

CODEX

DAEMONHUNTERS



WARHAMMER
40,000

GAMES WORKSHOP

FIRST BOOK OF THE INQUISITION MALLEUS



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CODEX: DAEMONHUNTERS

Welcome, most revered Inquisitor, to the collected texts of the Daemonhunter. Within these pages you will find all you need to guide you in collecting, painting and gaming with a Daemonhunters army in the Warhammer 40,000 game. The armies of the Daemonhunter are as diverse as they are powerful, commanded by the determined and unrelenting Inquisitors of the Ordo Malleus. The Chamber Militant of this ancient order is comprised of the pious Grey Knights, a full Chapter of Space Marines that specialises in hunting and exterminating the daemonic minions of Chaos.

THE ORDO MALLEUS

The Ordo Malleus is a division of the Inquisition, those exceptional individuals that have waged a covert war for Humanity's continued survival over the last ten thousand years. Every Inquisitor has sworn potent oaths to defend the Imperium from its worst enemies, and those of the Ordo Malleus are concerned with destroying the physical manifestation of Chaos itself: the Daemon. Members of the Ordo have pledged their every waking hour to the discovery and scouring of the daemonic wherever it is to be found. An Inquisitor has at his disposal every member of the Imperium, and will not hesitate to requisition local troops at a moment's notice. Such is the influence of the Inquisitor that he can even call upon the Space Marines of the Adeptus Astartes, leading a force of the Imperium's finest warriors against Humanity's foul nemesis, wherever it appears.

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. The slightest lapse in Humanity's vigilance has the potential to allow ravaging Daemons to pour into the material dimension in a gibbering tide, hungry for the souls of the innocent. Only one force in the breadth of the galaxy has any chance of stemming such a daemonic infestation: the Grey Knights.

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. It is certain that without the constant protection of the warriors of the Ordo Malleus, the Imperium would have fallen many centuries ago.

WHY COLLECT A DAEMONHUNTERS ARMY?

At the core of the Daemonhunters army is a collection of elite and incredibly skilled individuals who excel in every battlefield role. Even the lowest ranks of the Grey Knights are the equal of the strongest units of other armies. Grey Knights are exceptionally well equipped, meaning both their ranged and close combat capabilities far outstrip those of their brother Space Marines. Every Grey Knight's armour incorporates a gauntlet-mounted storm bolter and a copy of the sacred Liber Daemonica, and they are armed with the large and immensely powerful Nemesis force weapons. Ordo Malleus Inquisitors have access to some truly potent artefacts that would never be entrusted to those without decades of experience in combating the daemonic. In addition, they have esoteric skills and companions that can tip the balance when fighting the hellish scions of the Warp. A Daemonhunters army can also call upon a vast array of allies and inducted troops. From lethal, acrobatic Death Cultists, to mighty Dreadnoughts, to the unpredictable and unnatural Daemonhosts, the army list presents an entire spectrum of the Imperial war machine. If you're looking for an elite force that is so diverse that you will never exhaust the possibilities offered by the army list, then this is the book for you.

Another strength of the Daemonhunters army list is the ease with which it can be integrated with existing armies. If you already have an Imperial army such as the Space Marines or Imperial Guard, it can easily be incorporated into the Daemonhunters list. For instance, a Space Marine player may choose to lead his force into battle with a Grey Knight Grand Master and his Terminator bodyguard, or an Imperial Guard player may choose to add a couple of platoons of infantry to his Daemonhunters force. Conversely, we also include rules that allow the opponents of the Daemonhunters to take packs of Daemons in their force, and even one of the fearsome and infamous Greater Daemons of Chaos. After all, it is perfectly possible that a Dark Eldar Archon or Imperial Guard Colonel has turned to the worship of Chaos and has been rewarded with daemonic servants; precisely the reason the Daemonhunters are fighting them in the first place!

The miniatures in the Daemonhunters range are wonderfully detailed and well-crafted, and a fully painted army looks spectacular on the tabletop. On the one hand you have ranks of heavily armed Grey Knights, resplendent in their ornate armour, while on the other you have the highly individual and characterful Inquisitors and Inquisitor Lords accompanied by their small retinues of henchmen. Although Grey Knights excel at virtually every battlefield role and are therefore very easy to use effectively, it will take many gaming sessions to truly get the most out of the more unusual elements of the Daemonhunters army list. Have fun, and may the Emperor guide your hand...

QUEST CUSTODIET CUSTODES; FORS CLAVIGERA; VICTORUM AUT MORTIS; MORTIS VIRTUS;



The violet sky was low and threatening, a heavy rain falling from bruised clouds and scarlet lightning splitting the sky. The top of the volcano was a dark spike against the twilight sky as Inquisitor Consadine desperately climbed hand over hand up the sheer slopes. His fingers bled from the sharp rocks and his blessed hammer bounced against the small of his back as he climbed. Time was short. He could feel the daemon's nearness in the air as a greasy, metallic taste in the back of his mouth, like biting on a copper Imperial. Fierce winds buffeted him, as though the very elements sought to prevent him from reaching the summit. He was alone now. His trusted retainers and faithful servants were all dead, murdered by the servants of the abomination whose summoning he sought to prevent.

A multitude of gibbering voices filled his head, the whisperings of Warp creatures pushing on the edge of perception, their mindless thrashings sensing that the barriers separating real space and Warp space were weakened here. He would have to hurry. Suddenly, his questing hand met air instead of rock, and he knew he had reached the summit. Wearily, he pulled himself up and rolled over the edge, gasping down great sucking breaths. Consadine could see a flickering glow coming from ahead and pushed himself to his feet, setting off through the rocks that sloped downward to the centre of the volcano's caldera.

Even in his exhaustion, Consadine was stealthy, ghosting between blackened rocks and stunted, twisted trees that clawed at the sky like broken fingers. As he neared his goal, he unslung his daemonhammer, hearing soft chanting coming from ahead and the psychic presence of a great multitude. He crouched behind a smooth-faced boulder and

risked a glance into the centre of the dormant volcano. Guardsmen in tattered uniforms and carrying lasguns swayed in time with the chant, standing within a group of concentric symbols, painted in a garish pink substance. But it was the undulating sliver of unholy light that blazed at the centre of the crowd and the figure standing before it that drew his gaze. The Chaos sorcerer Medrethax.

Head and shoulders above his followers, he was clad in sickly green power armour, carved with all manner of eldritch symbols, and carried a long, jagged-edged knife that rippled and shimmered as though not wholly corporeal. Pulsing, obscene light pressed against the impossible slit that hung suspended before the sorcerer. Waves of sickness flowed from the wound cut in the meat of space and time; chattering voices and tendrils of unseen abominations questing through the rent, sensing the aching warmth of the material universe. A froth of fluid matter spilled through, images scudding across its constantly shifting, amorphous form. Designs within designs, patterns within patterns and form upon form warped through the light's awful geometries, as though it sought to find a form more solid than the shapeless anatomy it had been born into. Faces twisted out of the jelly-like immaterium of its being, sliding out of true, anguished screams and wailing, nonsensical mutterings issuing from each bloated mouth.

Inquisitor Consadine rose from his concealment and charged into the crowd, smashing them aside with thunderous strikes from his blessed hammer. They scattered before him, crushed and broken as he fought his way towards Medrethax. He would only get one chance to prevent the sorcerer's master from manifesting. He must not fail.





An expectant hush fell across the assembled Inquisition noviciates as the tutor was helped into the tiered, dimly-lit chamber by his entourage of scribes, surgeons and lexmechanics. A wheezing, brass-limbed exoskeleton enclosed his black-robed form, allowing his atrophied limbs the semblance of independent motion. The left side of Lord Inquisitor Marchant's face was pulled down in a permanent rictus mask; the flesh scarred and puckered white. One eye was a sightless, milky orb, and none dared meet the unflinching gaze of the one that remained.

A hundred would-be Inquisitors of the Ordo Malleus thronged the cramped audience chamber to learn from Marchant. The venerable Inquisitor had been battling Warp spawn for longer than any of them had been alive and, though he rarely spoke to the Conclaves any more, his every word was seized upon as holy wisdom when he did. His servants manoeuvred their master behind an oak lectern and retired to the shadows at the chamber's edge. A pregnant pause fell, anxious hands hovering over data slates as Marchant raised his head and began to speak, his voice strong and clear despite his apparent frailty.

"We are living in the end times, and the doom of Mankind is at hand," said Marchant.

A gasp went up from the assembled noviciates, and a hundred throats gave voice to their collective denial. Marchant slowly raised his arm, the silence spreading outward to the rear of the granite-walled hall. Marchant gripped the edge of the lectern, leaning forwards so that all could see the ruin of his flesh.

"I know this to be true for I have witnessed the canker that eats at the bedrock of our beloved Imperium, borne the corruption of the daemonic and know the price that must be paid to cast it out. To know Chaos is to know the folly of existence, the ruination of life and the damnation of too much knowledge."

Marchant paused, allowing his words to sink in before continuing. "But all things serve the Emperor, and even such blasted knowledge may find its use. And that use is

in defiance of such blasphemies as infest the Warp and inflict on us this fate. The daemonic can be beaten, but the sacrifice it entails will be greater than many of you will be able to sustain. I know this. You are all young, full of the fires of youth and the invincibility that such inexperience brings, and you will scoff at my words as the ravings of an embittered ancient, no longer able to fight the good fight. And, aye, there may be some truth to that, but I know whereof I speak, so listen well. To combat the daemonic, you must first understand it, where it comes from, what it does and how it can be stopped."

"The Warp, known also as the Immaterium, the Sea of Souls, the Empyrean and all manner of other names, is the abode of the hell-spawn we fight. A swirling morass of energy and potential, where all futures are possible and all realities collide. Here, the waking nightmare of Mankind is played out and the echoes and reflections of our collective psyche can give birth to twisted daemonic monstrosities. Madness and corruption await most who would brave its deadly shoals, but it is a well of unlimited power that those of you with psychic talents may tap in order to use your abilities. However, it is a perilous path and only the strongest willed may attempt such feats. Aye, the Warp is a wild and dangerous place, but it is also the means by which the Emperor's realm is able to exist.

"The blessed psychic light of the Emperor's Astronomican provides the means for His ships to navigate through the Empyrean and take His word to every corner of the galaxy with fire and steel. It provides communication through astrotelepathy that enables His servants to communicate and bind the galaxy together under His infallible will. The Warp is all these things and more besides, but it is a deadly place, and the moment you forget this, it will take your soul. Warp storms of terrifying power can engulf starships, throwing them thousands of light years off course and hurling them through time. Such vessels ply the haunted depths of the Warp, emerging at the whim of the dark forces which govern this realm, and what emerges may be transformed into a hideous parody of

Humanity. Even should a vessel avoid such a fate, there are foul daemonic creatures which prey upon the souls of the weak minded. The malice of such creatures is not limited to those in peril upon the Sea of Souls, but is also capable of reaching into the realm of Man. How do these creatures achieve this, I hear you ask?"

Marchant paused before continuing. "The psyker, the witch, the warlock and the wyrd and, aye, even those amongst our own order with psychic abilities, are potential conduits for these beasts. To use such power is to be a bright beacon in the darkness of the Warp. Piercing the skein of reality that separates the Warp and real space weakens the barriers between them, and should a psyker without the strength of will to resist the intrusion of a daemonic entity attempt to call upon the Warp's energy, they may unwittingly allow such monsters to cross between worlds.

"All it takes is one second of laxity and entire worlds can burn in the fires of daemonic possession. From the seed of one psyker, those drawn to the taint of the daemonic may reap a harvest of blood. Renegades, cultists and worse, daemons, are all drawn by the scent of death and destruction to feast upon the living.

"That is the best-case scenario, where daemonic intrusion may be the result of some terrible accident. But there are those who actively seek to summon forth such blasphemous creatures through diabolical incantations and heinous sacrifices for their own ends. They crave an easy route to power, neither realising nor caring of the fearful price that must be paid for such treachery. For such traitors there can be no mercy and, Emperor willing, it will be your holy task to root out these foes of Mankind and visit His justice upon them."

Marchant circled the lectern and folded his arms, gripping the folds of his robes.

"You have all heard of me. You know that I myself once fell prey to this malign intrusion and almost paid the ultimate price for my momentary weakness. A daemon possessed my flesh, but my faith in the Emperor was strong and I defeated the abomination through the purgation of pain. With my

burning sword clutched to my breast I was able to cast out its foulness."

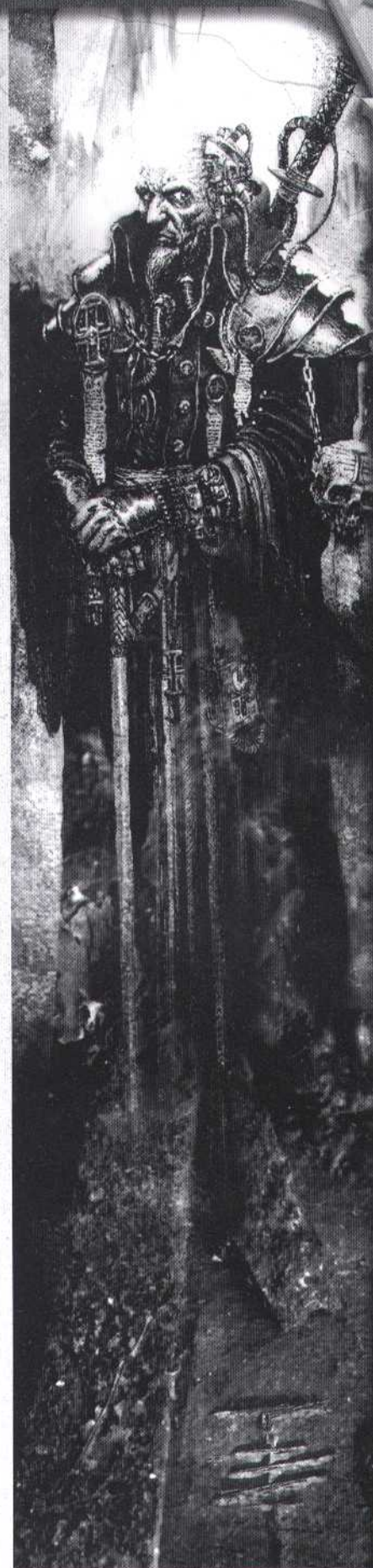
Marchant pulled open the top portion of his robes, the prosthetic brass rods manipulating his fingers clicking together as he revealed the hideously burned flesh beneath. The puckered scar tissue, seared forever into Marchant's body, was in a long, cruciform shape, obviously that of a broad bladed sword. The noviciates recoiled. All had heard the tales of Marchant's injuries, but none had seen the horrendous damage done to the Lord Inquisitor by his own hand.

"Spare me your pity, young Inquisitors. The trials I underwent to regain my soul are but the merest fraction of the penance I endure still as punishment for allowing my flesh to be used as a host for the vileness of a daemon. Let my fate be a warning to all who employ the powers of the psyker. It is a quick and powerful path to achieving your goals, but always beware of the temptations of radicalism. To follow this dangerous route is to care not that the very powers you are using may be corrupting you insidiously from within. The Heretic Quixos, may his name be cursed a thousand times for a thousand years, fell in this way; not in one dark revelation, but slowly, in small steps that he justified by the results he was achieving. Always be aware of the dangers inherent in the powers you use. Be sober and careful, responsible and solemn, for such abilities are not to be taken lightly and should never be trusted."

Marchant raised his hand to his brow and sighed, as though the effort of speaking for so long had exhausted him.

"I can tell you no more this day, but take what I have said, never forget it and never allow yourself to become that which we seek to destroy. Take a good look at the man sitting next to you and know that if you fall, it may well be he who hunts you down and kills you. Thank you, gentlemen, and good day."

Marchant's entourage ghosted from the shadows and wordlessly helped their master from the silent chamber as the Inquisitorial noviciates shared uneasy glances around the room at one another.



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

THE GREY KNIGHTS

On Saturn's moon of Titan, a massive basalt fortress-monastery rears from the ice above the oceans of liquid methane like a jagged, black spire. The monastery is home to the most secret of Chapters in the Imperium, the Chamber Militant of the Ordo Malleus, the Grey Knights. The dusty, echoing halls of this fortress are hung with battle honours stretching back almost ten thousand years, though none outside the Grey Knights or Ordo Malleus would recognise the names of the conflicts inscribed in the faded gold lettering.

Legend tells that it was around the time of the Second Founding that the Emperor ordered the creation of this secret Chapter of Space Marines. The fragile Imperium had only just survived the galactic civil war of the Horus Heresy, and was still very much at the mercy of the powers of Chaos. The Emperor understood that it would require a dedicated band of incorruptible warriors to protect it from the dread creatures of Chaos in the days to come, and so the creation of the Grey Knights was undertaken in great secrecy. Where other Space Marine Chapters were created from the gene-seed of existing Chapters, the Grey Knights were unique in that their gene-seed was said by some to have come from the Emperor's own flesh. The Ordo Malleus was in its infancy at this time, the corruption of Horus lending new impetus to the creation of an order tasked with the hunting and elimination of the daemonic.

The Grey Knights were permanently attached to the Ordo Malleus, becoming the hammer with which these servants of the Emperor would smite the forces of Chaos, and one

of its Grand Masters is traditionally a member of the Inner Conclave of the Inquisition. Space Marine recruits are often drawn from feral worlds and the Grey Knights are no exception; its recruits are emergent psykers plucked from the most savage warrior cultures imaginable, where only the bravest and strongest survive. Recruits selected to join the Chapter are returned to Titan to begin the long and arduous process which weeds out those without the physical strength and immense mental fortitude to become a Grey Knight. Only the best of the potential recruits survive this selection procedure and are deemed worthy to begin the process of transformation from human to Space Marine. Once their bodies are implanted with the precious gene-seed, the aspirants' true training can begin.

The most advanced psychosurgery and bioengineering is used to condition the aspirants into the mightiest warriors in the galaxy, immune to fear and sights that would blast the sanity of even 'normal' Space Marines. The Rituals of Detestation and the punishing training regimes of the Grey Knights ensure that only the most dedicated and pure aspirants can achieve the standards required for this most holy order. A Grey Knight's soul must be steeled against the whispered temptations of Chaos and the honeyed lies of daemons. To face such horrors and walk away without the slightest blemish on the soul requires the strongest faith, the most resolute will and the purest heart. Intensive conditioning allows the Grey Knights to withstand these horrors of the daemonic and resist the temptations of Chaos.



Of all the recruits brought to Titan, the merest fraction survive or display the qualities required to join this brotherhood. To be a Grey Knight is to live a life of spartan purity, solemn meditation and earthly denial that strengthens the mind and armours the soul with faith. Such dedication is necessary if the Grey Knights are to stand against the horrors of the Warp and, to date, such precautions have proven to be effective as not a single Grey Knight has faltered in battle or turned to Chaos. The Grey Knights who take to the field of battle have trained their whole lives together and form an unbreakable brotherhood of devoted warriors. Each Grey Knight would gladly lay down his life in defiance of the daemonic and the legacies of heroism within the Chapter would be the stuff of legend were such stories allowed to be told.

Perhaps the most insidious threat to the Imperium is the menace of uncontrolled psykers, for these dangerous individuals can act as conduits by which the spawn of the Warp can manifest themselves. Powerful daemonic entities can force their way from the realm of the Immaterium into realspace via the psychic link forged by an unprotected psyker whenever they use their powers. It is for this reason that the Grey Knights are screened to exclude all but the most potent psykers. The strongest and purest of these psykers are then trained to even higher levels of mastery, where their skill in using these abilities can match those of the mightiest Librarians of the Adeptus Astartes. Even amongst those who reach this level of mastery, there are those who distinguish themselves and they may be elevated through the ranks and take to the field in ancient and sacred suits of Terminator armour. These baroque and heavily ornamented suits are holy relics in themselves and the Chapter's symbol of a sword piercing a tome is prominently displayed on their surfaces. The Grey Knights fight with the finest weapons and equipment that the Imperium can produce, the Nemesis force weapon and storm bolter being the most ubiquitous, and upon returning to the Chapter from battle, they are reverently purified and reconsecrated following battles with the daemonic.

The Grey Knights have encountered many blasphemous foes and the understanding gained from fighting them has

earned them much hard-won knowledge. Contained within the deepest, most secure cavern within the fortress-monastery on Titan, this repository of damnable lore, the *Librarium Daemonica*, groans under the weight of the evil it contains. Twisting corridors of logic stacks, data crystals and mnemonic servitors fill this heavily guarded library, and the threat of such knowledge falling into the wrong hands is taken very seriously indeed. Each of the Grey Knights carries a copy of the *Liber Daemonica*, the Chapter's sacred rites of battle, in a ceramite case on his breastplate. This is a potent symbol of every Grey Knight's devotion to the Emperor and contains the cardinal tenets of lore culled from the dark knowledge contained within the Librarium's walls.

