo Malleus, the secret Daemon-hunting elite of the Inquisition.

Alone of all the Marine Chapters, the Grey Knights possess full knowledge of the terror of Chaos. Designated Chapter 666, they are the Chamber Militant of the Ordo Malleus, and the Grand Master of the Grey Knights is traditionally a member of the Inquisition. The Knights are among the most faithful of the Emperor's servants, fully the match of the Inquisition in their zeal to defeat those who would overthrow the Imperium and steal the souls of Mankind. Their bodies are rigorously trained to withstand great pain and fear. Their minds are disciplined by the thousand rituals of detestation to face the worst horrors of the warp without flinching. And their hearts are strengthened by the Emperor's faith.

Grey Knight Marines are specially screened to exclude all but the strongest and most resilient psykers. Most Knights have no psychic ability at all, and thus are relatively safe from daemonic possession. Some, however, are extremely potent psykers, judged strong and pure enough to pit their powers against creatures from the warp. Equipped with Nemesis Force Weapons and protected by Tactical Dreadnought Armour, these elite warriors can hope to oppose even the Greater Daemons of Chaos.

The Grey Knight psykers are trained to work in small, extremely mobile strike forces. These squads, and the necessary support and transport units, are deployed at strategic locations throughout the Imperium, ready to move rapidly to any planet facing daemonic invasion.

Grey Knights may be stationed in the field for decades at a time. And though to many the Chapter's homeworld is but a distant memory, it is every Knight's most cherished wish is to be buried in the chapel beneath the beloved fortress-monastery on Titan.

Surpassing even their brother Space Marines in skill and ability, the level of expertise that each Grey Knight wields is such that they can exterminate a daemonic infestation that outnumbers them many times over. Armed with psychically charged force weapons, storm bolters and an unshakeable faith in the Emperor, there is little more daunting a foe for a Daemon to face.

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Daemonhunters Special Rules

The following special rules apply to Daemonhunter formations and units.

Strategy Rating: Daemonhunter armies have a strategy rating of 3. Armies that **consist only** of Grey Knights, Navy Aircraft and Titans have a strategy rating of 5.

Initiative Rating: Inquisitorial Stormtrooper, Vultures and Navy aircraft formations have an initiative rating of 2+. Grey Knight and Titans have an initiative rating of 1+.

Grey Knights Special Rules

The **"They Shall Know No Fear"** special rule applies to all Grey Knight formations.

The Shrouding: The combined psychic prayers of the Grey Knights are focussed in battle to constantly confuse their enemies.

Treat all Grey Knight formations with the special ability "The Shrouding" as if in cover for the "To hit Modifier Table" on page 20 of the rulebook. Even weapons with the "Ignore Cover" special ability do not negate this effect. Note that they are not receiving any cover save. To say it in other words, units with the "The Shrouding" special ability are always at -1 to Hit. This modifier is cumulative, so a Grey Knight unit within actual cover is at -2 to Hit.

Using The Army List

The following army list allows you to field an army based on an Inquisitorial Ordo Malleus Task Force. The Ordo Malleus Task Force is organised into small formations called detachments.

Important Note: Some detachments may only be taken if at least one Inquisitor is in the force.

Each detachment is made up of several units, and may also include a number of extra units called upgrades.

The detachments that may be taken are shown on the chart below. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, a Grey Knight detachment consists of 6 Grey Knight units for 350 points, and may include the Grey Knight Commander, Grey Knight Dreadnought, Land Raider and Land Raider Crusader upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for (e.g. Character Upgrades), and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

Ordo Malleus Task Forces may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to one third of the points available to the army may be spent on these formations

