



CODEX: DAEMONHUNTERS FAQ

Using the Codex with Warhammer 40,000 5th edition rules

Since the publication of Codex: Daemonhunters, the Warhammer 40,000 rules have been updated. This document explains how to use the Daemonhunters in conjunction with these changes.

Errata

Daemonhunters may not ally with any detachment that uses any other kind of ally (Kroot Mercs etc.).

The bolter should be available in the 2-handed weapons section of the Wargear list at a cost of 1 point.

The hellpistol should be available in the 1-handed weapons section of the Wargear list at a cost of 1 point.

The summary profile of the heavy flamer should read Assault 1, not Heavy 1.

A Grey Knight Land Raider or Land Raider Crusader has the following special rules:

Machine Spirit: A Land Raider or Land Raider Crusader can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. Therefore, a weapon that has moved at combat speed can fire two weapons, and a Land Raider that has either moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon.

Assault Vehicle: Models disembarking from any access point on the Land Raider can launch an assault on the turn they do so.

Universal Special Rules

Where these terms appear within Codex: Daemonhunters, please refer to the Universal Special Rules section of the revised 40k rulebook:

Fearless, Infiltrate

FAQs

Grey Knights

Q. *Do special rules that interact with Night Fighting conditions (Searchlights, Acute Senses, etc.) give any bonus against the Shrouding?*

A. No.

Q. *Are Nemesis force weapons one-handed or two-handed weapons?*

A. One-handed.

Q. *If the Justicar or Grey Knight Hero of a squad of Grey Knights is slain, what happens if the squad is targeted by an attack that targets psykers?*

A. It has no effect on the remainder of the squad.

Q. *The Aegis gives all Grey Knights immunity from Minor Psychic powers. What exactly does this mean?*

A. This is a reference to a previous publication and should be ignored.

Q. *Do Psycannons ignore cover saves?*

A. No, just invulnerable saves.

Psychic Powers

Q. *If both a Grey Knight Hero and his retinue purchase the Holocaust power, can they both use it in a given turn? What happens in the case of a Perils of the Warp attack?*

A. Both may use Holocaust in a turn. If the Hero suffers a Perils of the Warp, only he takes the hit. If he is acting as the conduit for the squad's power, they all take the hit.

Q. *How does a Grey Knight Dreadnought's Aegis special rule work?*

A. For the purposes of the Aegis special rule, a Grey Knight Dreadnought has Leadership 10.

Q. *Which Daemonhunter psychic powers follow the shooting rules?*

A. *Scouring* and *Holocaust* follow the shooting

rules.

Q. Does a unit with a null rod ignore persistent psychic abilities (such as Psychic Scream or Veil of Tears)?

A. Yes. The psychic ability still functions, however the unit with the null rod simply ignores any and all effects of the ability.

Q. Can a psychic hood block a force weapon's instant death ability?

A. Yes.

Inquisitor Retinues

Q. Can you include three Warriors or three Warriors of each type?

A. You may only include three of each type of Henchmen in a retinue – you may not, for instance include up to three of each type of Warrior, but are limited to only three Warriors of any type.

Q. Can you clarify how Mystics work?

A. Mystics allow you to take a free shot at each summoned pack of Daemons or unit that Deep Strikes within 4D6" of the Inquisitor.

Q. Do Inquisitorial Mystics allow "free shots" at units arriving by Drop Pod?

A. Yes. The shooting is resolved after the Drop Pod lands and the passengers have disembarked. Either the Drop Pod or the disembarked unit may be the targeted, but not both.

Assassins

Q. Does the Callidus Assassin's neural shredder count as a single or two-handed weapon?

A. Single-handed.

Q. Can a neural shredder cause instant death?

A. Yes, but only when the weapon's Strength of 8 is double or more the target's Ld value (Ld 4 or less).

Q. Can a Vindicare Assassin target a model locked in close combat?

A. Yes – how cool is that?!

Q. If a Callidus disengages from close combat at the start of her Assault phase, can she then declare a charge against an enemy unit?

A. Yes. Conversely, if it is her opponent's Assault phase and the enemy unit she was fighting is left unengaged it is then free to declare a charge.

Q. Can the Eversor charge in the Assault phase after firing its pistol?

A. Yes.

Daemonhosts

Q. If a Daemonhost elects to Deep Strike into play using the Summoned rule, does it generate a psychic power on the same turn?

A. No.

Q. Does the psychic power Reknit Host Form apply across the whole turn?

A. No. Wounds are regained only when the power is rolled.

Orbital Strikes

Q. Do you need to inform your opponent of the Orbital Strike's target before deployment?

A. No.

Allies

Q. If an army has Daemonhunters or Witch Hunters allies, can it take any other type of allies?

A. No, unless these are also Inquisitorial units, or unless they are members of a separate Detachment. This is stated in Codex: Witch Hunters, and has been added to the Allies box on page 21 of Codex: Daemonhunters for its second print run.

Q. If an army can ally with Sisters of Battle, can it also ally with Witch Hunters?

A. Any reference to units or armies that are able to ally with 'Sisters of Battle' can also be read as being able to ally with 'Witch Hunters'.

Q. Can Daemonhunters be taken as allies in an army that also has Witch Hunter allies?

A. Yes, Daemonhunter and Witch Hunter units may both be taken as allies in the same army.

Q. Can a Daemonhunter Deathcult Assassin be taken as an ally in an army that only has a Witch Hunter Inquisitor (or vice versa)?

A. Witch Hunters and Daemonhunters are discrete types of Inquisitor. The Deathcult Assassin may only be taken in an army that has an Inquisitor from the same Codex.

Special Characters

Q. Do Coteaz and Stern count towards the 0-1 limitation for their respective HQ choices?

A. No they do not.

Thanks to Jon 'yakface' Regul and his FAQ ruling council