The forces of Chaos are manifest throughout the galaxy and, while the Chapter maintains a fighting strength on Titan, the majority of the Grey Knights forces are scattered amongst the stars. Chaos can threaten anywhere and the Grey Knights must be ready to fight it. Its rapid-reaction forces are equipped with the fastest ships of the Adeptus Mechanicus and are crewed by the most trusted captains and the finest Navigators of the Navis Nobilite. The Grey Knights are often the first force to arrive at the site of a daemonic incursion and there are many recorded instances where subsequent Imperial forces have arrived to find the foe defeated with no clue as to how.

The warriors of the Grey Knights are amongst the greatest heroes of the Imperium and the lives they have saved through their selfless dedication and steadfast heroism are beyond counting. It is the fervent wish of every Grey Knight that upon his death, he be carried back to Titan to be interred in the consecrated crypts beneath the Emperor's Temple. There exists a great basalt wall in the heart of the Grey Knights fortress-monastery with the names of every warrior who has fallen in battle against the forces of Chaos inscribed by his battle brothers. Some of the greatest heroes of the Imperium lie buried beneath the rock of Titan but, like their Chapter's very existence, no one can ever know of them.

Grey Knight Military Organisation

Unlike almost all other Space Marine Chapters, the Grey Knights do not follow the tenets of the Codex Astartes in the matter of force organisation. Due to the unique manner in which the Grey Knights are recruited and trained, each warrior progresses through a series of preordained ranks and will operate in a particular squad led by an individual of higher rank rather than being assigned to a particular battle company. These squads may be called upon to act independently from the main body of the Grey Knight force, and have to operate at full efficiency even when light years away from the rest of their Chapter. As such, the leader of each Grey Knight squad is obeyed immediately and without question by those under his command.

When a new recruit has completed the lengthy and gruelling induction into the Grey Knights, he is honoured with a suit of power armour and assigned to a Grey

Knight squad under the command of a Justicar. At this stage he is permitted to wear his own personal heraldry. If he survives long enough to become a Justicar himself, he will lead a squad of Grey Knights in battle, perhaps specialising and joining a Teleport Attack or Purgation Squad. The few who prove themselves truly worthy and master their psychic talents over centuries of active service will be granted Terminator Honours and take to the field in one of the hallowed Tactical Dreadnought suits of the Grey Knights. Those who excel amongst even these superhuman individuals are promoted to the rank of Brother-Captain. It is the ultimate goal of the Grey Knight to reach the rank of Grand Master, but few survive long enough or achieve the complete mastery of their psychic potential necessary to be granted this supreme honour. Those who do so are truly amongst the greatest of the Emperor's servants.

GREY KNIGHTS SPECIAL RULES

Fearless

Grey Knights are inured to every manner of horror and death from their initiation; no power in the galaxy or beyond it can blunt their purpose. As such they are Fearless and assumed to pass all Morale checks, even if failure is normally automatic. They also cannot be Pinned.

Deep Strike

Grey Knights are commonly teleported into position where they are needed most. Any unit of Grey Knight Terminators, a Grey Knight Hero or a Grey Knight Teleport Attack may be held in Reserve and enter play by Deep Strike using the Deep Strike scenario special rules (see page 132 of the Warhammer 40,000 rulebook) even in missions which do not normally allow Deep Strike or Reserves.

True Grit

Grey Knights have the 'True Grit' ability when armed with storm bolters, enabling them to use them in close combat like lesser creatures would use pistols. This means they gain the bonus attack dice for being armed with an additional close combat weapon, providing they have not charged in the same Assault phase. This rule only applies to Grey Knights in power armour.

The Aegis

The armour worn by Grey Knights is archaic and baroque, anointed and inscribed with prayers and hexagrammic wards, ritually consecrated and psychically charged to do battle with the unholy. In conjunction with the psychic might of the Knights themselves, these hallowed suits of armour enable the Knights to resist their otherworldly foes. Aegis suits render the following advantages to Grey Knights:

Every time an enemy psyker uses a power that targets a Grey Knight squad or character and requires a Psychic test, that unit can resist it by rolling a D6 and adding the highest Leadership value in the Grey Knight squad. The enemy psyker must roll equal to or higher on a D6 plus their own Leadership characteristic to penetrate the Grey

Knights' defences. If the psyker rolls under the Grey Knights' total the power fails. Note that the Daemonhunters player can use either this power or a psychic hood on an enemy psychic power, not both.

Minor psychic powers used by the enemy have no effect at all on Grey Knights.

The Shrouding

The combined psychic prayers of Grey Knights are focussed in battle to constantly confuse and wrong-foot their enemies, blinding their corrupted senses with the shining light of their faith and resolution.

Each time an enemy unit fires at a unit of Grey Knights it must check if it can see them. Roll 3D6 and multiply the result by 3, giving a number between 9 and 54. This is the number of inches the Grey Knights can be spotted at, and if the unit is within this range then firing is conducted normally. A unit which fails to detect Grey Knights misses its chance to fire at an alternative target in the confusion. Guess range weapons and ordnance weapons fire as normal but double their scatter distance if the Grey Knight targets are outside the spotting range rolled. Normal Night Fighting skills and equipment such as searchlights have no effect on this power but 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

The very presence of Grey Knights is nigh intolerable to Daemons. Their psychic purity and sonorous chants of detestation repel the daemonic and make it hard for them to even maintain their hold in the material universe. Daemons which take Instability tests while there are Grey Knights on the battlefield suffer a -1 modifier to their Leadership. All Daemons attempting to charge Grey Knights must roll dice for their Assault range as if they were moving in difficult ground.

Daemonic Infestation

The presence of Grey Knights indicates intense daemonic activity and an imminent breach of catastrophic proportions. To represent this, Daemon Packs, Nurglings and Daemonic Beasts Packs (but not Greater Daemons, Daemon Princes or any other type of Daemon) gain the Sustained Attack scenario special rules (see the Warhammer 40,000 rulebook) in any mission where they are opposed by Grey Knights. Daemons brought back into play in this manner are not summoned (they re-enter the table from the edges as detailed in the Sustained Attack rules) and cannot claim mission objectives, table quarters, etc.

Designers' Note: The Daemonic Infestation rule is intended to offset some of the Grey Knights' considerable advantages when fighting Daemons. This is done rather than simply making them cost more points, so they are not penalised unfairly when fighting non-daemonic opposition.

The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places. Trust no one. Trust not even yourself. It is better to die in vain than to live in abomination. The zealous martyr is praised for his valour, the craven and the unready are justly abhorred.

*Excerpted from the
First Book of Indoctrinations*

ATOR GLORIAM: FACILIS DESCENSUS INFERNUS: IMPERATOR GLORIAM

MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

JUSTICAR WEISS LEADS THE PURGING OF THE TAINTED BASILICA OF ST. MARIEL

INQUISITORS OF THE ORDO MALLEUS

PURITAN INQUISITORS

Like any organisation of great size, the Holy Orders of the Emperor's Inquisition is riven with its own internal politics and certain factions sharing commonality of belief have formed within its power structure. These factions can broadly be grouped into two opposing viewpoints classified as Puritans and Radicals. Within these very broad categories there are many shades of grey and it is said that there are more differences of opinion within the Inquisition than there are planets in the galaxy. The Radicals, according to Puritan doctrines, show little regard for the holy teachings of the Divine Emperor, believing that their ends justify any means. Puritan Inquisitors are those who hold true to the lore first taught to them by the Masters of the Inquisition.

The Puritans are the defenders of Humanity from the filth and abominations that lurk in the darkness of a hostile universe. Seen as the holy protectors of Mankind, they uphold the traditional values of the Imperium and that taught by the Ministorum, appearing to the common masses as true defenders of the faith. They purge the witch, castigate the wicked and destroy the Daemon wherever they may be found. Such is the force of their faith in the Emperor that Daemons and other blasphemies find it physically painful to approach them, and their faith can command entire armies. Puritan Inquisitors believe that the only way to fight the abominations of Chaos is to tread the path of righteousness and avoid the pitfalls of radicalism. Chaos insidiously destroys all that it touches and it is not possible for an Inquisitor to use the weapons or power of the Great Enemy without becoming corrupted himself.

Yet even within such pure-hearted warriors, there exist differing philosophies of how best to serve the Emperor.

The Thorians take their name from Sebastian Thor, the saint who overthrew the insane Lord Vandire during the Age of Apostasy. They believe that the Emperor acted through Thor and that the Emperor's soul can be reborn again if another person of suitable piety and holiness can be discovered. The Amalathian creed seeks to maintain the status quo of the Imperium, believing that change (if change is necessary at all) should be slow and measured. They decry those philosophies that espouse violent change and upheaval, accusing their adherents of colossal arrogance in claiming to know the will of the Emperor. Far better to allow His divine plan to unfold as He has decreed it. In this way the Amalathians are less stringent in persecuting the traditional crimes against the Imperium, and are more concerned with keeping political infighting between disparate Imperial organisations to a minimum, holding true to the Inquisition's original creed of strength through unity.

Most extreme of all the Puritan factions are the Monodominants, who believe that it is Mankind's manifest destiny to rule the galaxy, and that the only way this can be achieved is by the extermination of every one of the Emperor's enemies. They brook no exceptions and are rigorous in the extreme of their persecutions of those they perceive as their foes. Xenos, mutation, heresy, witchery, blasphemy and civil disobedience are all crimes punishable by death to a Monodominant, and there is no reprieve should an Imperial citizen be declared guilty.

Thus, while the overall cohesion of the Puritan creed may be as fractured as that of the Radicals, they will countenance no doubts as to the righteous purity of their methods. Where the Radical risks his eternal soul, the Puritan knows that his own path is true and the only way to serve the Emperor is to enforce His will in as rigid a fashion as possible.

"Gregor Eisenhorn, in fealty to the God-Emperor, our undying lord, and by the grace of the Golden Throne, in the name of the Ordo Malleus and the Inquisition, I call thee diabolus, and in the testimony of thy crimes, I submit this carta. May Imperial justice account in all balance. The Emperor protects."

Grand Master Osma of the Ordo Helican.

THE PRICE OF FAILURE

The threat that Chaos poses to Humanity far outweighs that of the most malevolent alien race or cataclysmic war. Chaos, being in part the dark shadow of the Human race, has the potential to fester in every corner of the Imperium. One individual's lapse in vigilance can allow countless Daemons to spill from the Warp into the material universe.

Chaos can be compared to a dormant infection present in every vein and tissue of its host, with only a thin protective layer keeping it from bleeding out into the universe. The psychic awakening of an untutored psyker or the conducting of forbidden rites tears a grievous wound in this layer. If this is not dealt with in the most immediate and final way, the wound will open further and the infection will spread unchecked like a cancer, leading to daemoniac infestation. The Ordo Malleus has long served as Humanity's defence against such occurrences.

The corruption of an area affected by Chaos is not purely physical. Even once the servants of Chaos have been destroyed, the affected area must be thoroughly cleansed with righteous fire and holy incantations in order to prevent any recurrent threat. It is testament to the threat of Chaos that the Ordo Malleus will not hesitate to declare Exterminatus upon a world tainted by its touch, eradicating all lifeforms with a devastating barrage of virus bombs or cyclonic torpedoes. More often than not this will consign billions of souls to death, but given the alternative, this is a merciful reprieve. If the forces of Chaos should rise to claim the galaxy, every living thing under their thrall would be irrevocably defiled. The barrier between realspace and the Warp would collapse completely, and the stigma of Chaos would pollute everything that was once pure.

RADICAL INQUISITORS

And yet, there are those within the Inquisition that seek to turn Chaos against itself. Even within the staunch ranks of the Ordo Malleus there exist those who have successfully harnessed the power of the Warp in the fight against Chaos. These individuals are generally termed Radicals (among other less savoury terms such as heretic and traitor) and are largely denounced by the Puritan factions of the Inquisition, who outnumber them many times over. Nonetheless, a number of the most respected members of the Inquisition either belong to one of the Radical

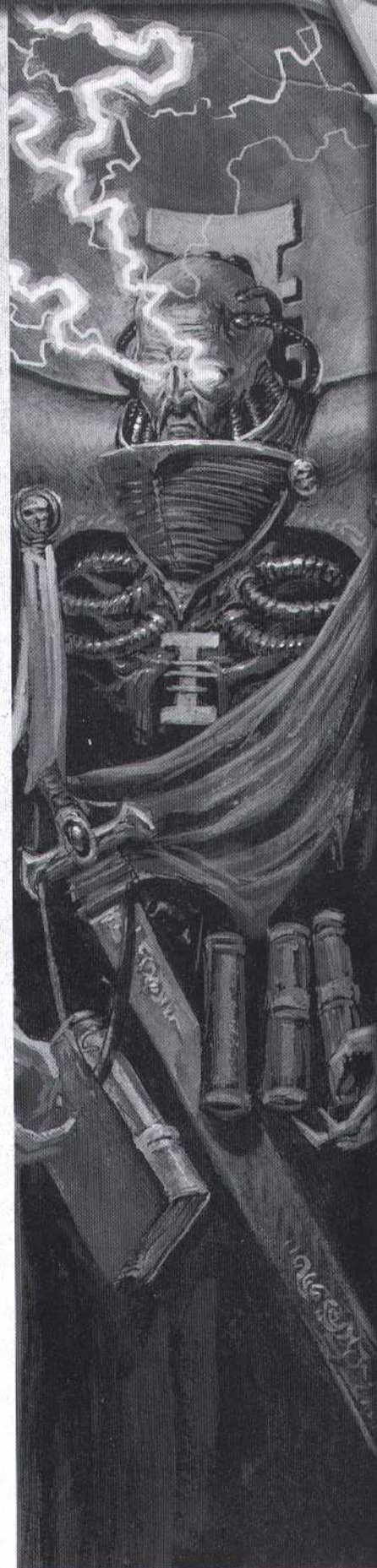
factions or allow them to proceed in their exhaustive investigations into the powers of Chaos, for they believe that to fight Chaos one must first understand it.

These investigations have not been without success, and many Inquisitors in the Ordo Malleus foster their own psychic abilities in order to better combat the foe. Although this is viewed as dangerous at best and heresy at worst by the more traditional Inquisitors, in this matter it is they who are in the minority. The psychic potential of the human race has been successfully harnessed time and time again, and many of its most influential institutions rely on its use, such as the Adeptus Astra Telepathica and the Navis Nobilite.

Further down the path of the Radical are those who utilise Chaos-tainted artefacts they have wrested from their quarry. There are even those who make use of the daemoniac weapons taken from their defeated foes, for their potency is unquestionable. It is even rumoured amongst the highest orders of the Inquisition that there are those among the Adeptus Astartes that employ such methods.

But there are those who have gone further still in their search to bend the daemoniac to their will by creating entities known as Daemonhosts. This incredibly dangerous procedure is only attempted by the most knowledgeable or foolhardy of Radical inquisitors, for it binds a daemon from the Warp into a human body, displacing the soul within as the possession takes place. With lengthy and careful ritual, a host body can be prepared that can trap a summoned daemon within a prison of flesh, held in place by potent sigils, blessed chains and canticles of binding. The resultant Daemonhost is theoretically bound to serve its captor and obey his commands, although this is far from absolute.

The creation of such blasphemous entities is enough for an Inquisitor to be declared Excommunicate Traitoris, and hunted until death by a jury of his peers. These Inquisitors are reviled as traitors wherever they turn and expelled from their Ordo. Inquisitors Quixos, Lichtenstein and Kessel are all examples of those who have created Daemonhosts and paid the price, being hated like no other for having betrayed all that the Ordo Malleus stands for. For even the most dedicated Inquisitor, the true threat of Chaos lies not on the battlefield, but in insidious whispers in the minds of the pure that slowly, and by the tiniest of increments, lead them onto the path of damnation.



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

ORDO MALLEUS PSYCHIC POWERS

Any Inquisitor, Inquisitor Lord or Grey Knight Hero may take a single psychic power as listed below. If they possess a Familiar they may take an extra power per familiar. Abilities are used following the rules in the Warhammer 40,000 rulebook. A psyker may only use a single major power in a given turn unless he has Consecrated Scrolls (see the Daemonhunters Armoury on page 16).

Units of Grey Knight Terminators may upgrade to have the Holocaust power. See the Grey Knights army list entry for more details.

The psyker must pass a Psychic test in the appropriate phase to use any of these powers.

BANISHMENT (20 points)

The psyker bends his indomitable will to the dissolving of the bonds that hold his daemonic prey to the material plane, forcing them back to the hell from whence they came.

Banishment is a psychic power that may be used 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 add the two highest dice rolls for the result. This effect lasts until the end of that Assault phase.

DESTROY DAEMON (15 points)

The psyker chants litanies of purity and abjuration in time with his blows, every strike preceded by a crescendo of righteous hatred that weakens the substance of his warp-spawned foes.

Destroy Daemon is a psychic power that may be used at the beginning of any Assault phase. If the test is passed, any to hit or to wound rolls made by the character against Daemons may be re-rolled for the rest of the turn. You must accept the result of this second roll.

HAMMERHAND (10 points)

Some psykers can wield their mental powers as a physical force, such that anything they touch suffers catastrophic damage. A psyker using Hammerhand is capable of ripping apart adamantium plates with his bare hands.

Hammerhand is a psychic power that may be used at the beginning of any Assault phase. If the test is passed, Hammerhand doubles the basic Strength of the user until his

next turn. The psyker also counts as having an additional close combat weapon. Note this power does not ignore armour saves or affect the order in which close combat attacks are resolved. As his fists crackle with destructive energies, he may not use any weapons until the beginning of his next turn, and so may not benefit from any power weapons, a Nemesis force weapon or other special close combat attacks.

HOLOCAUST (20 points)

The psyker projects forth the fire in his soul in a searing ball of white flame, igniting the very air around him, incinerating any who come too close.

Holocaust is a psychic power that may be used in the Daemonhunters' Assault phase, at an effective Initiative of 1. If the Psychic test is passed, place the Ordinance template anywhere in contact with the psyker (or the Brother-Captain in the case of a unit of Terminators). All models, friend or foe, under the template suffer a Strength 5 hit with armour saves taken as normal. Those partially under the template take a hit on a dice roll of a 4+. 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. Any and all wounds inflicted by this power count towards the combat result.

SANCTUARY (15 points)

Many psykers can throw up a psychic shield that protects them from malign influences, and the strongest in faith can even conjure temporary wards around their companions through which the Daemon cannot pass.

Sanctuary is a psychic power that may be used at the beginning of the psyker's turn. Daemons may not move within 3" of the psyker for any reason – 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. Any Daemon that enters play within 3" of the psyker whilst he is using Sanctuary is automatically destroyed. The effects of this power last until the psyker moves, shoots or uses another psychic power, although he can fight as normal in close combat.

SCOURING (20 points)

The psyker channels his righteous wrath into crackling energy, the air itself splitting apart as bright arcs of soul-lightning ravage those in the psyker's path.

Scouring is a psychic power that may be used in the psyker's Shooting phase instead of firing a weapon. When used, Scouring counts as a weapon with the following profile.

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

Roll to hit, wound and save as normal. Invulnerable saves may not be taken against wounds caused by Scouring.

WORD OF THE EMPEROR (10 points)

Many puritanical Inquisitors have such force of belief that their canticles and liturgies can cause the unbeliever and the Daemon to shrink back in fear.

Word of the Emperor is a psychic power that can be used at the beginning of the enemy Assault phase, even if the psyker is engaged in close combat. All 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.



INQUISITORIAL HENCHMEN

Although some Inquisitors prefer to work alone, it is common practice for an Inquisitor to surround himself with exceptional individuals. Many of these he has encountered on his ceaseless quest to protect Humanity, but such is the authority of the Inquisition that every citizen of the Imperium is his to command should he require them. Occasionally an Inquisitor will have need of an astropath to convey an urgent piece of information, or an experienced warrior to reinforce his strength on the field of battle. Those who excel in their role find themselves a permanent member of the Inquisitor's staff. Imperial records show that at one point Inquisitor Lord Coteaz had more than three hundred individuals in his employ, albeit scattered throughout the segmentum. Generally, though, an Inquisitor will have a small entourage of those he has deemed most useful for his current mission, accompanying him across countless light years on his quest to bring light to the darkest corners of the galaxy.

An Inquisitor or Inquisitor Lord may take Inquisitorial Henchmen as a retinue. Note that the Inquisitor and any Henchmen he may have only take up **one** of the appropriate slots on the force organisation chart (HQ for Inquisitor Lords, Elites for

Inquisitors.). They form a single unit and obey all normal unit coherency rules.

An Inquisitor may take up to six Henchmen, whereas an Inquisitor Lord must take a retinue of between 3 and 12. An Inquisitor or Inquisitor Lord can have no more than three henchmen of any one type in his retinue. Victory Points are counted for the unit as normal.

Any profile increases an Inquisitor may benefit from due to his Henchmen remain in effect even if the Henchman that afforded the increase is removed from play.

INQUISITORIAL HENCHMEN

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Henchman	varies	3	3	3	3	1	3	1	8	6+

Equipment: A variety of armaments that range from digital weapons to industrial chainsaws. Treat them as being equipped with a laspistol and a close combat weapon unless stated otherwise in the Henchman's description.