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Daemonhunter Detachments

Detachment	Units	Upgrades Allowed	Points Cost
Grey Knights	6 Grey Knight Units	Grey Knight Commander, Grey Knight Dreadnought, Land Raider, Land Raider Crusader, Land Raider Hyperios	350 points
Grey Knight Purgators	4 Grey Knight Purgator Units	Grey Knight Commander, Grey Knight Dreadnought, Land Raider, Land Raider Crusader, Land Raider Hyperios	300 points
Grey Knight Terminator	4 Grey Knight Terminator Units	Grey Knight Commander, Grey Knight Dreadnought, Land Raider, Land Raider Crusader	375 points
Inquisitorial Stormtrooper	8 Stormtrooper Units (see P.135 of main Rulebook)	Ordo Malleus Inquisitor, <ul style="list-style-type: none"> • Chimera or • Rhino or • Valkyrie 	200 points
Land Raider	4 Land Raider Units	Grey Knight Commander	400 points
Landing Craft	1 Landing Craft	-	350 points
Strike Cruiser	1 Strike Cruiser	Battle Barge ¹	200 points
Thunderhawk	1 Thunderhawk Gunship	-	200 points
Vultures ²	4 Vulture Units	-	300 points

Daemonhunter Upgrades

Upgrade	Units	Cost
Battle Barge	Replace Strike Cruiser with Battle Barge	+150 points
Chimera	Add 4 Chimera as Transport	+100 points
Grey Knight Commander	Add one Grey Knight Commander to a unit in the formation. Only one Grey Knight Commander in the army may be a Grand Master. ³	+50 points (+50 points if Grand Master)
Grey Knight Dreadnought	Add one or two Grey Knight Dreadnoughts	+50 points each
Land Raider Crusader	Up to 3 Land Raider Crusader Units	100 points each
Land Raider Hyperios	Add one Land Raider Hyperios	+125 points
Land Raider	Add up to four Land Raider	+100 points each
Ordo Malleus Inquisitor	Add one Ordo Malleus Inquisitor to a unit in the formation. Only one Ordo Malleus Inquisitor in the army may be an Inquisitor Lord.	+75 points (+50 points if Inquisitor Lord)
Rhino	Add 4 Rhino as Transport	+40 points
Valkyrie	Add 4 Valkyrie as Transport	+150 points

Imperial Navy Aircraft

Formation	Cost
Two Thunderbolt Fighter	300 points
Two Marauder Bomber	300 points

Titan Legion Battlegroups

Formation	Cost
One Warlord Class Titan	850 points
One Warlord Class Titan	650 points
One or Two Warhound Class Titans	250 points each

¹ Please note: A Battle Barge Upgrade may only be taken if at least **one** Inquisitor is in the force.

² Please note: A Vulture Detachment may only be taken if at least **one** Inquisitor is in the force.

³ If an Inquisitor Lord is taken, no Grand Master may be taken.

DAEMONHUNTER ARMY LIST

Daemonhunter Unit Data Sheets

The following section has the data sheets for all of the units in the Daemonhunter army. See section 1.2 of the Core Rules for a detailed description of how the data sheets work.

ORDO MALLEUS INQUISITOR

The path of the Daemonhunter, the sacred trust of the Ordo Malleus, is one of the hardest an Inquisitor can take. They must bear witness to many insane and horrifying events. It is their duty to find and destroy the vile Daemonic minions of Chaos.

ORDO MALLEUS INQUISITOR				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Combat Servitors	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+2)	
2 x Gun Servitors	30 cm	AP5+	-	
<p>Notes: Ordo Malleus Inquisitor can be one of two types: Inquisitor Lord or Inquisitor. All are Characters and have the <i>Invulnerable Save</i>, <i>Inspiring</i>, <i>Fearless</i> and <i>Leader</i> abilities. The Inquisitor Lord also have the <i>Supreme Commander</i> ability, while the Inquisitor has the <i>Commander</i> ability.</p>				

GREY KNIGHT COMMANDER

A Grey Knight Commander is a respected and highly decorated member of his company, and has led countless successful missions against the minions of Chaos.

GREY KNIGHT COMMANDER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Nemesis Force Weapon	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Storm Bolter	(15cm)	Small Arms	-	
<p>Notes: Grey Knight Commanders can be one of two types: Grand Master or Brother Captain. All are Characters and have the <i>Invulnerable Save</i>, <i>Inspiring</i> and <i>Leader</i> abilities. The Grand Master also have the <i>Supreme Commander</i> ability, while the Brother Captain has the <i>Commander</i> ability.</p>				

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GREY KNIGHT TERMINATOR

The Elite warriors of the legendary Grey Knights Chapter are a fearsome force on the battlefield. Trained to fight against seemingly insurmountable odds and triumph. Each one is a potent psyker in their own right.