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

THE FAMILIAR6 points
(Cherubim/Servo-skull/Psyber-eagle)

An Inquisitor is occasionally accompanied by familiars attuned to his telepathic signature. These strange constructs not only boost his alertness to danger but also act as psychic conduits; an Inquisitor accompanied by a Familiar finds his psychic abilities amplified, but without the cost such augmentation usually incurs.

The most common of these bizarre constructs is the Servo-skull. These are built from the craniums of Imperial servants, and are given motive force by small anti-grav motors. Inquisitors have also been known to use genetically and cybernetically enhanced familiars that are symbols of purity or vigilance, such as the eagle, cherubim or raven. These psychic-symbiotes are mentally linked to the Inquisitor, and he can command them, see and hear with their senses and even attack with them should the situation become desperate.

If an Inquisitor has one or more Familiars in his retinue, he benefits from +1 Initiative. For each Familiar the Inquisitor has in his retinue, he may purchase one more psychic power than normally allowed from the Daemonhunters Psychic Powers list (page 12). However, he may only use one of these powers per turn. When the Inquisitor is removed from play, any Familiars he may have had are also removed. If the Familiar is removed, the Inquisitor's psychic powers are unaffected.

Familiars count as being armed with a single close combat weapon.

**THE HIEROPHANT8 points**
(Castigator/Ecclesiarchy Priest/Exorcist)

The Inquisitor knows full well that faith is both his best armour and his most potent weapon against the Daemon. Though his own faith in the Emperor is unshakeable, he is accompanied by the most devout and pious of holy men, their abjurations bolstering his own holy prayers. Any Daemons able to hear these catechisms find their tenuous hold on reality dissolving. To the abomination, a litany of purity is as deadly as a sword.

If an Inquisitor has one or more Hierophants in his retinue, he gains +1 Leadership, to a maximum of 10. Daemons wishing to assault a unit including a Hierophant must roll dice for their Assault range as if they were moving in difficult ground. If the Inquisitor has two or more Hierophants in his retinue, Daemons within 6" of the unit are at -1 Ld in addition to other modifiers.

**THE ACOLYTE8 points**
(Interrogator/Explicator)

The Inquisitor is hardy and wise, having survived long enough to begin training likely prospects to follow in his footsteps. Typically having been active in the field for over a century, an Inquisitor only accepts trainee Inquisitors once he is certain he has mastered the skills of his calling. His charges hang on his every word, hoping some day they will attain the status of their mentor. All aspiring Inquisitors must start at the lowly rank of Explicator, where they learn how to extract information using physical pain and the tools of the torturer – after all, they are not known as the Inquisition for nothing. Those few who survive to make the rank of Interrogator are both capable and strong, for only the most skilful survive the duty of accompanying their mentor on the field of battle.

If an Inquisitor with an Acolyte Henchman suffers a wound, he may allocate the wound to the Acolyte. This must be done before any saving throws are attempted.

Each Acolyte in an Inquisitor's retinue can purchase up to 15 points of equipment from the Daemonhunters Armoury.





THE WARRIOR10 points

(Imperial Guard Veteran/Combat-Servitor/Gun-Servitor)

The Inquisitor has an affinity for martial actions and a fine appreciation of the value of ranged firepower. He has trained extensively in both ranged combat and close assault, and ensures that he is well equipped to combat the minions of the Daemon as well as the Daemon itself. He is invariably accompanied by accomplished and well-armed warriors, capable of laying down covering fire as their master singles out his quarry. These warriors range from experienced, hard-bitten Imperial Guardsmen to Gun-Servitors, cybernetically altered to the extent that they are more weapon than man.

The Inquisitor gains +1 WS if he has any Warriors in his retinue.

All Warrior Henchmen have BS 4, a 4+ armour save, a hellgun, targeter, and both frag and krak grenades.

A Veteran Guardsman may exchange his hellgun for one of the following weapon options: hellpistol and close combat weapon at no extra cost; shotgun at no extra cost, flamer at +5 points, plasma gun at +10 points, melta gun at +10 points, grenade launcher at +10 points.

Combat-Servitors **must** exchange their hellgun for a power fist and close combat weapon at +15 points.

Gun-Servitors **must** exchange their hellguns for one of the following weapons: multi-melta at +25 points; heavy bolter at +15 points. Up to one Gun-Servitor in each Inquisitor's retinue may instead be equipped with a plasma cannon at +35 points.

THE SAGE10 points

(Autosavant/Lexmechanic/Calculus Logi)

Inquisitors typically have at least one savant on their staff, as their augmented ability to store and process vast swathes of cogent information is of paramount importance in tracking and discovering the Daemon. But their uses are by no means limited to civilian roles. Also known as Calculus Logi, a savant or lexmechanic is extremely adept at calculating trajectories and firing angles. They can process battlefield information faster than even the most advanced cogitators, and their expertise in predicting enemy movements is invaluable to a militant Inquisitor.

If accompanied by a Sage, the Inquisitor benefits from +1 BS. If he has more than one Sage in his retinue, the Inquisitor or a member of his retinue may re-roll a failed roll to hit during the Shooting phase, although he must accept the second result.



THE MYSTIC6 points

(Astropath/Warp-Seer/Sanctioned Psyker)

Only a tiny number of Human psykers are judged psychically strong enough to accompany their Daemon-hunting masters to the battlefield. These unfortunate few are employed mainly for their precognitive abilities, a capable mystic being able to sense the presence of the Daemon before it disgorges itself into the material plane. Often found in the retinue of Inquisitors that lack psychic abilities of their own, trained psykers can fulfil the role of bloodhound, advisor, psychic shield or, in the case of truly unscrupulous Inquisitors, bait.

If a unit of Daemons, a Greater Daemon or a Deep Striking unit enters play within 4D6" of an Inquisitor with a Mystic Henchman (roll when each unit enters play), both he and the rest of the retinue may immediately take a 'free' shot at them. These shots are taken before the enemy unit moves, as an exception to the normal turn sequence, and the unit counts as stationary. Aside from this, the normal shooting rules apply. If the Inquisitor has two or more Mystics in his retinue, he may instead nominate one unit with a model within 12" of him to immediately take these 'free' shots at the enemy unit that has entered play.



DAEMONHUNTERS ARMOURY

Characters can have up to two weapons, one of which can be a two-handed weapon. You may also pick up to 100 points worth of wargear per model but no model may be given the same item twice. Models wearing Terminator armour can only use wargear and weapons marked with a **. All wargear and weapons must be represented on the model. However, unlike with normal visual representation, it is permitted for an Inquisitor or Inquisitor Lord's Henchmen to carry items of wargear for him; to all intents and purposes it is still part of the Inquisitor's wargear and is not destroyed if that Henchman is removed as a casualty. Normal limits on weapons carried must still be obeyed.

Grey Knights in power armour may only choose items from the Wargear list, they are well trained in the blessed weaponry of their order and are forbidden to use lesser items.

ONE-HANDED WEAPONS

Anointed weapon (one per army)*	20 pts
Bolt pistol	1 pt
Chainfist (Terminators only)*	30 pts
Close combat weapon	1 pt
Daemonhammer (one per army)*	30 pts
Force weapon*	40 pts
Lightning claw (single)*	25 pts
Lightning claw (pair, counts as 2 choices)*	30 pts
Needle pistol	5 pts
Null rod	20 pts
Plasma pistol	15 pts
Power fist*	25 pts
Power weapon*	15 pts
Storm shield*	10 pts
Thunder hammer*	25 pts

TWO-HANDED WEAPONS

Combi-weapons:

Bolter-flamer*	10 pts
Bolter-grenade launcher*	10 pts
Bolter-plasma gun*	15 pts
Bolter-meltagun*	15 pts
Bolter-needle pistol*	10 pts
Eviscerator*	25 pts
Hellgun	2 pts
Incinerator*	20 pts
Psycannon*	30 pts
Storm bolter*	10 pts

WARGEAR

Artificer armour	15 pts
Auspex*	2 pts
Bionics*	10 pts
Consecrated scrolls*	5 pts
Digital weapons	10 pts

Artificer Armour: Artificer armour is built by great master craftsmen and offers even greater protection than power armour. It confers a 2+ Armour save.

Anointed Weapon: The Daemonhunter has carefully anointed a rune-inscribed weapon with holy water blessed by a potentate of the Ecclesiarchy. The anointed weapon counts as a power weapon and against Daemons will always cause wounds on the roll of 4+, unless his normal strength would make this roll less. Against possessed vehicles and possessed Dreadnoughts,

Emperor's tarot*	15 pts
Frag grenades	1 pt
Grimoire of true names*	10 pts
Holy relic*	30 pts
Icon of the just*	25 pts
Krak grenades	2 pts
Master-crafted weapon*	15 pts
Melta bombs	5 pts
Power armour	10 pts
Purity seals	5 pts
Psycannon bolts*	10 pts
Psychic hood*	20 pts
Refractor field	15 pts
Sacred incense*	10 pts
Targeter	1 pt
Terminator armour	20 pts
(doesn't include weapons)	
Teleport homer*	10 pts
Unguents of warding*	10 pts

PSYCHIC POWERS

Banishment	20 pts
Destroy daemon	15 pts
Hammerhand	10 pts
Holocaust	20 pts
Sanctuary	15 pts
Scourging	20 pts
Word of the Emperor	10 pts

You must face the truth squarely and without flinching from duty. Our enemies are mortal no longer. Mercy for such as they is a chimera; self-deception is its only ally. Dedicate this weapon, given unto your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty: you live only to bring cleansing fire. Take up your rod and staff, your armour and psycannon, and go forth.

- Galbus Heer. Lectures to the Ordo Malleus.

the anointed weapon confers 2D6+Strength for armour penetration. Only one anointed weapon may be included per army.

Auspex: An auspex is a short-ranged scanner used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit then the whole unit may shoot. These shots are taken before the battle begins, and may cause the infiltrators to fall back. The normal shooting rules apply.

VEHICLE UPGRADES

Some vehicles can have the following equipment upgrades. The upgrades that may be taken are listed in the entry for the vehicle in the army list. All upgrades must be shown on the model and no upgrade can be taken more than once.

Blessed	10 pts
Dozer blade	5 pts
Extra armour	5 pts
Hunter-killer missile	15 pts
Pintle-mounted storm bolter	10 pts
Psycannon bolts	10 pts
Sacred hull	15 pts
Searchlight	1 pt
Smoke launchers	3 pts

- 1 Inquisitors and Inquisitor Lords only
- 2 Inquisitors, Inquisitor Lords and Grey Knight Heroes only.
- 3 Inquisitors, Inquisitor Lords and Grey Knights only.
- 4 Although a storm shield is not a weapon as such, it counts as a single-handed weapon because nothing else can be used by the arm holding the shield.
- 5 Grey Knight vehicles only.

Bionics: Bionics allow a character who has suffered a crippling injury to return to service. To represent this, if a model with bionics is killed, instead of removing it, place the model on its side. Roll a D6 at the start of the next turn: on a roll of a 6 the model is stood back up with 1 wound, but on any other roll it is removed as a casualty.

Better crippled in body than corrupt in mind.

- Anon

Chainfist: A chainfist is simply a power fist fitted with an attachment designed to carve through armoured bulkheads or armoured vehicles. It is treated exactly as a power fist, but roll 2D6 for its armour penetration value.

Combi-weapons: These are basically two weapons joined together, giving the character a choice of two weapons to fire instead of one. A character who is armed with a combi-weapon may choose which of the weapons he is going to use in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at once.

Consecrated Scrolls: The Daemonhunter carries several scrolls, treated with sacred oils and covered in illuminated scripture that boost his psychic abilities and repel any denizens of the Warp attempting to ravage his mind. They allow a Daemonhunter to use more than one of his psychic powers during a turn. They may only be used once per battle.

Daemonhammer: The legendary Daemonhammer is given only to those of the Ordo Malleus who have excelled themselves in battle by destroying a Greater Daemon. On its head is a burning sigil of the Inquisition, and it strikes with the force of a thunderbolt. It is counted as a thunder hammer in all respects. However if he is fighting a Daemon the Daemonhunter will strike in Initiative order. One per army.

Digital Weapons: Ancient relics thought to have been created for the Imperium by an alien race, digital weapons are powerful miniaturised versions of such weapons as the needler and laspistol. So delicate that they can fit onto a forefinger or be disguised as jewellery, they are invaluable tools for the Inquisition. A model with digital weapons may make a special attack in close combat at +2 to his Initiative in addition to his normal attacks, inflicting one Strength 4 hit on a D6 roll of a 4+. Normal Armour saves are allowed.

Emperor's Tarot: The Inquisitor is adept at consulting the Emperor's Tarot to reveal the course of the future, and can gain valuable insights into the outcome of a coming battle. Both players roll a dice before deployment. If the dice rolls are different, the Daemonhunters player gets +1 on the dice roll to ascertain who goes first. If the dice rolls are the same, he suffers -1 to the roll. One per army.

Eviscerator: This is a grotesquely large two-handed chainsword. In its military capacity, it must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a chainfist.

Force Weapon: Force weapons are potent psychic weapons that can only be used by a trained psyker. They are treated as a power weapon, but can unleash a psychic attack that can kill an opponent outright. Roll to hit, to wound and to save as normal. Then, as long as at least one wound has been inflicted, make a Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you cannot use another psychic ability in the same turn. If the test is passed then the opponent is slain outright, no matter how many wounds it has (but count the actual amount inflicted for determining which side won the assault). Note that a force weapon has no special effect against targets that don't have wounds, eg, Dreadnoughts, vehicles, etc. Also note that you only take one Psychic test no matter how many wounds were inflicted.

"The daemonic are without number, and their legions span the galaxy. But faith does not tire. Should it take us an eternity, the Ordo Malleus will find and exterminate them all."

Lord Hephaestus Grudd

Grimoire of True Names: In rare cases, a Daemonhunter will bring an ancient and hallowed grimoire to the battle inscribed with the true names of all the Daemons encountered by his order. Because knowledge of a Daemon's name gives power over that entity, Daemons in base contact with the character equipped with this item halve their Weapon Skill (rounding down). One per army.

Hellgun: A Hellgun is an advanced form of lasgun that utilises a high energy laser beam. It has the following profile:

Range: 24" Strength: 3 AP: 5 Rapid Fire

Holy Relic: A model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as

the model with the relic does not move during the same turn it is revealed. On the turn the relic is revealed all models in the Daemonhunters army within 2D6" get a +1 Attack bonus for the rest of that turn. Note that the relic may be revealed in an opposing player's turn if you wish. One per army.

Icon of the Just: Gifted to the most able and battle-tempered of the Ordo Malleus's warriors, the Icon of the Just incorporates a powerful localised force field. This gives its bearer a 4+ Invulnerable save that may be used instead of the model's Armour save.

Incinerator: Often the best cure for the unholy is purgation with righteous flame. Incinerators are blessed weapons, fuelled with the purest consecrated promethium and blessed oils to burn with the white heat of pure faith.

Range: Template Str: 5 AP: 4 Assault 1

Note: Only Armour saves may be taken against an incinerator; Invulnerable saves or cover saves may not be taken.

Lightning Claws: Lightning claws count as a power weapon and the model wearing them may re-roll failed rolls to wound. Models who are armed with lightning claws only receive the +1 Attack modifier for an additional close combat weapon if the second weapon is also another lightning claw, as they are designed to be used as a pair.

Master-Crafted Weapons: A master-crafted weapon follows the normal rules for the weapon, except that you may re-roll one failed roll to hit per turn. Master-crafted weapons are taken as an upgrade for a weapon that is already being carried by a model and should be represented by a suitably ornate weapon on the model itself. Note that you may not master-craft grenades! The cost listed in the Wargear section is in addition to the cost of the weapon itself (eg a master-crafted power weapon costs 15+15=30 pts). However, only the upgrade costs are taken against the 100 points limit on wargear for a model (so the master-crafted power weapon above would count as 15 points against the 100 points limit, not 30 points).

Needle Pistol: The needle pistol has the following profile:

Range: 12" Strength: X AP: 6 Pistol

The needle pistol, although relatively lightweight, carries the most potent of blessed venoms. It always wounds on a 4+. It has an Armour Penetration value of D6 against vehicles.

Nemesis Force Weapons: All Grey Knights carry some form of the Nemesis force weapon, be it a sanctified sword, axe or halberd. Each is consecrated and anointed with sacred oils, psychically charged and inscribed with devotional scripts and wards to destroy the denizens of the immaterium. The potency of a Nemesis force weapon is in direct proportion to the psychic might of the wielder as they can channel warp-energies into the weapon to blast foes apart.

Nemesis force weapons have the following characteristics when wielded by different ranks of Grey Knights

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

Null Rod: This obsidian rod perpetually crackles with anti-psychic energy, nullifying the warp-spawned powers of the Daemonhunter's enemies. It counts as a power weapon. No psychic powers whatsoever may affect the character with this item or the squad he has joined, regardless of

The weak will always be led by the strong. Where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak and many are their temptations. Despise the weak for they flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence - it is better that one hundred innocents fall before the wrath of the Emperor than one kneels before the Daemon.

- First Book of Indoctrinations

source. However, the character with this item and the squad he is with may not use any psychic powers of their own.

Power Armour: Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour is among the best protective equipment the Imperium can provide. It affords the wearer a 3+ Armour save.

Psycannon: Psycannon are based on bolt weapons, replacing the bolt warheads with ritually inscribed silver tips, psychically charged and backed by an isotope explosive. The psycannon's weight is offset by suspensors to permit it to be fired on the move, although the effective range is reduced compared to firing when properly braced.

Range: 18" Strength: 6 AP: 4 Assault 3

Range: 36" Strength: 6 AP: 4 Heavy 3

Note: Only Armour saves may be taken against a psycannon. Invulnerable saves may not be taken.

Psycannon Bolts: The bolt weapon carried by the Daemonhunter has a magazine of psychically impregnated psycannon bolts. These vary in calibre from bolt pistol size to storm bolter shells, although their potency is remarkable in all cases. A bolt weapon (storm bolter, bolter, combi-bolter or bolt pistol) with this upgrade counts as AP4. Only Armour saves may be taken against psycannon bolts; Invulnerable saves may not be taken.

Psychic Hood: Psychic hoods allow a Daemonhunter to nullify an opposing psyker's power. Declare that you'll use the Psychic hood after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Daemonhunter beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The Psychic Hood can be used each time an enemy model uses a psychic power.

Purity Seals: If a model wearing purity seals falls back, roll one extra D6 for its fall back distance, and then discard one D6 of your choice to determine the distance fallen back. If a

model with purity seals is part of a unit then this ability applies to the whole unit, not just to the model with the purity seals.

Refractor Field: This piece of equipment produces an energy field that gives the model a 5+ Invulnerable save. This may be used instead of the model's normal Armour save and is not cumulative with any other type of save.

Of creations most foul I beheld the Lord of All and knew that I was dead.

- Inquisitor Brand.

Sacred Incense: The Daemonhunter carries a brazier burning with incense taken from the censers surrounding the Golden Throne, and the smoke it releases carries a tiny portion of the Emperor's holy grace. All Chaos models involved in an assault with a model equipped with sacred incense suffer -1 to their Initiative. One per army.

Storm Shield: A storm shield is a small metal shield that has an energy field generator built into it. The energy field is too small to be of much use against ranged attacks, but is very useful in close combat. A model that has a storm shield may take a 4+ Invulnerable save in close combat, instead of its normal Armour save. The save may only be used against one opponent per turn (the defender chooses who to use it against), and it may not be combined with any other Invulnerable save.

Targeter: Models equipped with a targeter are allowed to pre-measure the range to a target before they decide who to shoot at in the Shooting phase. After you have used a targeter then any Guess range weapons may not be fired that turn.

Teleport Homer: Teleport homers produce a signal that can be locked onto by teleporting troops. If the template used by the teleporting Grey Knights to make a Deep Strike is centred on the model with the homer, then they won't scatter. Note that the homer only works for units who are teleporting, not for ones entering play using jump packs, drop pods or other means of transport. Also note that the homer must be on the table at the start of the turn it is used.

Terminator Armour: Due to the powerful exo-skeleton and power sources built into their armour, characters in Terminator armour are capable of moving and firing with heavy weapons. On the other hand, models in Terminator armour that win a close combat may only consolidate; they will not be able to advance. A model wearing Terminator armour has a 2+ Armour save and a 5+ Invulnerable save. Having been trained to use these suits to their full potential, Grey Knights in Terminator armour (but not Inquisitors) have one more Attack on their profile than normal. Also, any model wearing Terminator armour can be teleported onto the battlefield, and set up using the Deep Strike rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow units to use the

Deep Strike rules then the model must set up normally with the rest of the army.

Thunder Hammer: Thunder hammers release a terrific blast of energy when they strike an opponent. A thunder hammer counts as a power fist, but any model wounded by it and not killed may not attack until the end of the next Assault phase. Vehicles struck by a thunder hammer suffer a 'crew shaken' result, in addition to any other results they suffer.

Unguents of Warding: These blessed and pungent ointments can be used to trace sigils of protection onto armour, and are known to repel the Warp-spawned powers of the Daemon and its kin. The Daemonhunter and the unit he is with benefit from a 4+ save against the effects of any and every

enemy psychic power used upon them. If this save is passed then the power has no effect.

The Daemonic leads to two crimes. You turn away from the path of righteousness and you abandon the Emperor as the object of your devotion. For the first, death is merely a just retribution. The second is a Heresy so terrible that no punishment can be sufficient. Yet the search for an appropriate penalty continues, and it shall be found.

- Ecclesiarch Issus

DAEMONHUNTERS VEHICLE UPGRADES



Just as with choosing wargear for your Daemonhunter characters and units, the upgrades you choose for your vehicle should be represented on the model itself. Note that when choosing upgrades no vehicle can have the same

upgrade more than once.

Blessed10 points

Grey Knights consecrate their machines thoroughly and only deploy the purest machine spirits in their work. As such, Grey Knight vehicles gain +1 to their armour penetration against enemy vehicles with any of the following Chaos vehicle upgrades; Daemonic possession, Mutated hull, Living vehicle and/or Parasitic possession. Dreadnoughts with this upgrade also benefit from The Aegis special rule (see page 8).

Dozer Blade5 points

Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they do not move more than 6" that turn.

Extra Armour5 points

Some Imperial vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count 'crew stunned' results on the Vehicle Damage tables as 'crew shaken' results instead.

Hunter-Killer Missile15 points

Hunter-killer missiles are a common upgrade for Imperial vehicles. They are treated as a krak missile with unlimited range and can only be used once per battle.

Pintle-Mounted Storm Bolter ..10 points

Pintle-mounted storm bolters are fixed to the outside of a vehicle and can either be used by a crewman from an open hatch or from inside the vehicle. They are treated as an extra storm bolter that can be used in addition to any other weapons the vehicle has. Note that this means that a vehicle that moves up to 6" can fire one weapon and the pintle-mounted storm bolter.

Psycannon Bolts10 points

The vehicle's secondary weapons systems carry a magazine of psychically impregnated psycannon bolts. A storm bolter or heavy bolter (twin-linked or otherwise) with this upgrade counts as AP 4 and ignores Invulnerable saves; only normal Armour saves or cover saves may be taken.

Sacred Hull15 points

The vehicle is covered in potent scriptures, purity seals, icons of faith and inscriptions of abjuration. It is extremely difficult for a Daemon or its kin to approach such a potent symbol of faith. Any Daemons attempting to assault the vehicle must pass a Difficult Terrain test to reach it, and suffer -1 to their Leadership when in base contact with or when they are tank shocked by the vehicle in question, in addition to other modifiers.

Searchlight1 point

Searchlights are only of any use in missions where the Night Fighting scenario special rule is being used. They allow one enemy unit spotted by the vehicle to be fired at by any other friendly units that are in range and have a line of sight (the enemy unit has been illuminated by the vehicle's searchlight). However, a vehicle that uses a searchlight can be fired on by any enemy units in their next turn, as they can see the searchlight shining out of the dark.

Smoke Launchers3 points

Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are used to temporarily hide the vehicle behind concealing clouds of smoke especially if the vehicle is moving out in the open. Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed. The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

DAEMONHUNTERS ARMY LIST

This section of the book is given over to the Daemonhunters army list: a listing of the different units and vehicles an Inquisitor Lord or Grey Knight Hero can use in battle or, in your case, games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require to field a Daemonhunters army in scenarios you've devised yourself, as part of a campaign series of games, or whatever else may take your fancy.

The army list is split into five sections. All of the squads, vehicles and characters in the army list are placed in one of the five sections depending upon their role on the battlefield. In addition, every model included in the army list is given a points value which varies depending upon how effective that model is on the battlefield.

Before you can choose an army for a game you will need to agree with your opponent upon a scenario and upon the total number of points each of you will have to spend on your army. Having done this you can proceed to pick an army as described below.

Using A Force Organisation Chart

The army lists are used in conjunction with the force organisation chart from a scenario. Each force organisation chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

Using The Army Lists

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you cannot usually field models that are equipped with weapons and wargear that are not shown on the model.

Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue

doing this until you have spent all your points. Now you are ready to scour the foul taint of the Daemon from the Imperium.

Army List Entries

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the minimum or maximum number of choices you can make of that unit type (for example, 0-1 means you can never make more than one selection of that unit regardless of the size of the army).

Profile: These are the characteristics of that unit type, including its points cost.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the force organisation chart. If this is a variable amount, it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. If a squad is allowed to have models with upgrades, then these must be given to ordinary unit members, not to a character in the unit.

Special Rules: This is where you'll find any special rules that apply to the unit. Note that several special rules apply to Grey Knights – these are detailed on page 8.

SPECIAL DAEMONHUNTERS NOTES

Strategy rating

The Daemonhunters have a Strategy rating of 3.

Sentries

When required to deploy sentries, the Daemonhunters player may use either eight Inquisitorial Stormtroopers or five Grey Knights in power armour.

Experience

When playing Daemonhunters in a campaign using the experience rules then experience is counted as normal. Any Daemonhunters unit that kills a Greater Daemon will gain a bonus of +400 Experience.

Psykers

Each squad of Grey Knights is able to manifest a gestalt psychic consciousness far more powerful than the sum of its parts. The squad leader (Justicar or Brother-Captain) counts as the focus for this psychic energy and is therefore used to determine range and source of psychic powers, and will count as a psyker in all instances (determining shots from an Animus Speculum, being affected by a Crucible of Malediction, and so on).

'Grey Knights' Terminology

Throughout this Codex, the term 'Grey Knights' refers to the following units:

Grey Knights squad, Grey Knight Teleport Attack squads, Grey Knight Purgation squads, Grey Knight Terminators, Grey Knight Heroes, Justicars and Brother-Captains.

'Daemons' Terminology

Throughout this Codex, the term 'Daemon' refers to the following units:

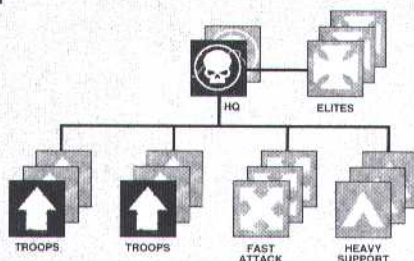
All Daemonhosts, Greater Daemons and Daemon Packs, Daemon Beasts, Nurglings, Daemonically Possessed Vehicles (such as Defilers) or those with the Parasitic Possession, Living Vehicle, or Mutated Hull upgrades, Eldar Avatars, Possessed Chaos Space Marines, and Chaos Lords with the Daemonic Stature gift and/or over 50 points of daemonic gifts.

COMPULSORY

- 1 HQ
- 2 Troops

OPTIONAL

- 1 HQ
- 3 Elites
- 4 Troops
- 3 Fast Attack
- 3 Heavy Support



STANDARD MISSIONS

The Standard Missions force organisation chart is a good example of how to choose an army.

To begin with you will need at least one HQ unit and two Troops units (dark shaded boxes indicate units that must be taken for the mission).

This leaves the following for you to choose from to make up your army's total points value:

- Up to 1 additional HQ unit,
- 0-3 additional Elite units,
- 0-4 additional Troops units,
- 0-3 additional Fast Attack units,
- 0-3 additional Heavy Support units.

"BY THE AUTHORITY OF THE IMMORTAL EMPEROR OF MANKIND..."

"I carry with me an Inquisitorial Seal. It is a small, unassuming object contained in a neat box of Pluvian obsidian. It is a modest thing. Relatively plain, adorned with a single motif and a simple motto. Yet with this little object I can sign the death warrant of an entire world and consign a billion souls to Oblivion."

Thraviam Flast, Inquisitor of the Ordo Malleus

USING DAEMONHUNTERS WITH OTHER ARMY LISTS

In theory at least, an Inquisitor has the authority to requisition any Imperial materials or forces they consider necessary for the furtherance of their cause. In practice, most Inquisitors operate covertly, being wary of alerting their quarry to the presence of the Inquisition before the time is ripe to strike. They will use their own operatives and informants to seek out the taint of Chaos and eradicate it before the corrupted ones scatter and go to ground.

More martial Inquisitors prefer less subtle means, unleashing purges and pogroms with the deliberate objective of forcing traitors and heretics out into the open, regardless of how many innocents may suffer in the process. In either case, if the rank stench of Chaos is strong enough, the Ordo Malleus will step in to ensure it is eradicated using the specialist forces of their Chamber Militant.

This means that Inquisitors can appear in armies under many different circumstances. A lone Inquisitor and his warrior band might join forces with just about any Imperial force in order to pursue his or her own agenda, an Inquisitor Lord might requisition a whole army to destroy a nascent threat, or a Daemonhunting Ordo Malleus force may include local forces inducted into service for the duration of the crisis. Likewise many Space Marine Chapters have long standing oaths or honour-debts with individual Inquisitors or the Ordo Malleus itself, whose help can be requested if circumstances merit it.

Many Inquisitors are understandably hesitant about calling for outside help when a major Chaos incursion is likely. All those who confront the unfettered power of the daemonic place their very souls at risk. Such improvised forces may have to be destroyed wholesale after the emergency has passed for fear that they have been touched by the insidious taint of Chaos.

Still, needs must...

Using Inducted Imperial Guard or Allied Space Marine Contingents

As noted earlier, even a dedicated Daemonhunting force may include many diverse elements brought together for the task in hand. To allow for this variant, the Daemonhunters army list contains options for Inducted Imperial Guard and Allied Space Marine forces. You'll need access to Codex: Space Marines or Codex: Imperial Guard in order to use these options.

When using Allied or Inducted troops, only the basic versions of these troop types published in the appropriate Codex can be used. No variants of any kind can be incorporated. **Either inducted Imperial Guard or allied Space Marines can be used in any one Daemonhunters army, but not both.**

When using units in this manner, you **must** fulfil all compulsory unit choices on the force organisation chart from the Daemonhunters list. Once these criteria have been met, Allied and Inducted squads may be taken from the list (see pages 30-31).

Designer's note: It is still perfectly permissible to use, for instance, Steel Legion models as normal Imperial Guardsmen, or variant Space Marine Chapter models to stand in for normal Space Marines, although they obviously would not use any Chapter-specific rules.

Inducted Imperial Guard

These may be elements of Imperial Guard regiments requisitioned on Inquisitorial authority, local planetary defence troops pressed into service during a Chaos outbreak, or even an Inquisitor's secretly-recruited private army.

Allied Space Marines

Allied Space Marines will usually come from a Chapter with long associations with the Ordo Malleus. In some cases these allegiances may stretch back over nine millennia, kept alive by generations of Space Marine Librarians recording each oath and honour given and received. An Inquisitor would not call upon such precious allies except under great need, to deal with some dire emergency which cannot be reached by the Chamber Militant in time.

Allied Space Marines may not be used if Grey Knights are present in the Daemonhunters force.

Pure Daemonhunters Forces

In a 'pure' Daemonhunters force just stick to the forces in the army list in this book. Note that it is entirely possible to form an army based purely around Grey Knights, if you so wish, by sticking to the Grey Knights units available to the army. This will make for a characterful but rather challenging force to play. With such dedication you'll certainly have the Emperor watching over you!

Using Daemonhunters as Allies

In keeping with the many possibilities for the forces of the Ordo Malleus to appear within Space Marine and Imperial forces, Daemonhunters units can be included as allies in any of the following Codex armies:

- Space Marines, including variant armies such as Blood Angels, Space Wolves, Dark Angels*, Black Templars, Salamanders and other loyalist Index Astartes Chapters.
- Imperial Guard and its variants such as Catachan Jungle Fighters and Armageddon Steel Legion.
- Sisters of Battle

* Note that if Daemonhunters are present the Inquisitorial scrutiny means that the Dark Angels' 'Hunt The Fallen' special rule is suspended.

Neither inducted Imperial Guard nor allied Space Marines may be included in such a contingent, and the total number of Daemonhunters unit choices may not exceed the following:

- 0-1 HQ choice
- 0-1 Elite choice
- 0-2 Troops choices
- 0-1 Fast Attack choice

Note that Heavy Support may not be chosen.

Any compulsory choices (such as the one HQ and two Troops choices in a standard mission) must be fulfilled from the 'parent' list and not the Daemonhunters list.

If you have an existing Warhammer 40,000 army, this is the simplest way of incorporating an Inquisitor or squad of Grey Knights. This will provide handy background hooks for campaigns and add character and unique abilities for one-off games. If you're interested in building a bigger Daemonhunting force it's also a good way to build gradually and get a feel for the Daemonhunters units as you go.



HQ

Steeped in the greatest mysteries of their Ordo, and privy to unspeakable secrets, the Inquisitor Lords of the Ordo Malleus manifest a threat which can quell even the most diabolic heart. Time and time again, these leaders of Humanity have stared into the true face of Chaos and triumphed.

0-1 Ordo Malleus Inquisitor Lord

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	45	4	4	3	3	3	4	3	10	3+

Number/squad: 1

Options: An Inquisitor Lord may be given any equipment allowed from the Daemonhunter Armoury.

Retinue: The Inquisitor Lord must be accompanied by a retinue of Henchmen as detailed below. If the Inquisitor Lord has a retinue then he and the retinue are treated as a single unit during the battle. Note that the retinue does not count as a separate HQ choice (it does not use up one of the HQ 'slots').

SPECIAL RULES

Psyker: Ordo Malleus Inquisitor Lords are often potent psykers and may select psychic powers from the Ordo Malleus Psychic Powers list.

Iron will: Psyker or not, an Inquisitor Lord will have an unbending determination to prevail, backed by a clinical understanding of how to achieve his goals. As such, an Inquisitor Lord can choose whether to pass or fail any Morale check or Pinning test he is called upon to make. This ability is conveyed to any unit he joins. Even if failure is normally automatic, the Lord may still choose whether to pass or fail the test.

Independent Character: Unless accompanied by his retinue (see below) the Inquisitor Lord is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed he becomes an independent character and is free to join other units.

Inquisitor's retinue

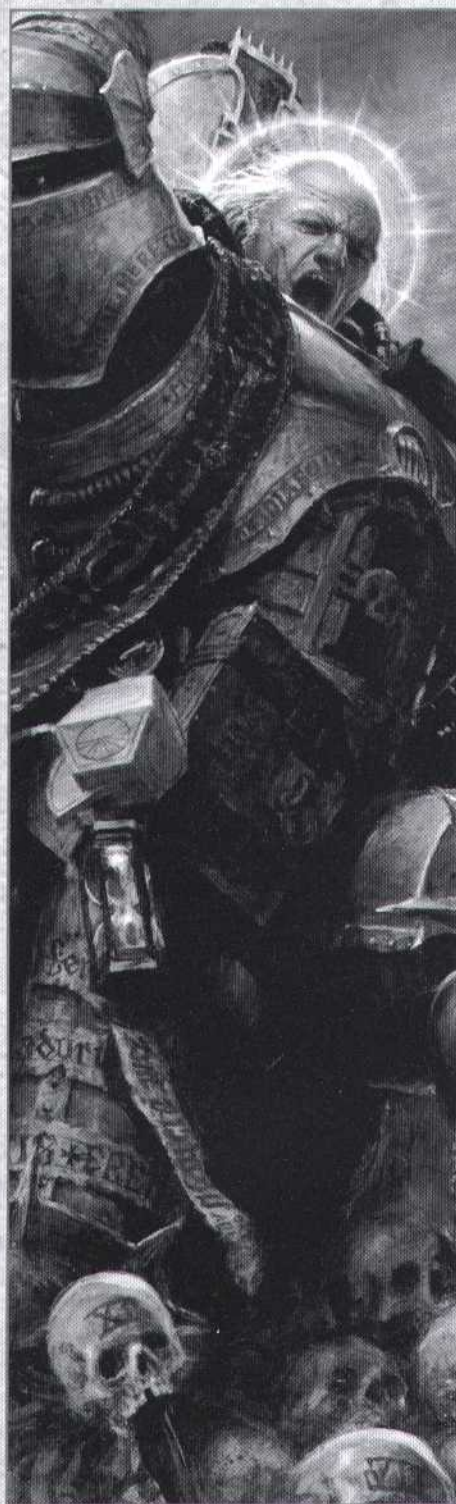
Number/squad: 3-12 Henchmen for an Inquisitor Lord, 0-6 for an Inquisitor.

Options: See the Henchmen rules for Armoury options.

Transport vehicle: If the Inquisitor has a retinue, and he and his unit number 10 models or less, they may be mounted in a Rhino at an additional cost of +50 points, a Land Raider at +250 points or, if they number 12 models or less, a Chimera at +70 points. Note that if the Inquisitor is wearing Terminator armour he cannot travel in a Rhino and will take up the space of two models in a Chimera or a Land Raider.

"Look upon this hammer I hold before me, for it is far more than a weapon. It is a symbol of the Imperial justice that smites the diabolic enemies of the Imperium wherever they are found, just as I. Though it has banished even a mighty Greater Daemon to the hell from which it was spawned, it remains true and pure, just as I. Furthermore, it is a symbol of my order and my office, of the authority granted to me by the divine will of the Emperor. By that authority, I am commanding you and your entire regiment to obey me without question or hesitation. Advance, or it will not be daemonic blood that stains my hammer this day."

*Inquisitor Lord Hephaestos Grudd,
addressing Colonel Molian of the 223rd Gudrumite Rifles.*





0-1 Grey Knight Hero

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	145	5	5	4	4	3	5	4	10	2+
Brother-Captain	61	5	4	4	4	1	4	3	10	2+

Number/squad: 1

Weapons: Nemesis force weapon and storm bolter.

Options: A Grey Knight Hero may be given any equipment allowed by the Daemonhunters Armoury. Note that the Hero is already equipped with Terminator armour, giving him a +1 Attack, 2+ Armour save and a 5+ Invulnerable save. The bonus attack for Terminator armour is included in the profile above.

Retinue: The Grey Knight Hero may be accompanied by a retinue of Grey Knight Terminators. If the Grey Knight Hero has a retinue then he must join it and they are treated as a single unit during the battle. Note that the retinue does not count as a separate HQ choice (it does not use up one of the HQ slots).

SPECIAL RULES

Grey Knights: Grey Knights are subject to the special rules detailed on page 8.

Psyker: Grey Knight Heroes are trained psykers and may select one psychic power from the Ordō Malleus Psychic Powers list (see page 12).

Independent Character: Unless accompanied by his retinue (see below) the Grey Knight Hero is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed, the Grey Knight Hero becomes an independent character again and is free to join other units.

Grey Knight Hero's Retinue

The Grey Knight Hero may be accompanied by a retinue of Grey Knight Terminators, chosen from the Elites section of the army list. If chosen as a retinue, they count as part of the same choice on the force organisation chart as the Grey Knight Hero.

Number/squad: 3-9 Terminators. This squad does not include the normal Brother-Captain.

A righteous warrior in the Emperor's cause, a daemonslayer and scourge of darkness, the Grand Masters of the Grey Knights are charismatic, bold and fearless. They command an instinctive obedience from those about them, an unconscious call to the bright torch of the Emperor's will that they bear. Brother-Captains of the Grey Knights are also paragons of the Chapter's ideals and practices, and the bond between these mighty individuals and their squad has often been forged in centuries of conflict. The resolution, self-sacrifice and devotion of the Grey Knights is exemplified by these great leaders and the passing of each one is mourned as a tragic loss to the Imperium.

The creatures of the Warp have but one trait with which you need concern yourself - their undying contempt for the Emperor. It is your task to quell the rebellion they preach, and the only sure way is to destroy them utterly.

Qualtak Shoran



ELITES

The path of the Daemonhunter, the sacred trust of the Ordo Malleus, is one of the hardest any Inquisitor can take. The depths of iniquity these Inquisitors must bear witness to has driven many insane and corrupted countless others down the long history of the Inquisition's secret war. Inquisitors usually have few henchmen in this early part of their career as they are often called upon to travel far and pass unremarked upon many worlds. Should an Inquisitor discover evidence of Chaos at work and survive to report it, the full weight of the Ordo Malleus will be brought to bear in order to eradicate the threat.

Through the long, secret history of the Inquisition there have been many who have advocated the study and harnessing of Warp entities in order to defeat the Dark Gods. To some, such men are luminaries; to others they are radicals, individuals dangerously close to crossing the line and becoming one with the enemy. Such radical Inquisitors may even employ the services of bound Daemonhosts to further their ends – testimony to their success in taming the forces of Chaos according to them, but proof positive of their corruption to others.

While most Imperial Guard commanders would balk at the prospect of siding with these creatures, few would dare voice such doubts in front of an Ordo Malleus Inquisitor. The vast majority of Space Marines, however, would never fight alongside one of these abominations even at the behest of the Inquisition; it is rare indeed to find a loyal Space Marine Chapter willing to fight in league with a daemon.

Important note: Daemonhosts may only be chosen if an Inquisitor Lord or Inquisitor is also part of the force. If Daemonhosts are chosen the Inquisitor in charge is branded a Radical and may not include Grey Knights in his force.

"Do not presume to judge me or the methods I choose to employ, petty-minded fool. You cannot comprehend the magnitude of the task I have undertaken, nor the consequences of my failure."