The Grey Knights' Terminator suits are highly ornamented. They are heavily embossed, in an almost baroque style, with the standard Terminator symbol on the left shoulder and right knee, and the Grey Knights' distinctive badge (a sword through a tome) on the right shoulder and left knee. Each Knight goes into combat with a copy of the Chapter's sacred book of battle rituals, the *Libra Daemonicus*, in a special ceramite case on his breastplate. Purity seals are prominently displayed on his legs and thighs, signs that he is uncontaminated by the slightest taint of Chaos.

Each Suit is equipped with a psychic hood, similar to those on the Aegis suits worn by Librarian Marines. The hoods offer the Knights excellent protection against psychic attack.

GREY KNIGHT TERMINATOR				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Nemesis Force Weapon	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Holocaust	(base contact)	Assault Weapon	Extra Attack (+1)	
Psycannon	30cm	AP5+/AT5+	Ignore Cover	
Storm Bolter	(15cm)	Small Arms	-	
Notes: <i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour, The Shrouding, Holocaust</i> Psychic Power (listed as weapon)				

GREY KNIGHT

In battle the Grey Knight brethren usually fight to secure the area for their commander and his Terminators. By keeping daemoniac minions and corrupted mortals at bay, they ensure that the elite troops can get to their objective.

The Nemesis Force Weapon is the standard armament of the Grey Knight Squads. This halberd-like weapon is a more sophisticated and powerful version of the force sword. Each Nemesis is uniquely built to match the psychic field of its bearer, enhancing his hand-to-hand combat abilities far beyond those of an ordinary Marine.

Grey Knights also use Incinerators and Psycannons. Often the best cure for the unholy is purgation with righteous flame. Incinerators are blessed weapons, fuelled with the purest consecrated promethium.

GREY KNIGHT				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Nemesis Weapon	(base contact)	Assault Weapon	Extra Attack (+1)	
Psycannon	30cm	AP5+/AT5+	Ignore Cover	
Storm Bolter	(15cm)	Small Arms	-	
Notes: <i>Fearless, Teleport, The Shrouding</i>				

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GREY KNIGHT PURGATOR

Where heavy firepower is required, Grey Knights are sometimes brought together in a Purgation Squad. They give support to their brethren during high intensity engagements using their Psycannons for great effect. The Psycannon are based on bolt weapons, replacing the bolt warheads with ritually inscribed silver tips.

GREY KNIGHT PURGATOR				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
2 x Psycannon	30cm	AP5+/AT5+	Ignore Cover	
Notes: <i>Fearless, The Shrouding</i>				

GREY KNIGHT DREADNOUGHT

It is a rare thing for a Grey Knight to be entombed in a Dreadnought. Most only want to rest in the cool darkness of Titan at the end of their services for the Emperor – few accept the necessity of pursuing the Emperors path as a man-machine.

GREY KNIGHT DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Nemesis Force Weapon Psycannon	(base contact) 30cm	Assault Weapon AP5+/AT5+	Macro Weapon, Extra Attack (+1) Ignore Cover	
Notes: <i>Fearless, Walker</i>				

LAND RAIDER HYPERIOS

The Hyperios variant of the Land Raider was developed as a stop-gap measure to provide additional anti-aircraft support. The main difference to a normal Land Raider is the modified Missile Launcher mount and the extra ammo stowage space required for the AA Hunter Killer missiles. The troop carrying capacity is therefore reduced to only 1 unit of Power armoured Grey Knights and the Heavy Bolters and Storm Bolters had to be removed.

LAND RAIDER HYPERIOS				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Hunter-Killer	60cm	AT4+/AA4+	-	
2 x Twin Lascannon	45cm	AT4+	-	
Notes: <i>Reinforced Armour, Thick Rear Armour, Transport (may carry one Grey Knight unit)</i>				