Inquisitor Lichtenstein, declared
Excommunicate Traitoris 998.M41

Ordo Malleus Inquisitor

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	20	4	4	3	3	2	4	2	8	4+

Number/squad: 1

Options: An Inquisitor may be given any equipment allowed from the Daemonhunters Armoury.

Retinue: The Inquisitor may be accompanied by 0-6 Henchmen (see the Inquisitor's Retinue entry page 22 for details).

SPECIAL RULES

Psyker: Many Ordo Malleus Inquisitors manifest psychic ability and may select psychic powers from the Ordo Malleus Psychic Powers list.

Independent Character: Unless accompanied by his retinue the Inquisitor is an independent character and follows all the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed, the Inquisitor becomes an independent character again and is free to join other units.

0-1 Daemonhosts

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Daemonhost	85	4	4	6	4	4	4	D6	9	4+

Number/squad: 1-3 Daemonhosts may be chosen as a single Elites choice. They are deployed as a single unit but do not need to be placed together and operate independently during the game.

SPECIAL RULES

Fearless: Daemonhosts are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be pinned. Due to their nature, Daemonhosts are not subject to Daemonic Instability.

Summoned: Daemonhosts tend to appear near their master when required. Daemonhosts may be held in Reserve and enter play by Deep Strike even in missions which do not normally allow Deep Strike or Reserves.

Invulnerable: As they are able to defend themselves using raw warp energy, a Daemonhost's 4+ saving throw is Invulnerable.

Independent: Daemonhosts operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, Daemonhosts cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission.

Psyker: Nearly all Daemonhosts are psychic. Roll a D6 for each Daemonhost at the beginning of each of the Daemonhunter player's turns to determine which psychic power it can manifest until the beginning of its next turn, at which point the effects end and a new power is rolled. Leave a dice next to the Daemonhost to show what power it has for that turn. Daemonhosts automatically pass all Psychic tests but their psychic powers may be countered by a Space Marine Librarian's psychic hood and the like.

D6	Result
1	Terrify: All units, friend or foe, within 12" of the Daemonhost and not within a vehicle must immediately take a Pinning test.
2	Re-knit Host Form: The Daemonhost immediately recovers all wounds suffered.
3	Teleport: The Daemonhost may immediately move to anywhere on the table, provided it is not within 1" of an enemy model or within impassible terrain, and scatters as with Deep Strike (see the scenario special rules Warhammer 40,000 rulebook). It may assault that turn.
4	Bloodboil: In the Daemonhunters' Shooting phase, place the Ordnance blast template with the central hole over the Daemonhost. All models underneath the template (except the Daemonhost!) take a S3 hit at AP 2.
5	Timeshift: The Daemonhost can move 12" and assault 12", and doubles the number of attacks it can make (before modifiers).
6	Warp Strength: Add +D3 to both the Daemonhost's Strength and Toughness characteristics until the beginning of the following turn.



Grey Knight Terminators

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	46	5	4	4	4	1	4	2	10	2+
Brother-Captain	61	5	4	4	4	1	4	3	10	2+

Number/squad: Grey Knight Brother-Captain and 2-9 Grey Knight Terminators.

Weapons: Storm bolter and Nemesis force weapon, or thunder hammer and storm shield.

Options: Up to one model may replace their storm bolter with an incinerator at +15 points or a psycannon at +25 points.

Character: The Brother-Captain may be given any equipment allowed from the Armoury.

SPECIAL RULES

Grey Knights: Grey Knights are subject to the special rules detailed on page 8.

Holocaust: Grey Knight Terminators may purchase the Holocaust psychic power from the Daemonhunters psychic powers list at +20 points per unit. See page 12 for more details.

Terminator armour: The squad has the honour of wearing Tactical Dreadnought armour into battle. The bonus attack for Terminator armour is included in the profile above.

Death-Cult Assassins

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Death-Cult Assassin	40	5	4	4	3	2	5	2	8	5+

Number/squad: 1-3 Death-Cult Assassins may be chosen as a single Elites choice. They are deployed as a single choice but do not need to be placed together and operate independently during the game.

Weapons: Power weapon and additional close combat weapon.

SPECIAL RULES

Independent: Death-Cult Assassins operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, they cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission.

Fearless: Death-Cult Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be pinned.

Infiltrate: Death-Cult Assassins are extremely adept at infiltration work, and may use the Infiltrators scenario special rule when allowed to by the mission.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

The elite warriors of the legendary Grey Knights Chapter are a fearsome force on the battlefield, trained to fight seemingly insurmountable odds and triumph. They are armed and armoured with the most ancient and revered artefacts from the dawn of the Imperium, and each is a potent psyker in their own right. It is whispered that these peerless warrior mystics endure the agonies of the Emperor's soul-binding as part of their final initiation. If such stories are true, their will power and stoicism must be far beyond that of even the most dedicated servants of the Imperium.

Death cults can be found on many Imperial worlds; many are Chaos-spawned and lend servitude only to Khorne the Blood God. Others are religiously, fanatically dedicated to the Imperial creed and offer those they slay to the Emperor, a payment of the blood-debt all Mankind owes Him. An Inquisitor can make use of such devotees, their skill and prowess in the arts of death making them excellent executioners and infiltrators. Death cultists employ exotic ritual weapons for their work – a dizzying array of stilettos, whip-scythes and blades backed by augmentative digi-weapons and needlers.

Important note: Death-Cult Assassins may only be chosen if an Inquisitor Lord or Inquisitor is also part of the force.





The Officio Assassinorum is a highly secretive organisation which trains terrifying bio-modified killers for assassination missions sanctioned by the High Lords of Terra. The diverse Temples of the Officio specialise in the different arts of murder from the bitter kiss of poison to berserk slaughter. The Inquisition has close ties with the Officio Assassinorum, and their operatives often have cause to work together.

Important note: An Officio Assassinorum operative may only be chosen if an Inquisitor Lord or Inquisitor is also part of the force. Note that no more than one Officio Assassinorum Operative can be used in any force for any reason.

Vindicare Assassins practise callous, unfeeling destruction which eliminates the target with contemptuous ease. They aim to bring inglorious death to the enemies of the Emperor with a sniper's bullet, and have elevated the skills of the marksman to an art form. To complement this, the Vindicare Temple emphasises stealth and evasion techniques as well as weapons training. One of the temple's maxims is that a clean kill can only be made from an excellent firing position, and Vindicare Assassins have been known to occupy a position overlooking their target for weeks before finally taking their shot.

The skills of the Vindicare temple are commonly used to slay those who are suspected of harbouring a daemonic entity before it emerges onto the material plane. Many false messiahs have fallen with a Vindicare bullet through their brains as they preached their credo. When such charismatic figures die at the hands of a faceless servant of the Emperor, their followers soon become disillusioned and fearful. In this way, many heresies have been stopped with a single shot, although there are inevitably occasions when the Vindicare is too late or the daemon possesses the carcass of its host, at which point the Ordo Malleus will move into action.

0-1 Officio Assassinorum Operative

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	varies	5	5	4	4	2	5	3	10	4+

Number/squad: 1.

Options: An Officio Assassinorum Operative must be from one of the following temples: Callidus, Culexus, Eversor or Vindicare. The rules for agents of each of these temples are shown below.

Points values: An Assassin's points value is dependent upon the Temple they belong to:

Vindicare	110 points	Callidus	120 points
Eversor	95 points	Culexus	105 points

SPECIAL RULES

Independent: Assassins operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, Assassins cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission.

Fearless: Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be pinned.

Infiltrate: Assassins are extremely adept at infiltration work, and may use the Infiltrators scenario special rule when allowed to by the mission special rules.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

Vindicare Temple Assassin

WARGEAR

Exitus Rifle: The exitus rifle is treated as a sniper rifle (range 36", hits on a 2+, wounds on a 4+) with an AP value of 2. In addition, the Vindicare has one of each of the following special rounds, which may be fired instead of a normal shot (keep a note of which special rounds have been fired). The special rounds are used one at a time and you must declare that you are using one of the special shots before you roll the dice to hit.

Shield-Breaker: The shot ignores any Invulnerable save.

Turbo-Penetrator: This inflicts 2 Wounds on any model wounded. If fired at a vehicle, the shot has an Armour Penetration value of 3D6.

Hellfire: The shot wounds on a 2+ instead of a 4+.

Exitus Pistol: The exitus pistol has the following profile:

Range: 12"	Strength: 5	AP: 2	Pistol
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Spy Mask: The Vindicare's spy mask reduces the cover save of his target by -1 (a 6+ save is negated, a 5+ cover save becomes a 6+ save, and so on). In addition, the spy mask means the Vindicare rolls 2D6x5 for determining how far he can see when the Night Fighting rules are being used.

Stealth Suit: Any unit wishing to shoot at the Vindicare Assassin must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook (the unit must be within 2D6x3 inches of the Vindicare or it must select another target). If the Night Fighting rules are being used, the Assassin can only be seen if he is within half the normal range of the unit's vision (ie, if they score an 18, they can only see the Assassin if he is within 9").

SPECIAL RULES

Marksman: You may nominate the model targeted by the Vindicare Assassin when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as independent characters within 6" of another unit).



Culexus Temple Assassin

WARGEAR

Etherium: Any unit wishing to shoot at or charge the Culexus Assassin, and any psyker trying to target him with a psychic power, must first pass a Leadership test. If the test is failed they may not target the Assassin, but may attack another target instead.

Animus Speculum: The animus speculum has the following profile. For every psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value (ie, Assault 2 becomes Assault 3 if there is one psyker within 12").

Range: 12" Strength: 5 AP: 1 *Assault 2

Psyk-Out Grenades: Instead of firing the animus speculum, the Culexus Assassin may throw a psyk-out grenade. This is only useful against psykers. Psyk-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test by, he loses 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7, due to the Soulless rule, below) rolls 9, and so loses 2 Wounds.

SPECIAL RULES

Psychic Abomination: Any psyker within 6" of the Culexus Assassin at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back.

Soulless: Any unit (friend or foe) with a model within 12" of the Culexus Assassin counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Assassin can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, an independent character, etc. The Culexus Assassin may ignore other models when charging into an assault if this will allow it to get into contact with a psyker.

Life Drain: The Culexus Assassin may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule above). If the Culexus Assassin scores higher, the psyker loses 1 Wound, with no saving throws of any type allowed (not even Invulnerable saves). This is worked out at the start of every round of close combat and wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal. This power can only be used to affect one psyker per turn.

The Assassins that form the Culexus Temple are not chosen because of their savagery, cunning or combat skills, although these are most definitely required qualities. First and foremost, potential Culexus Assassins are chosen because they have, or appear to have, no presence in the warp, there is just a void. They are, to all intents and purposes, soulless.

The Assassin wears a huge helm called an Animus Speculum. During battle this is used to fire focussed blasts of psychic energy, but its primary purpose is to block out the Culexus Assassin's innate abilities. The helm is only partially effective even while it is active, most people can barely stand to remain in the same room. Once on the battlefield the large eye in the Animus Speculum opens and only then does the full intensity of the Assassin's horrific abilities flood the battlefield.

The Culexus Assassin attacks using his own innate abilities enhanced by years of training, mental exercises and arcane wargear. The daemonic minions of Chaos find the presence of these agents intolerable; the innate abilities of the Culexus are anathema to the forces that bind them to the material plane. Bolts of negative Warp energy blast the minds of enemy psykers and strip daemons of their powers before the Culexus moves in for the kill, sapping the very life-force from their cursed forms.



The Callidus Temple is the most subtle of the ancient hidden temples of the Officio Assassinorum, specialising in the artful deception of the enemies of the Imperium. Acting covertly, the Callidus Assassin gets close to those who would worship the Daemon, working her way through the ranks of the minions of Chaos to pull the disease out by its root.

To achieve its exacting tasks, the Callidus Temple specialises in the use and development of the shape-altering drug Polymorphine, and all Assassins of the Callidus Temple are trained in its use. With Polymorphine alone a Callidus Assassin can masquerade as any human being they may choose, from a beautiful young woman to a crippled old man. However, in addition, the Medicus Adepts of the Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of alien races, such as Orks and Eldar.

On the battlefield, Callidus Assassins are dropped behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army. Usually this is done by eliminating individuals and taking their place. By disguising themselves with the recently deceased's armour and wargear and using Polymorphine to change their body, the Callidus Assassin can assume the identity of almost anyone in the enemy force. Using this technique, the Callidus Assassin can get close to enemy commanders or powerful psykers, influencing their strategy and finally killing them when the opportunity arises.

The Eversor is possibly the most gruesome of the many temples of the Officio Assassinorum. The Eversor specialise in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power. In the employ of the Ordo Malleus, Eversor Assassins are used when the indelible taint of Chaos is believed to have spread throughout the ruling elite of an entire organisation. Whilst the more overt forces of the Ordo Malleus face the daemonic minions of a Chaos cult on the battlefield, the Eversor will operate behind enemy lines and eradicate the infection at its source. An Eversor rarely has just a single target. His mission will be to rip the heart out of the Chaos insurgency, wreaking havoc and destruction. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over. The enemy are utterly destroyed forever by the Eversor's unstoppable attack.

Callidus Temple Assassin

WARGEAR

C'tan Phase Sword: The C'tan phase sword can only be used in close combat. No saves are allowed against hits from a phase sword, not even Invulnerable saves!

Neural Shredder: The neural shredder uses the flame template and is fired just like a flame weapon. Roll to wound as follows: the neural shredder has Strength 8 but, rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Ld 9 model is wounded on a 5+. A roll of a 1 always fails to inflict a wound. Against vehicles, roll a D3 on the Glancing Hits table, as the crew's brains are partially protected by the vehicle's armour. The neural shredder has the following profile:

Range: Template Strength: X AP: 1 Assault 1

Polymorphine: The Callidus Assassin is always placed in reserve, even in missions which do not normally use the Reserves rule. When she becomes available, she may be placed anywhere on the battlefield, and can move and fight normally in the turn she arrives.

Poison Blades: If the Callidus Assassin is still in base contact with an enemy model at the end of the Assault phase, after all combats have been resolved, she may make an extra attack with her poisoned blades. This attack always wounds on a 4+, and normal Armour saves are allowed.

SPECIAL RULES

Jump Back: At the start of any Assault phase, the Callidus Assassin can attempt to disengage from combat. Roll a D6 – on a roll of a 1 she fails to disengage and must fight on in the combat normally, on a roll of 2 or more she moves that many inches away from the enemy. This move cannot be used to move into contact with a different enemy model. If this leaves the enemy unit unengaged, they may make a consolidate move at the end of the Assault phase.

A Word in Your Ear... The player with the Callidus Assassin can move one enemy unit up to 6" after both sides have deployed, but before the first turn starts. The unit's new position must be within the normal deployment zone, and the owning player may choose the facing of the unit after it has been moved.

Eversor Temple Assassin

WARGEAR

Executioner Pistol: The executioner pistol is a bolt pistol/needle pistol combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an Armour Penetration of D6 against vehicles.

Bolt Pistol: Range: 12" Strength: 4 AP: 5 Pistol

Needle Pistol: Range: 12" Strength: X AP: 6 Pistol

Power weapon and melta-bombs: These follow the standard rules in the Warhammer 40,000 rulebook.

Neuro-Gauntlet: This is a close combat weapon. Roll to hit as normal, but don't roll to wound. Instead each hit causes one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no Armour save allowed (Invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armour Value.

Combat Drugs: The Eversor Assassin can charge 12" in the Assault phase (or double the distance of the dice roll if moving through difficult terrain). When the Eversor charges into combat, it gains an extra D6 Attacks rather than just +1 Attack.

SPECIAL RULES

Fast Shot: The Eversor's heightened metabolism allows it to act with incredible speed. The Eversor never counts as moving when firing its executioner pistol (so it may always fire twice).

Bio-Meltdown! If the Eversor is killed, place a blast marker centred over the model. Any model touched by the template takes an automatic Strength 5 hit, with saving throws allowed as normal. The Eversor is then removed from play.



TROOPS

Grey Knights

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	25	5	4	4	4	1	4	1	8	3+
Grey Knight Justicar	50	5	4	4	4	1	4	2	9	3+

Number/squad: 1 Grey Knight Justicar and 4-9 Grey Knights

Weapons: Storm bolter and nemesis force weapon

Options: Up to two models may exchange their weapons for a psycannon at +25 points, or an incinerator at +10 points. The entire squad may teleport if taken as a Fast Attack choice – see box on the right.

Character: The Justicar may be given any equipment allowed from the Daemonhunters Armoury. His Nemesis force weapon counts as a power weapon in addition to the usual Strength bonus.

SPECIAL RULES

Grey Knights: Grey Knights are subject to the special rules detailed on page 10.

Inquisitorial Stormtroopers

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Stormtrooper	10	3	4	3	3	1	3	1	8	4+
Veteran	+10	3	4	3	3	1	3	2	8	4+

Number/squad: 5-10 Stormtroopers.

Weapons: Hellgun with targeter and frag grenades.

Options: Up to two models may exchange their weapons for a flamer at +5 points, a meltagun at +10 points, a plasma gun at +10 points, or a grenade launcher at +10 points. The squad can be equipped with krak grenades for +2 points per model.

Character: For an additional cost of +10 points one of the Inquisitorial Stormtroopers may be upgraded to a Veteran. The Veteran may be given any equipment allowed by the Daemonhunters Armoury.

Transport vehicle: The Inquisitorial Stormtroopers may be mounted in Rhino at an additional cost of +50 points or a Chimera at +70 points (see Transports on page 30).

In battle the Grey Knight brethren usually fight to secure the area for their Commander and his Terminators. By keeping daemonic minions and corrupted mortals at bay, they ensure that the elite troops of their Chapter can win through to the objective.



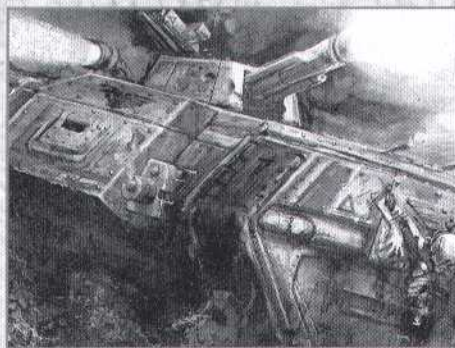
Grey Knights Teleport Attack

A Grey Knights squad may be taken as a Fast Attack choice instead of a Troops choice, in which case they may teleport into battle. They can use the Deep Strike rules in exactly the same way as Grey Knight Terminators. (See page 8.)

The Inquisition maintains a string of fortresses scattered throughout the galaxy, some hidden, some extremely well known and the object of numerous dark legends. Inquisitorial Stormtroopers are charged with the protection and security of the Inquisition fortresses and the infamous Black Ships as they make their purity checks throughout the Imperium. Recruited from the Schola Progenium and certain families with a tradition of service to the Inquisition, these Stormtroopers are equipped and trained in a similar fashion to the elite Stormtroopers of the Imperial Guard. Stormtroopers undertake rigorous purity and incorruptibility tests before they are permitted to bear the Inquisitorial mark, making them preferable for use in Daemonhunters forces where the number of Grey Knights available may be insufficient.



The Chimera is a highly versatile vehicle and over the millennia it has been pressed into service in a variety of different forms. By far the most common variant has a turret-mounted multi-laser and hull-mounted heavy bolter. The weapon ports on the side of the hull allow passengers to shoot their lasguns in a hail of anti-personnel fire.



The Rhino personnel carrier, produced by the million on Forge Worlds, is an ubiquitous part of many Imperial forces and allows units to move swiftly to seize an objective or strike deep into the heart of an enemy force.

The Land Raider represents the pinnacle of armoured vehicle technology in the Imperium. Its adamantium hull is so durable it can survive a direct hit from even the most powerful of enemy weaponry and its Godhammer pattern lascannons have spelled doom for countless enemy tanks over the millennia.

"BY THE AUTHORITY OF THE IMMORTAL EMPEROR OF MANKIND..."

The following units may be used in a Daemonhunters army to represent units which have been temporarily put under the command of an Inquisitor Lord or Grey Knight Hero. They occupy spaces in the Daemonhunters force organisation chart according to the heading they are listed under here.

These units may not be chosen as any of the compulsory choices in an army, and Allied Space Marine units may not be used if any Grey Knights are present in the army. All units are taken exactly as they appear in Codex: Space Marines or Codex: Imperial Guard and may only use the options and upgrades listed there. Units marked with † may only be chosen if the army contains at least two Troops choices of Allied Space Marines. Units marked with ‡ may only be chosen if the army contains at least two Troops choices of Inducted Imperial Guard.

Remember that either Inducted Imperial Guard or Allied Space Marines can be used in a Daemonhunters army, but not both.

TRANSPORTS

Transports are always taken as an upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a transport may also travel in it. The Transports listed here may be equipped with any of the following upgrades for the cost listed in the Daemonhunters armoury: dozer blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers. No upgrade may be chosen more than once per vehicle.

A Rhino or Chimera using its top hatch as a fire point will count as open-topped if the saving throw of any of its passengers is worse than 3+.

Chimera

	Pts	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

Type: Tank.
Fire Points: 2

Crew: Imperial Guard.
Access Points: 1

Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 points; heavy flamer at +10 points; heavy bolter at +10 points. It may also have a heavy bolter or heavy flamer mounted in its hull at +5 points.

Transport Vehicle: A Chimera can carry up to twelve models.

Rhino

	Pts	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

Type: Tank
Fire Points: 1

Crew: Inquisitorial Stormtroopers
Access Points: 3

Weapons: The Rhino is armed with a storm bolter.

Transport: The Rhino can carry up to ten models but may not carry any models wearing Terminator armour.

Land Raider

	Pts	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

Type: Tank
Fire Points: 0

Crew: Space Marines
Access Points: 3

Weapons: The Land Raider is armed with a twin-linked lascannon in each side sponson and forward firing twin-linked heavy bolters mounted on the hull.

Transport: The Land Raider may carry up to ten models.

TROOPS

Space Marine Tactical Squad

0-1 Space Marine Scout Squad

Imperial Guard Infantry Platoon

Imperial Guard Armoured Fist Squad

Note: you do not need to take an Infantry Platoon for each Armoured Fist Squad taken.

HEAVY SUPPORT

Grey Knights Purgation Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	25	5	4	4	4	1	4	1	8	3+
Grey Knight Justicar	50	5	4	4	4	1	4	2	9	3+

Number/squad: 1 Grey Knight Justicar and 2-9 Grey Knights.

Weapons: Storm bolter and Nemesis force weapon.

Options: Up to four models may exchange their weapons for a psycannon at +30 points or an incinerator at +15 points.

Character: The Justicar may be given any equipment allowed from the Daemonhunters Armoury. His Nemesis force weapon counts as a power weapon in addition to the usual Strength bonus.

SPECIAL RULES

Grey Knights: Grey Knights are subject to the special rules detailed on page 8.

0-1 Orbital Strike

	Pts	Str	AP	Notes
Lance Strike	70	10	1	Ordnance blast
Melta torpedo	80	8	3	Ordnance blast; 2D6 armour penetration
Barrage bomb	60	6	4	Ordnance blast

Options: Select the strike from the types available above.

SPECIAL RULES

Plotting: The Orbital Strike must be keyed to a specific piece of terrain at the start of the battle. Make a note of the plotted target before forces are deployed but after deployment zones have been determined.

Timing: An Orbital Strike will always use the Reserves special rule even in missions where reserves are not allowed. Once the Orbital Strike is available, it lands in each Shooting phase of the Daemonhunter player's turns thereafter. The Daemonhunters player can opt not to roll for the onset of the Orbital Strike if he wishes, but once the roll has been passed, the Orbital Strike will continue each turn until the end of the game – you can delay a strike but once it's started it doesn't stop.

Placement: The Blast marker for the strike can be placed anywhere within the specified terrain piece.

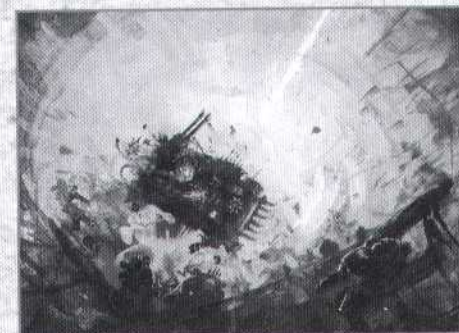
(In)accuracy: Even for ships in low orbit, precision fire is extremely difficult. An Orbital Strike scatters just like an Ordnance weapon but if a miss is rolled the distance scattered is double the number scored on the D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol.

Ordnance Barrage: All Orbital Strikes count as Ordnance barrages for the purposes of inflicting Pinning tests.

Where heavy firepower is required, Grey Knights are sometimes brought together into a Purgation Squad. These give support to their brethren during high intensity engagements where they would otherwise be at risk of being swept away by enemy fire.



In the most dire circumstances Inquisitors are empowered to declare Exterminatus upon a world which has been lost to the Ruinous Powers, ending the horror of its inhabitants in a cataclysmic rain of fire from ships in orbit. On occasion those same ships may be called upon to make more limited strikes in the hopes of destroying nests of corruption or extremely powerful adversaries. This is often extremely dangerous for friendly forces in the area as the strike is far from pinpoint accurate. It is a measure of how dire the situation has become if such actions must be taken.



FAST ATTACK

- 0-1 Space Marine Assault Squad†
- 0-1 Space Marine Land Speeder Tornado†
- 0-1 Space Marine Land Speeder Squadron†
- 0-1 Space Marine Bike Squadron†
- 0-1 Sentinel Squadron†
- 0-1 Rough Rider Squad†

HEAVY SUPPORT

- 0-1 Space Marine Devastator Squad†
- 0-1 Space Marine Land Raider†
- 0-1 Space Marine Predator†
- 0-1 Space Marine Dreadnought†
- 0-1 Leman Russ Battle Tank†

The Grey Knights Chapter maintains a handful of battle tanks for despatch to the most dangerous and Chaotic areas they must face. Grey Knight Land Raiders are akin to mobile shrines, giving the Grey Knights a sanctuary in which they can cleanse their minds and ready their spirits for the conflict to come.

Important note: Grey Knight Land Raiders, Land Raider Crusaders and Dreadnoughts may only be taken if a Grey Knight Hero is part of the force.

It is known that the Grey Knights were granted at least one Land Raider Crusader in the aftermath of the Scharnel incident. The additional internal space of the Crusader is certainly a great blessing to Grey Knight brethren equipped with Terminator armour, enabling them to make their ritual obeisances with less danger of collision.



It is a rare thing indeed for a Grey Knight to be consigned to the living tomb of a Dreadnought at the end of his services to the Emperor – they hope only to rest in the cool dark of Titan for all eternity. However, a few are sorely wounded enough that to continue in the Emperor's path as a man is impossible and they accept the necessity of pursuing it as a man-machine instead.



Grey Knights Land Raider

	Pts	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

Type: Tank **Crew:** Grey Knights **Fire Points:** 0 **Access Points:** 3

Weapons: The Land Raider is armed with a twin-linked lascannon in each side sponson and forward firing twin-linked heavy bolters mounted on the hull.

Options: The Land Raider may be equipped with any of the vehicle upgrades in the Daemonhunters Armoury at the cost listed there. No upgrade may be chosen more than once per vehicle.

Transport: The Land Raider may carry up to ten Grey Knights in power armour or five Grey Knight Terminators.

Grey Knights Land Raider Crusader

	Pts	Front Armour	Side Armour	Rear Armour	BS
Land Raider Crusader	255	14	14	14	4

Type: Tank **Crew:** Grey Knights **Fire Points:** 0 **Access Points:** 3

Weapons: The Land Raider Crusader is armed with two 'hurricane' pattern bolters, a twin-linked assault cannon and a multi-melta. The Crusader is also equipped with frag assault launchers.

Options: The Crusader may be equipped with any of the upgrades in the Daemonhunters Armoury at the cost listed there.

Transport: A Crusader may carry up to 15 Grey Knights in power armour or 8 Grey Knight Terminators.

SPECIAL RULES

Extra Armour: All Land Raider Crusaders have additional armour plating to ensure that they can reach the enemy with their transported squad intact. A Crusader counts as having the 'extra armour' vehicle upgrade, so it treats any 'Crew Stunned' result on the damage tables as a 'Crew Shaken' result instead.

'Hurricane' bolters: Each 'hurricane' bolter counts as three twin-linked boltguns. The Crusader may always fire its 'hurricane' bolters, regardless of how far it has moved or what other weapons it is firing.

Frag Assault Launchers: The front of the Crusader is studded with explosive charges, designed to hurl shrapnel into the enemy as the troops inside charge out along the assault ramp. Any unit which assaults on the same turn it disembarks from the Crusader counts as having frag grenades.

Grey Knights Dreadnought

	Pts	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	80	5	4	6(10)	12	12	10	4	2

Type: Walker **Crew:** One Space Marine

Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon that has a built-in storm bolter. The Dreadnought's right arm is equipped with one weapon from the following list: assault cannon at +30 points; twin-linked lascannon at +50 points; twin-linked heavy bolter at +30 points; multi-melta at +40 points, plasma cannon at +40 points; twin-linked autocannon at +35 points.

Options: The Dreadnought may be equipped with any of the following vehicle upgrades from the Daemonhunters Armoury at the cost listed there: blessed, extra armour, hunter-killer missile, psycannon bolts, sacred hull, searchlight, smoke launchers.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 points or an incinerator at the additional cost of +15 points.

The Dreadnought's close combat weapon can be upgraded to a missile launcher at an additional cost of +10 points.

COLLECTING DAEMONHUNTERS

One of the great things about collecting a Daemonhunters army is that you can build it from scratch or integrate it into an existing army. From there, you can then expand your force in a variety of ways, commanding the elite Grey Knights or any other arm of the Imperial military.

Collecting a Daemonhunters army gives you two main options to choose from. You can either field a pure Daemonhunters force – chosen in its entirety from the units in this book – or, if you already have an Imperial Guard or Space Marines army, you can use your Daemonhunters units as an allied force.

Whichever method you're using to build your army, it's usually best to start by forming it around the Standard Missions Force Organisation chart. As you can see below, this type of force **must** have at least one HQ and two Troops units so it's a good idea to collect these first. If you are using the Daemonhunters as allies, select from your existing models core units to base the army around.

Both methods should quickly provide you with an army ready to defend the citizens of the Imperium from the foul minions of Chaos.

1 A pure Daemonhunters army. Once you have your one HQ and two Troops choices painted, you can start playing. With time, and the experience gained from your first few battles, you'll be able to decide what other units you want to reinforce your army with.

2 Using Daemonhunters as an allied force
If you're using Daemonhunters as allies, pick one or more units from this book to add as an allied contingent to your army, bearing in mind the rules on page 21 and the limits specified on the Force Organisation chart.

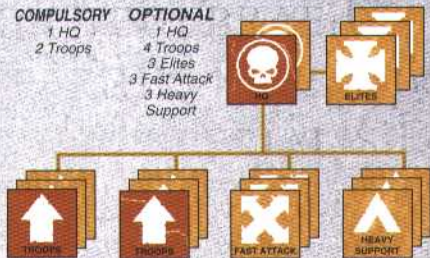


Ordo Malleus Inquisitor

STANDARD MISSIONS

COMPULSORY
1 HQ
2 Troops

OPTIONAL
1 HQ
4 Troops
3 Elites
3 Fast Attack
3 Heavy Support



DAEMONHUNTER FORCES

On this page you'll find a selection of the different troop types available to Daemonhunters. Each unit has its own specific role on the battlefield and can be combined with others into a force capable of meeting any foe.



Inquisitor



Inquisitorial Stormtroopers

Inquisitors are mighty heroes of the Imperium. They can be powerful psykers and have access to extremely potent wargear.

Inquisitorial Stormtroopers are a plentiful source of troops that have access to both Rhinos and Chimera troop transports. This makes them ideal for securing table quarters, holding the battle line and supporting other Daemonhunter units.



Allied Space Marines units



Inducted Imperial Guard unit

Daemonhunters forces may include Space Marines or Imperial Guard units to bolster their strength and gain access to more specialised units such as Land Speeders, Basilisks or heavy battle tanks.



Grey Knights Terminators can lay down a huge amount of firepower and are capable of absorbing a great deal of damage without fear of loss. However, they excel in close combat and their ability to Deep Strike allows them to deploy right into the heart of enemy lines where they can wreak the most havoc.



Grey Knights Terminators



Grey Knights in Power armour



Like their heavier brethren, Grey Knights in Power armour can unleash an impressive amount of firepower whilst advancing forward. They are deadly opponents in an assault and, if taken as a Fast Attack choice, are capable of teleporting directly into the heat of battle.

PAINTING GREY KNIGHTS

The Grey Knight models have loads of details on their armour that makes them unique amongst the Chapters of the Adeptus Astartes. Here we'll show you some of the various elements that make up Grey Knights in both Power armour and Terminator armour.

1 After undercoating the model with Chaos Black, paint the armour of your Grey Knights with a basecoat of Boltgun Metal then highlight it with Mithril Silver. Lastly, use a thinned-down Blue Ink wash to give the armour a blue-steel finish.

- Chaos Black
- Boltgun Metal
- Mithril Silver
- Blue Ink



2 Paint the gold trims on the armour first with Brazen Brass then highlight with Shining Gold. Apply a thinned down coat of Brown Ink to shade the recesses, while keeping the overall colour bright.

- Brazen Brass
- Shining Gold
- Brown Ink



3 To paint the Chapter symbol of the Grey Knights, use a basecoat of Red Gore for the book. For the pages, use the parchment technique as described in box 4. We used Codex Grey as a base for the sword and applied a highlight of Fortress Grey.

- Red Gore
- Bleached Bone
- Codex Grey
- Fortress Grey



4 To paint parchment, use a basecoat of Bestial Brown then highlight with Vermin Brown and then a final highlight of Bleached Bone. The name of the Grey Knight is painted on using a Fine Brush and Chaos Black, or you can use a fine fibre-tip art pen and write it in.

- Bestial Brown
- Vermin Brown
- Bleached Bone
- Chaos Black



HERALDRY & SHIELDS

Grey Knights heraldry uses three colours: red, black and white, and a variety of symbols such as skulls and swords which you can find on our range of transfer sheets.

- Blood Red
- Chaos Black
- Skull White



Grey Knights are entitled to display their personal heraldry upon their armour.

PAINTING INQUISITORS

Inquisitors are highly individual characters that will really benefit from the best paint job you can give them. On this page we'll show you some of the details that the 'Eavy Metal team added to make these models really stand out.

- 1** Armour is a key feature of most Inquisitors. Choosing a bold colour helps it to stand out, while sticking to the same palette of colours still ties the model in with the rest of the army.



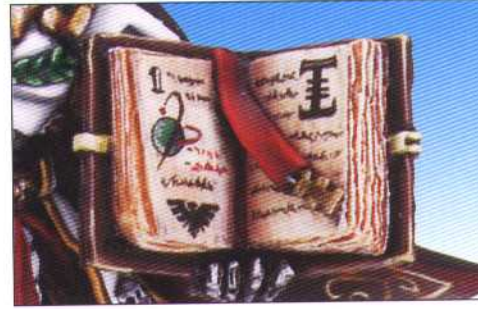
- 2** Cloaks are an excellent place to add in patterns, icons or motifs.



- 3** As befits their status, Inquisitors are adorned with Imperial heraldary and icons. They are a great place to introduce different colours, which helps to make the model stand out on the battlefield.



- 4** Inquisitors often carry sacred grimoires, scripts and litanies. Shown here are some examples made using the Grey Knights parchment colours and technique described opposite in box 4.



COLLECTING DAEMONHUNTERS FORCES

Once you're ready to begin expanding your army, there are a number of different ways you can do this. You can either form an army purely composed of Grey Knights, add to an existing Imperial army or include allied contingents chosen from Codex: Space Marines or Codex: Imperial Guard. On these pages we'll show you some examples of how this works.

Now that you've got your initial models painted and played a few games, you'll want to include more units and fight some bigger battles. There are a lot of troop types available to the Daemonhunters and all have their different strengths. In this section, we'll give you some guidance about the best way to expand your Daemonhunters force.

There are three ways in which you can collect a Daemonhunters army, which are illustrated on these pages:

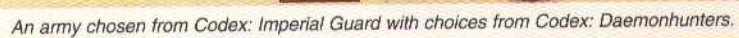
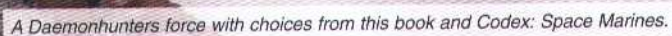
1 Pure Daemonhunters Army. In this case, all the units you include in your army are chosen from this book. All Troops choices are made up of Grey Knights or Inquisitorial Stormtroopers, the army is commanded by an Inquisitor Lord and/or a Grey Knights Hero. In the example below we have added an additional Inquisitor and Retinue and Grey Knights Terminator squad as Elites choices, a Grey Knights Teleport Attack squad as a Fast Attack choice, and a Grey Knights Dreadnought as Heavy Support.

2 Daemonhunters with Allied Forces. Here the Daemonhunters army has requisitioned the use of local forces to bolster its strength. Once the compulsory choices for the army have been chosen from the units in this book, you may add additional units from Codex: Space Marines or Codex: Imperial Guard. In the example opposite, a Daemonhunters army consisting of an Inquisitor, two squads of Stormtroopers and an Imperial Assassin has called in the services of a small contingent of Crimson Fists Space Marines. Units chosen in this way are subject to the limits and restrictions on page 21.

3 Daemonhunters as Allies. In this type of army, the Daemonhunters are used as additional allied units for an Imperial Guard or Space Marines army. All compulsory choices are chosen from the parent army's list, be it Codex: Space Marines or Codex: Imperial Guard (or one of their variant lists such as Codex: Catachans or Codex: Blood Angels). Additional Daemonhunters units can then be brought in as supporting units, again subject to the limits on page 21.



A Daemonhunters army chosen purely from this Codex.



SERVANTS OF THE DAEMONHUNTER

As well as the conventional military arms of the Imperium, an Inquisitor may accumulate all manner of retainers in his long career, ranging from fanatical priests and battle-servitors to terrifyingly powerful daemonhosts. He can even call upon the lethal operatives of the Officio Assassinorum.



An Inquisitor's retinue is an extremely potent force on the battlefield. They can boost his fearsome skills or grant bonuses such as additional psychic powers, increases to his characteristics or other, more esoteric, abilities.



Inquisitor Lord Torquemada Coteaz with his henchmen.



Mystics can sense the shifts in the Warp that herald the arrival of daemons.



Hierophants are fiery priests whose holy faith is anathema to daemons.



Apprenticed to an Inquisitor, an Acolyte would give his life to save his master.



Familiars act as the eyes and ears of an Inquisitor, raising his Initiative and permitting him to choose more psychic powers than normal.



Sages are experts in calculation, allowing an Inquisitor to better direct his firepower.



Gun Servitors carry heavy weapons to protect their master and smite his foes.



Daemonhost



Daemonhost



Death Cult Assassin

Daemonhosts are unpredictable creatures, but can manifest immensely powerful psychic abilities. Their high strength and ability to shrug off the most devastating of wounds makes them very useful to an Inquisitor, but means he will not be able to call upon the might of the Grey Knights.

Death Cult Assassins are best suited to targeting small squads in the enemy's rear and, with their power weapons, are ideal for killing heavily armoured troops.



Callidus Assassin



Culexus Assassin



Vindicare Assassin

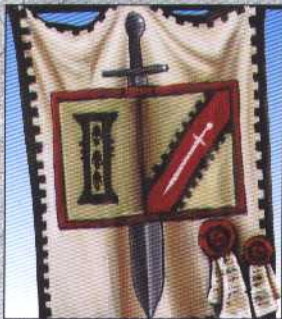
The operatives of the Officio Assassinorum are lethal and each one is a master in the ways of death. Vindicare Assassins are snipers of unparalleled skill, while the Eversor is a killing machine in close combat. The Callidus is ideal for disrupting enemy plans. The Culexus is the bane of psykers and its fearsome weaponry can slay even the most heavily armoured opponent.



Eversor Assassin

GREY KNIGHTS VEHICLES

The vehicles used by the Grey Knights are specially consecrated to combat the daemoniac, and bear the insignia of the Inquisition and many other devotional symbols and heraldry. On these pages we'll show you some of the symbols we've chosen and give you some ideas for developing your own.



We converted our Dreadnought to fit in with our Grey Knights army. In particular, this Dreadnought carries the symbol of the Grey Knights on its banner and incorporates the heraldry of the Space Marine hero interred within.



Detail shot of the book.



A converted Grey Knights Dreadnought with power fist and incinerator.

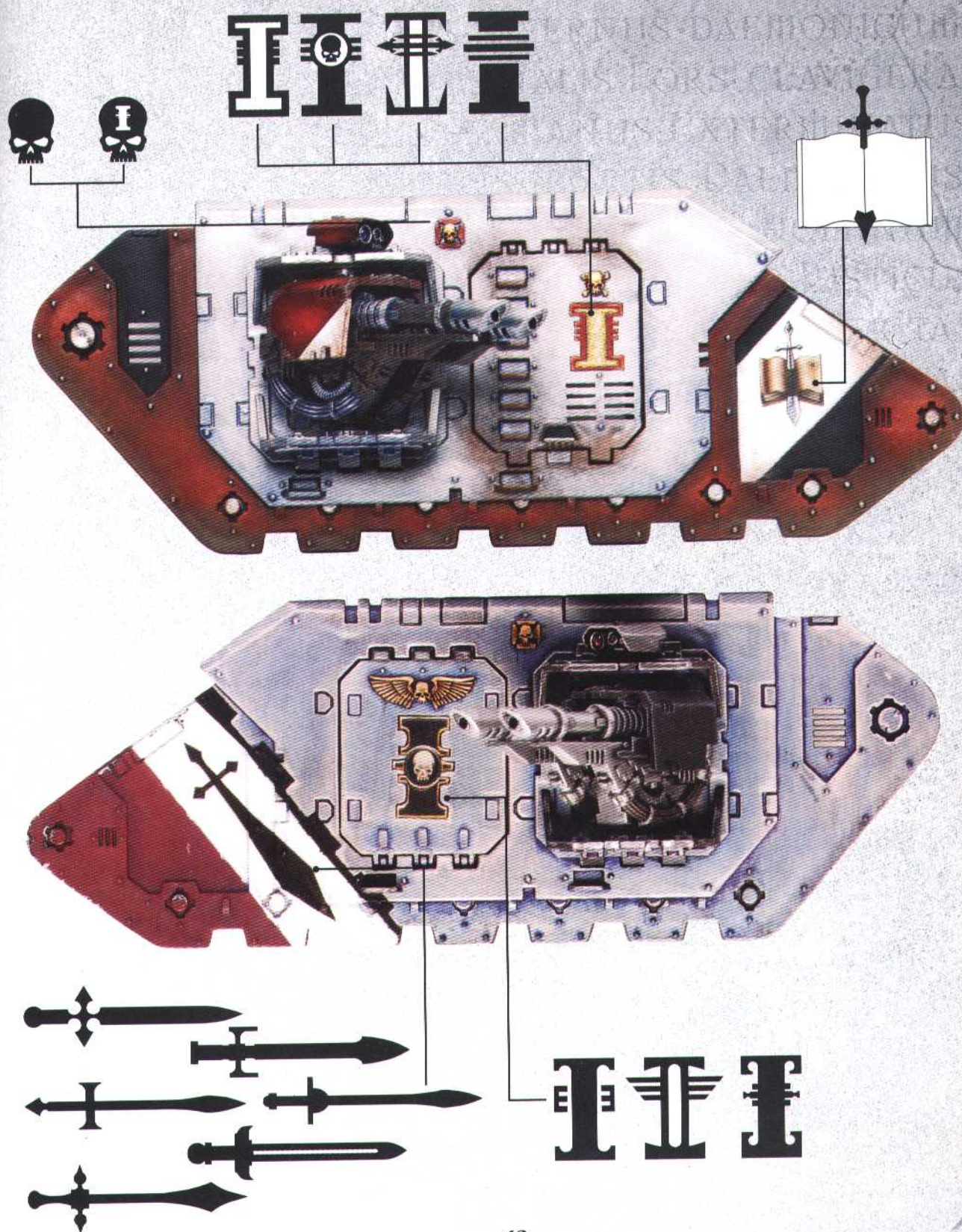


Grey Knights Dreadnought with missile launcher



Inquisitorial Stormtroopers with Rhino

We painted Inquisitorial and Chapter iconography on our Daemonhunters vehicles to make them fit in with the army. On this page you can find a number of different variations on Inquisition icons, swords and parchments that you can use as starting points to design the heraldry on your own vehicles.



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO MEA VIRTUS:

PERSONALISING YOUR DAEMONHUNTERS ARMY

One of the benefits of a Demonhunters army is that it's a great opportunity to build a unique force. Personalising your army is not only fun, but highly rewarding too, and with Games Workshop's vast range of miniatures, it's actually quite easy! On these pages we will show you some examples of miniatures and conversions which hopefully will inspire you to have a go yourself.

If you are planning on converting miniatures, you will need some (if not all!) of the following equipment:

1. Cutters
2. Craft Knife
3. File
4. Glues
5. Saw
6. Pin Vice
7. Green Stuff
8. Sculpting Tool
9. Bits Box



You will also need a collection of extra components – a bits box. This is all the extra pieces left over from other models you have built. Most people keep these pieces for this exact purpose.

The Citadel range has a huge variety of models, and many of them can be used to represent alternative troop types with little or no alteration. As shown here, you don't have to restrict yourself to the Warhammer 40,000 range of models.

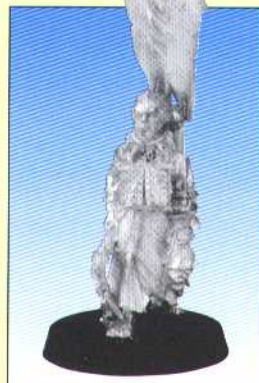
Games Workshop Mail Order offers the whole Citadel Miniatures range including archive models and also a parts service which can provide you with a multitude of pieces, suitable for converting your models.



This Preacher makes an excellent Acolyte.



This Mordheim Auger can be used as a Mystic.



An Empire Flagellant can be used as an Acolyte or a Hierophant.



This Empire Warrior Priest can be used as a Hierophant.



Here we have used a Sisters of Battle Preacher as a Hierophant.



This Empire Steam Tank Captain has been converted with the addition of a piece from the Eversor Assassin's backpack and a laspistol to produce a Sage.

On this page are some simple conversions, from head and arm swaps, progressing to more complicated modelling projects.



Left: A Death Cult Assassin made from the Callidus Assassin upper body and a Dark Eldar Scourge's pair of legs. The Uriah Jacobus figure has had a simple arm swap.

An Inquisitor converted from a Dark Angels Veteran, with a head from the Space Wolves sprue and arms from a Grey Knight.



This Empire Engineer has had the barrel of his rifle replaced with the aerial from an Eversor Assassin's backpack, making him a Gun Servitor warrior.



This Servo-Skull has been made from the head of a Culexus Assassin with the simple addition of some wire.



An Inquisitor, converted from the Mordheim miniature Bertha Bestraufung, with arms and a head from Necromunda Escher gangers.



This Imperial Guard model has been transformed into an Acolyte with the addition of a book from the Inquisitor range.



This Imperial Guard veteran is made from an Imperial Guard Stormtrooper with the head from an Imperial Confessor.

As you gain more confidence in your modelling skills, you will no doubt want to try more complex conversions, giving you ever more spectacular models for your army.



An Imperial Preacher was used as the basis of this Hierophant. Books and icons were added from the Mordheim and Inquisitor ranges and a brazier was made from modelling chain. Extra detail was added using Green Stuff and plasticard.



This Inquisitor in Terminator armour was based on the Logan Grimnar model, and has used pieces from the Warhammer 40,000, Warhammer and Warmaster ranges.

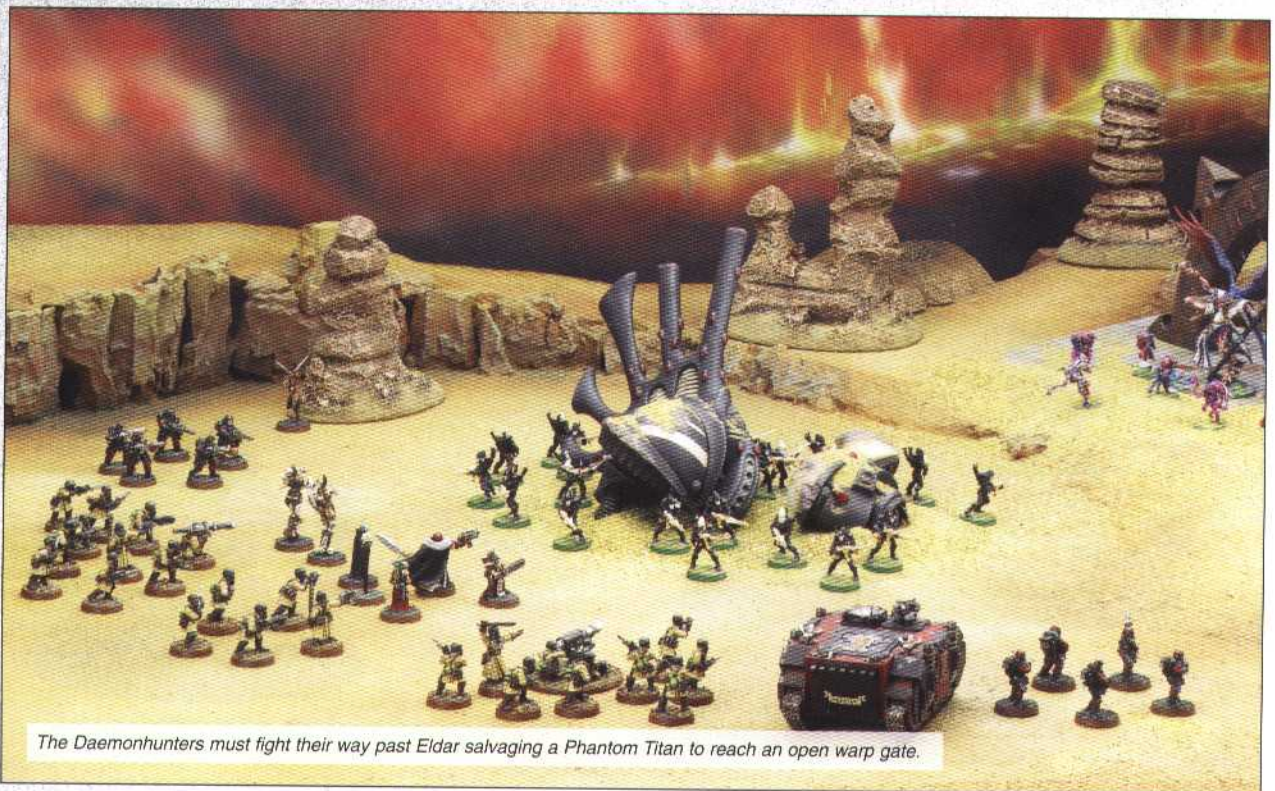
He has been modelled on a scenic base which helps him stand out on the battlefield.

DAEMONIC BATTLEFIELDS

It's always much more fun to play your games on a fully modelled battlefield and this is especially true when using Daemonhunters. To this end, we have made a number of themed scenery pieces which will also serve as starting points for several scenarios or even full campaigns.



The Grey Knights defend a shrine of the Blessed St. Capilene.



The Daemonhunters must fight their way past Eldar salvaging a Phantom Titan to reach an open warp gate.



SHOWCASE

QUEST CUSTODIET CUSTODES: FORS CLAVIGERA: VICTORUM AUT MORTIS: MORTIS VIRTUS;



Acolyte,
Seb Perbet.



Grey Knights Terminator,
John Blanche.



Inquisitor,
Golden Demon 2001 award winner,
Jose Luis Roig Ayuso.



Inquisitor,
John Blanche.



Inquisitor Luthor Guis,
Golden Demon 2000 award winner,
Ben Jefferson.



Inquisitor,
Golden Demon 2001 award winner,
Tue Kaae.



The Archivist,
by Golden Demon 2000 award winner,
Mark Bedford.

THE ADVERSARIES OF THE DAEMONHUNTER

In writing Codex: Daemonhunters we've tried to create an army list which is both characterful and capable of fighting in a flexible fashion. One of the most important things to bear in mind is that many Warhammer 40,000 players you'll end up fighting won't have Chaos armies and, even if they do, Daemons won't necessarily feature heavily in them. However, in the dark millennium of Warhammer 40,000, Chaos can manifest in many guises and Daemonhunters may find themselves battling aliens or corrupted Imperial forces in order to quell a daemonic incursion. On occasion, they may even be deployed against an Inquisitor whose methods have become so questionable that the Ordo Malleus will no longer countenance them. In the pages that follow are a number of ideas, missions and special rules for using Daemonhunters in games of Warhammer 40,000, either as part of a campaign or as one-off games.

STAND-ALONE GAMES

For a stand-alone game you can tie in an appropriate Daemonhunters narrative very simply in one of two ways:

Daemonhunters Missions

Use either of the two Daemonhunters missions on pages 54 & 55. In this case the opposing force are pawns of Chaos, knowingly or unknowingly, and have been manipulated by the Dark Gods to bring about some daemonic apocalypse.

Standard Missions With Added Narratives

The following narratives are some good examples of how to use Standard missions for Daemonhunters battles:

Cleanse/Night Fight/Take and Hold: The opposing force is moving into an area powerfully associated with the Chaos gods, such as the precincts of an ancient temple, cursed burial ground, daemon-haunted ruins or an old battlefield. Their intent is unknown but their very presence may unleash the forces of Chaos if they are allowed to go unchecked.

Patrol/Recon/Meat Grinder/Bunker Assault: The Ordo Malleus forces are seeking a Daemonvessel but must overcome enemy forces placed in their path by their quarry's patron god. These could be mercenaries, worshippers or hapless dupes. Regardless, the Daemonhunters must defeat this new enemy in order to take up the hunt once more.

Rescue: The Daemonhunters are attempting to secure an exceptionally dangerous Chaos artefact before it falls into the wrong hands. The opposing force has been lured to the spot by the quiescent power of the artefact and hope to use it for their own ends.

USING ADVERSARIES IN WARHAMMER 40,000

The minions of the daemonic take many forms, and those who believe the Ordo Malleus exists purely to combat hordes of Daemons are sorely mistaken. It is just as likely a strike force of Daemonhunters will be dispatched to combat a corrupted Imperial Guard regiment only for a Bloodthirster to burst out from the tattered remnants of its Colonel, or for a coven of Eldar psykers to have become beguiled by the magicks of Tzeentch.

Needless to say, we cannot reproduce the multifarious nature of all the Chaos Daemons in these pages. Nevertheless, including a Greater Daemon as an HQ choice in a non-Chaos army is not just an excellent gaming opportunity, but also a perfect reason for the Daemonhunters to fight them in the first place. Therefore we have included two new unit types for those who intend to fight as adversaries to Daemonhunters armies: the infamous Greater Daemon of Chaos and the Daemon Pack.

These units may only be used when fighting against a Daemonhunters army. They are treated exactly as if they were part of the adversary army, although they may not be taken as the compulsory choices from the force organisation chart.

Therefore an army intending to fight Daemonhunters in a standard mission could take a Greater Daemon as an additional HQ choice, and Daemon Packs as Troops choices once the compulsory Troops and HQ slots have been filled by choices from their own Codex or army list.

The Daemons that manifest in Daemonhunters games need not be aligned to any of the four major Ruinous Powers, as there are countless Chaos powers inhabiting the Warp. Nonetheless, it is perfectly acceptable to use, for instance, a Lord of Change model to represent your Greater Daemon, or to use any of the lesser Daemons from the Chaos range to represent your Daemon Packs. Players using a Chaos Space Marine army must use the Daemons as listed in Codex: Chaos Space Marines, and may not use these rules. Necron and Tyranid players also cannot use these rules as the concept of Chaos worship is totally alien to these races.

One final note: for all those in possession of a copy of Codex: Chaos Space Marines but wishing to take on the Daemonhunters with a non-Chaos army, it is also acceptable for the Greater Daemons and Daemon Packs listed to be used exactly as presented in the Chaos Space Marines army list, including points costs, special abilities and so on. These can be incorporated into the army as HQ and Troops choices as described above.

Daemonic Special Rules

Daemons are not true flesh and blood, they are formed from the substance of Chaos itself. Whilst this grants them considerable power it also means that they struggle to maintain their presence in the real universe. They need to be summoned from the Warp in order to take part in battles, and their physical forms will eventually disintegrate and return to the Warp.

Daemon Summoning

All Daemons must be summoned onto the battlefield. The Daemon units will start in reserve irrespective of whether the Reserves special rule is used in the mission being played.

Choose an Elite or HQ unit before the game starts and note it down. This 'host' unit is assumed to carry a potent sigil of Chaos that Daemon Packs can use to break into the material universe. Daemon Packs can only manifest next to a model from this designated unit, or next to a Greater Daemon.

The player controlling the adversaries rolls a dice at the start of each of his turns, starting with the second. If he rolls equal to or greater than the number shown below, the unit becomes available.

Turn	2	3	4+
D6	4+	3+	2+

When a Daemon Pack becomes available, place the Ordnance Blast marker in contact with a model from the host unit (or Greater Daemon). Roll the Scatter dice; do not move the template if a 'Hit' is rolled, otherwise move it 2D6" in the direction of the arrow. The Daemons are then deployed on the area covered by the template. Note that Daemons cannot be lost in the Warp like units using the Deep Strike rules. Once they have arrived the Daemons can move and assault as normal. When placing Daemons on the Ordnance template, models which cannot be placed on the table or more than 1" from an enemy model are destroyed.

Daemonic Instability

In any circumstance when a Daemon pack unit should take a Morale check they instead take an Instability test. This is performed exactly like a Morale check, but if it is failed the Daemons do not flee but instead suffer one wound (with no saving throw of any kind possible) for each point they failed the Instability test by.

Greater Daemons and Possession

An alternative means of remaining in the real universe requires the Daemon to take possession of a living body. A single model in the army will be acting as the vessel for the Greater Daemon (known as the Daemonvessel). The Daemonvessel must be an independent character from the HQ section of the army list (or a Captain or Colonel in any of the Imperial Guard army lists) and cannot be a Monstrous Creature of any kind.

The exact model should be noted down before the game and there is no requirement to identify it specifically to your opponent.

Until the Daemon manifests, the Daemonvessel will fight with the Strength characteristic of the Greater Daemon itself (note that whatever wargear the model may have, its effective Strength can never go above 10).

At the start of each turn after the first that the Daemonvessel is on the battlefield, the owning player chooses either to resist the possession or invite it. Roll a D6; if the choice was to resist, then the Daemon only takes possession of the vessel on a roll of 6. If the choice was to invite possession then the Daemon possesses the vessel on a roll of 4 or more. When this occurs replace the vessel model with the Greater Daemon model. If possession occurs while the vessel is inside a transport vehicle or bunker it is assumed that the vessel staggers out screaming before the nightmarish transformation occurs. The model it has replaced is treated as a casualty – any points spent on this model count as Victory Points earned by the opposing player.

If the enemy kills the vessel before possession occurs, the Daemon will automatically take possession of the vessel's body at the end of the player turn in which its vessel is killed. Place the Daemon model in the position occupied by the late vessel, in contact with the same enemy models (if any).

The possessed flesh of a dead vessel will not sustain a Greater Daemon forever, so at the end of each Chaos turn that the Greater Daemon has started on the battlefield after possessing a dead vessel, roll a special Instability test for the Daemon using 3D6 added together. If the sum of the three dice

is greater than the Daemon's unmodified Leadership it suffers the difference in wounds with no save of any kind possible. A Daemon that is lost this way is considered to be dead for Victory Points purposes.

Note that the price of the Greater Daemon of Chaos is 100 points, in addition to any points spent on the nominated Daemonvessel. Remember that when the Greater Daemon emerges, the Daemonvessel is removed and counts as a casualty.

If you are using a specific Greater Daemon from Codex: Chaos Space Marines, simply add that Greater Daemon's points value to the points value for the Daemonvessel instead.

HQ**0-1 Greater Daemon of Chaos**

A Greater Daemon of Chaos is an incredibly powerful manifestation of Chaos in its rawest form, and so potent is its might that it can boil a man's blood with a glance or rip a tank apart with its talons. Greater Daemons can take myriad forms, but all tower above the mortal fools that dare to summon them. It is a rare individual indeed who can hope to survive an encounter with one of these unstoppable nightmares, let alone defeat it.

Note: Roll to determine the Greater Daemon's profile and abilities before deployment.

Greater Daemon

Pts	WS	BS	S	T	W	I	A	Ld	Sv
+100	D6+4	0	D3+5	6	D3+2	D3+2	D3+2	10	4+

Number/squad: 1

Weapons: Although they may carry weapons, the effectiveness of Greater Daemons is exactly as shown on the profile above.

Options: Roll a D6; on the roll of a 4-6, the Daemon has the Daemon Flight special ability, on a 1-3 it does not.

Character: Each Greater Daemon is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of their sheer size it is always possible to fire at a Greater Daemon even if it has joined a unit or is within 6" of another viable target.

Transport: A Greater Daemon may not ride in a transport vehicle.



SPECIAL RULES

Possession: A Greater Daemon must possess another model to enter the battlefield. See the special rules on Daemonic Possession for more details.

Fearsome: Greater Daemons have the Daemonic Visage ability (see Daemonic Special Abilities on the right).

Fearless: Greater Daemons automatically pass all Morale and Pinning checks and will never fall back.

Monstrous Creature: Greater Daemons are huge and powerful opponents. They roll 2D6 for armour penetration and ignore their opponents' Armour saves in close combat.

Invulnerable: Greater Daemons are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. They may therefore make an Invulnerable save against all wounds they take.

Living Icons: Such is the power of Greater Daemons that each counts as an icon of the deity they serve so Daemon Packs can be summoned adjacent to them.

TROOPS

Daemon Packs of Chaos

There is no limit to the number of rapacious Warp entities eager to feast on the flesh and souls of the living. They have infinitely different forms and equally infinite malice. Each of the Chaos gods has their own favourite servants, waging eternal war for the glory of the infernal masters and their own vindictive satisfaction.

Note: Roll to determine each Daemon Pack's profile and abilities before deployment.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Daemon	20	D3+2	0	D3+2	D3+2	1	D3+2	2	8	5+

Number/squad: Daemon Packs consist of 5-15 Daemons of the same type.

Daemonic Special Abilities: Roll a D6 before deployment; on the roll of a 1-3 the Daemon Pack has the Daemonic Visage special ability, on the roll of a 4-6 it has the Daemonic Talons ability.

SPECIAL RULES

Summoned: Daemon packs are always summoned to the battlefield. See the Daemon Summoning rules for more details.

Invulnerable: Daemon packs all have a 5+ Invulnerable save.

Instability: Daemon packs are subject to Daemonic Instability. See the special rules for more details.

Daemonic Special Abilities

Daemonic Visage

The model is terrifying to look upon and fills his enemies with preternatural dread. If a unit has to take a Morale test after losing a close combat and the enemy includes models with Daemonic Visage the Morale test is at -1 Leadership. If all of a unit's opponents have the ability, or one of them is a Greater Daemon then the test is at -2 Leadership instead.

Daemon Flight

The model is able to fly on mighty daemonic wings. It moves as if it has a jump pack (see the special rules in the Warhammer 40,000 rulebook). The model does not have to fly and may always choose to move as infantry in any Movement or Assault phase. Because of its sheer size and power, a winged Greater Daemon does not have to take Difficult Terrain tests if it lands in difficult terrain.

Daemonic Talons

The model has unnaturally sharp talons and horns. It may use no other weapons but will always count as having an additional close combat weapon. Any rolls to hit of 6 will inflict an automatic wound with no Armour save possible.

If a creature with daemonic talons rolls a 6 for its armour penetration dice roll against a vehicle, it rolls another D6 and adds the result to the total armour penetration score.



DAEMONHUNTERS NARRATIVES

Daemonhunters are not restricted to only fighting Chaos. There are all manner of foes and situations throughout the galaxy that can merit the hammer of the Daemonhunters being brought to bear. The following pages give you some narrative hooks for your games of Warhammer 40,000, and allow you to play any opponent, regardless of what army they possess. These plot hooks are by no means exhaustive, and you can invent all manner of reasons for the Daemonhunters to be fighting.

Generic hooks:

- The enemy force has a blessed/cursed item they wish to defile/make use of. The Daemonhunters must stop them.
- The Daemonhunters must destroy a blasphemous icon the enemy force is gathered around/protecting.
- The Daemonhunters must rescue or kill a captured psyker the enemy plans to use in a diabolical summoning ceremony.
- The commander of the enemy force is possessed.
- Defend a location where exorcists chant to break a daemonic enchantment around some icon or statue in order to prevent its use by the forces of Chaos. (Meat Grinder/Rearguard)
- A cavalcade transporting a daemonic blasphemous icon is heading towards a mystical site and the Daemonhunters must stop it arriving.
- A daemonic artefact is causing technology to fail around it and its influence is spreading. The Daemonhunters must close and destroy it.
- Daemonhunters must attack and destroy a nest of plague victims whose pleadings are summoning forth Daemons of Nurgle.

Daemonhunters would fight Space Marines because:

- Their commander is possessed.
- A company of Space Marines have seized an unholy artefact from Chaos foes and it has corrupted them en route to their fortress monastery. The Daemonhunters must destroy all trace of them before they can return and corrupt the rest of the Chapter.
- A Space Marine ship, trapped in the Warp for centuries has finally emerged and crash-landed on an Imperial world. Rather than risk potential contamination from possessed Space Marines, the Daemonhunters must destroy them.
- A Space Marine commander has got wind of the Inquisitor employing daemonic minions and/or trafficking with Daemons and sets his sights on exterminating him.
- A Space Marine commander has been seen, first hand, the terrible measures sometimes required to be taken by the Daemonhunters. Horrified by the callousness displayed in the wholesale extermination of communities (even those some distance from a daemonic incursion), he has resolved to bring the Ordo Malleus's methods to light. He and his men must be eliminated to prevent this.

Daemonhunters would fight Chaos because:

- They're Chaos – what more reason do they need?



Daemonhunters would fight the Imperial Guard because:

- The commanding officer is possessed.
- The regiment has stumbled across a site containing a powerful Chaos artefact and are being manipulated by it. The Daemonhunters must destroy them.
- Trapped in the Warp, the guardsmen that emerge are no longer wholly human and must be destroyed.
- A captured icon has pride of place in the regimental base and the Daemonhunters, not knowing whether the Imperial Guardsmen have been corrupted by it, have decided not to take chances and so attack them.
- Inducted Guardsmen attached to the Daemonhunters have become privy to knowledge that they should not know and must be eliminated.

Daemonhunters would fight Dark Eldar because:

- A Dark Eldar webway portal has been breached and corrupted. It is stuck open and Chaos is leaking from the Warp. The Daemonhunters must attack and destroy it.
- To a Daemonhunter, a Dark Eldar Kabal's practices are only a short step away from Khorne worship. Better to wipe them out and be sure.
- The Dark Eldar have attacked a township and have slaughtered the community on the central offering stone in the village square. This is an ancient, moss-encrusted soul prison of a Daemon and, supplied with the fresh blood, it was able to dominate the Dark Eldar and bend them to its will. They now bring all their captives to be sacrificed on the altar, and soon they will have shed enough blood to release the Daemon. The Daemonhunters must stop them before this happens.
- The appointed hour for a daemonic release is prophesied to come to pass at a certain time in a certain place. The Dark Eldar are the pawns of Tzeentch here and they plan a raid for this time. The Daemonhunters intercept them before they launch their attack.
- Dark Eldar raiders have attacked a vessel and stolen its highly dangerous cargo of cursed items. The leader of these Dark Eldar has returned to his base and the Daemonhunters have tracked them here and launch an immediate attack.
- A prominent Daemonhunter or Henchman has been captured by the Dark Eldar and his comrades-in-arms want him back.
- A particular Dark Eldar Archon is so bloodthirsty that he must be a Khorne worshipper. He must be destroyed.
- A precious grimoire of ancient knowledge has fallen into Dark Eldar hands and must be recaptured at all costs.

Daemonhunters would fight Necrons because:

- The Star-gods are so powerful they must surely be daemonic...
- An unknown force is attacking the Adeptus Astra Telepathica's psychic way-stations, disrupting communications on a sector-wide scale. The Daemonhunters have traced the source of these raids and attack, discovering their foes to be Necron warriors.
- Necron attacks are converging on a powerful site of warp energy being studied by a cell of Radical Istvaanian Inquisitors. The Daemonhunters must hold off these alien foes until reinforcements can arrive to protect this invaluable site.
- A Necron raiding force has snatched the psychic 'untouchable' from an Inquisitor's retinue, and he wants his only defence against psychic attack back. He must act quickly to ensure her return.
- While hunting for forbidden archaeotech within the depths of a Chaos hulk, a Xanthite Inquisitor has discovered a strange artefact. As he begins to study it, sickly green light pulses from its depths and a shimmering portal opens, through which ranks of gleaming skeletal warriors emerge. The Inquisitor quickly rallies his forces and attacks.

Daemonhunters would fight Orks because:

- Ork war chants are unwittingly resonating a crystal Chaos icon at the correct frequency to activate a Warp portal and bring forth Daemons.
- The Orks have attacked a site of geomantic significance which forms part of a gigantic warding symbol that stretches between worlds to seal a warp rift. The loss of this site unbalances the great ward and it must be recaptured and reconsecrated to prevent a great cataclysm.
- The Orks have looted a powerful Daemon weapon from a sacred reliquary and the damage they could do with it is incalculable. It must be recaptured.
- The Ork Boss is possessed.
- The Ork hulk is infested with Chaos beasties and localised warp gates where all manner of nastiness is manifesting.
- Their mining operations to obtain metal and ores for their Gargant construction has unearthed a Chaos temple. It must be sealed off.
- The Orks have constructed a Gargant with parts salvaged from a wrecked Banelord Chaos Titan, and the essence of the Chaos Titan has taken over the massive war machine. The Daemonhunters must get in and plant charges to destroy the Gargant before its psychic resonance acts as a beacon for Chaos fleets and renegades.
- The Ork camp is built upon an ancient battlefield where Chaos was defeated. The battlefield retains evil echoes of that day and the naked aggression of the Orks awakens that evil, resulting in Daemons and long-dead Chaos warriors reanimating.
- The Orks have discovered an ancient temple with a huge, pestilent mosaic of Nurgle and, believing it to be Gork (or possibly Mork), have begun worshipping it. This has had the effect of raising deadly plagues in the surrounding worlds and the Daemonhunters have traced the cause to the Orks and must destroy them. Of course, Father Nurgle will lend his aid to his newest children...
- A Warboss has captured an Inquisition Black Ship before its captain and Techpriests could initiate rituals of self-destruction, and taken its volatile human cargo back to his army. The concentration of so many unprotected psykers is tearing at the barriers between dimensions and the Daemonhunters must rescue or kill the psykers to prevent a catastrophic breach in real space.

Daemonhunters would fight Tyranids because:

- A hive ship was sucked into the Warp and what emerged was corrupted beyond all reason. When the few surviving monsters make planetfall, the Daemonhunters are waiting to destroy them all.
- A Tyranid digestion pool has formed around an ancient Warp gate and the departing souls flaring into the ether have reactivated the portal. Daemonic intrusion will soon be inevitable...
- A corrupted Hive Tyrant has been infected with Nurgle's Rot and is spreading plague ahead of its swarms. The Daemonhunters must find it and kill it to give the Imperial forces a chance of resisting.
- The Daemonhunters know of a powerful, buried Chaos icon on a populated planet that the Tyranids have invaded. The scale of death will awaken the Daemon chained within the icon and the Daemonhunters must halt the Tyranids before they reach it.
- The Changer of the Ways has engineered circumstances that have diverted the path of a Tyranid fleet. The exact purpose of this is unknowable, but that Tzeentch desires it is enough reason for the Daemonhunters to stop it.
- A Khornate icon unearthed by the Tyranids' rapacious digestion of a planet's surface is driving the monsters into a frenzy of destruction. It must be destroyed.
- A Slaaneshi-worshipping cult has engaged in all manner of debaucheries to send a psychic signal into the Warp to attract followers of their daemonic patron. Instead, the Tyranids have arrived and the cult members must be killed to sever the signal and prevent more from arriving.

Daemonhunters would fight Tau because:

- The Emperor's Tarot has revealed that the Tau commander will one day do some great evil and that time is soon. He must be killed before he does so, though all manner of nastiness will no doubt occur as the battle unfolds.
- The Tau have attacked and destroyed a site of holy protection and this has weakened the barriers of real space allowing Daemons to manifest.
- A possessed captive or dangerous psychic has escaped the Daemonhunters' custody and has taken refuge with the Tau. The Daemonhunters must find them and kill them.
- The Tau have been gathering the pieces of an ancient artefact to unlock its secrets. Unknown to them, it is an astral key that opens the hell-dimension of a powerful daemonic entity. The Daemonhunters must destroy them before they obtain the last pieces.
- A Shrine world is under attack and the reliquaries there contain many sacred artefacts for the combating of daemonic entities. The Tau must not be allowed to capture these precious artefacts.

Daemonhunters would fight Eldar because:

- The webway portal is allowing the Eldar to bring reinforcements to a hotly-contested warzone, and the Daemonhunters must seal it since it is obviously utilising blasphemous Warp-spawned magicks to operate.
- The Avatar is pretty much a Daemon when you think about it...
- An ancient Eldar artefact has fallen into Chaos hands. The Chaos foe has been defeated, but now the Eldar are back and want their property returned.
- Having seen Warp Spiders in action, the Daemonhunters are under no illusions that the Eldar are utilising blasphemous magicks and should be eliminated.
- The Daemonhunters are investigating an ancient site containing an unknown artefact. Without warning or provocation, the Eldar drop from the skies and attack.
- A research facility where the Daemonhunters conduct experiments under controlled, hexagrammic conditions comes under attack from the Eldar.
- The Daemonhunters wish to capture a Farseer and/or Warlock for further study into his psychic abilities.
- An Eldar Warp gate would allow the Daemonhunters quicker access to a potential site of daemonic incursion, but the selfish Eldar won't let them use it. The gate must then be taken by force.
- It is rumoured that the site of a Warp gate leads to the Black Library itself. The Daemonhunters wish to capture this gate intact.
- The Daemonhunters have found the abandoned, sealed remains of a Warp gate and are bending all their efforts to opening it. The Eldar have felt these attempts and know what lies beyond, attacking the Daemonhunters to prevent them from breaching the gate.



STOP THE RITUAL

Corrupt minions of Chaos are seeking to summon a being of immense power onto the material plane, and the only thing that stands in their way is a small force of Daemonhunters.

Attacker's Overview

You have detected an unusually strong Chaos presence about to be disgorged from the Immaterium into reality, and must stop it at all costs. Survival is secondary to the disruption of the summoning ritual and destruction of those foolish enough to traffic with Daemons!

Defender's Overview

The summoning ritual, decades in the preparation, is mere minutes from completion. Those who would seek to hinder this great work must be exterminated. All other considerations are secondary to the ritual's successful execution, for surely none can stand against a manifestation of Chaos in all its glory.

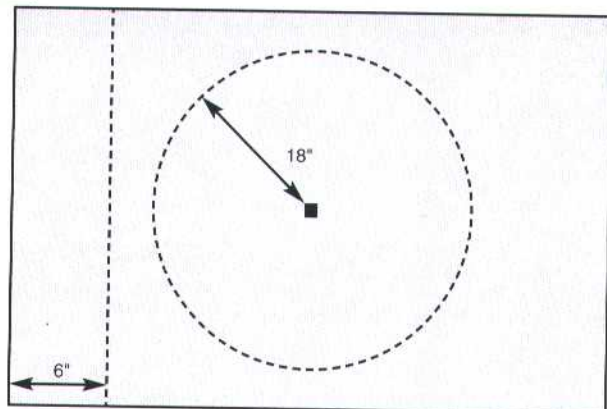
Scenario Special Rules

Stop the Ritual is a Raid scenario and uses the Random Game Length, Infiltrators, Reserves, Sentries and Deep Strike rules.

Set-up

Set up the terrain in any mutually agreeable manner. Ideally a ruined temple, mausoleum or other building should be placed in the centre of the table.

The defender sets up his forces anywhere within 18" of the ruined temple. He must set up at least one unit in a circular formation (all models in the unit form the circumference of a circle, the size of the circle is not important). Models may not be deployed or move within this formation. Any unit set up in this manner is considered to be incanting the summoning ritual and may not move or shoot unless it is forced to do so (falling back, piling in during a combat, etc) although they may fight if they are assaulted, and may move to retain unit coherency in order to maintain the circular formation. Any number of units may be set up in this manner. There must be at least five models in each circle. Any models in such a circle count as having a 5+ cover save due to the coruscating energies swirling around them, and count as being in cover in all respects.



The defender then deploys sentries (see the scenario special rules in the Warhammer 40,000 rulebook). These sentries do not cost any extra points. They are placed anywhere on the table which is not within 12" of a short table edge.

The attacker then chooses a short board edge and deploys as much of his force as he wants anywhere within 6" of it. Any units not deployed are in reserve. If the attacker has any infiltrators he may deploy them up to 12" onto the board from the short table edges.

Roll for who gets first turn. Highest score may choose whether to go first or second.

Mission Objective

The defender must ensure that at least one of the summoning circles is intact (still in a circular formation, in coherency and at least five models strong) at the end of the game. If this is the case then the defender wins as the ritual becomes complete and all hell breaks loose. Note that if a circle is broken it can be reformed provided the unit is at least five models strong, in a coherent circular formation as described above, and is not falling back.

The attacker is attempting to stop the ritual by breaking the summoning circles in the enemy camp. This can be done by reducing the number of models in a circle to less than five, or by forcing them to move (fall back or pile in during combat). If there are no summoning circles intact at the end of the game, the attacker wins as the gateway to the Warp closes forever and all daemoniac intrusions become impossible.

Reserves

When the attacker's reserves become available they will enter from the same table edge as the attackers chose during their deployment, or by Deep Strike if they are able to do so.

Game Length

The game lasts for a variable number of turns.

Line of Retreat

The attackers retreat towards the short table edge which they chose during deployment. The defenders will retreat towards the opposite short table edge. The normal Fall Back rules are used.

TERMINATE THE DAEMONVESSEL

Overview

The Daemonhunters' quarry is near: a foul daemon which threatens much woe against the Emperor's citizens. The beast is still concealed within its possessed form and has gathered a powerful coven of followers about itself. They believe it to be a potent leader of their own kind while you know what foulness lurks beneath. The diabolic machinations of the beast can be ended by direct confrontation here and now. Strike!

Scenario Special Rules

Terminate the Daemonvessel is a Raid scenario and uses the Deep Strike, Infiltrators, Reserves and either Fortifications or Sustained Attack rules.

Set-up

The defender can opt to set up fortifications if he wishes, representing the Daemon's stronghold. If the Defender opts not to have fortifications, his Troops choices gain the Sustained Attack scenario special rule.

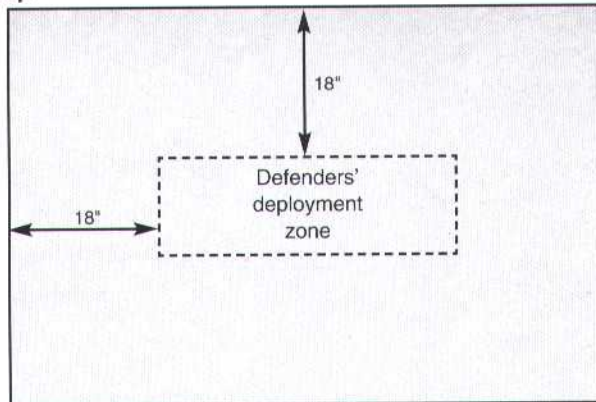
The following defending units, representing the Daemon's personal guard, are set up anywhere on the table more than 18" from any edge: one Elites choice, one Heavy Support choice and two Troops choices. All remaining defending units are placed in reserve.

Attacking infiltrators can then be deployed in cover up to 18" from any table edge and 18" away from any enemy units. Defending units with the Infiltrators special rule can then move up to 6" as their uncanny stealth skills warn them something's up.

The attacking forces move on from a table edge selected by the attacking player immediately before their first turn. Attacking units entering via Deep Strike are placed in Reserve.

The defender's most powerful (highest points cost) character is the Daemonvessel. The Greater Daemon costs no additional points, but the Daemon possession rules and Greater Daemon random profile on page 50 must be used. Only start rolling for possession once the Daemonvessel has suffered at least one wound. The Daemonvessel is set up anywhere on tabletop not within 18" of any edge. If alone, the Daemonvessel is deployed at the start of the defender's turn 1. If accompanied by a Bodyguard, Command Squad, Retinue, etc. and/or mounted in a transport vehicle it is deployed immediately after the attackers complete their movement in turn 1 (ie, before the Shooting phase).

The attackers get the first turn.



Mission Objective

The survival or loss of the forces involved is secondary in importance to the clash between the Ordo Malleus hierarchy present and the Daemon possessing the enemy leader. The Daemonhost must be at least wounded and preferably revealed in its full horror and then banished for the Daemonhunters to achieve total victory. If the Daemon can destroy the elements which make up the Daemonhunters HQ(s) without revealing its true face it can continue its schemes unhindered, its dark star rising ever higher in the infernal firmament.

	Daemonvessel unharmed	Daemonvessel wounded	Daemon revealed	Daemon banished
Daemonhunters HQ all lost	Daemon mighty victory	Daemon victory	Daemonhunters victory	Daemonhunters mighty victory
Daemonhunters HQ part lost/wounded	Daemon victory	Draw	Daemonhunters victory	Daemonhunters mighty victory
Daemonhunters HQ undamaged	Draw	Daemonhunters victory	Daemonhunters victory	Daemonhunters mighty victory

Reserves

Defending reserves move on from the table edge or corner opposite to where the attackers moved on from.

Game Length

The game lasts for six turns.

Line of Retreat

Attackers fall back towards the table edge they chose for forces to move on from. Defenders fall back towards the edge or corner opposite.

Variants

The following variants are just some of the ways you could alter this scenario. You could roll a D6 to choose one or decide beforehand which you want to use.

D6 Result

- The Daemonhunters choose to risk attacking by night. Use the Night Fighting scenario special rules but add one unit of five Daemons from the Adversaries rules to the defending force.
- The Daemon is forewarned of the coming attack and has doubled the guard. Twice as many units may deploy at the start of the game (2 Elites, 4 Troops, 2 Heavy Support).
- The Daemon is uneasy and senses something is amiss. Deploy one extra Elites unit as he calls up his bodyguard.

D6 Result

- Security has been stepped up. Play the battle using the Sentries scenario special rules.
- The Daemon has a doomsday plot underway and must be stopped before it's too late! Use the Random Game Length scenario special rule.
- An Inquisitorial agent has placed a teleport homer somewhere on the tabletop beforehand. Note where this is after terrain and fortifications have been placed but before forces are set up.

Inquisitor Lord Torquemada Coteaz

Already a feared man throughout the Formosa sector, it was upon the marble-flagged floor of the Conclave of Varoth that Inquisitor Coteaz cemented his reputation amongst the senior masters of the Ordo Malleus. The noted Inquisitor Laredian, High Protector of Formosa, had called the conclave in response to his discovery of a powerful daemon-bound crystal found in the possession of a Chaos-worshipping sect he had recently purged. Inquisitor Laredian proposed that the artefact be studied and used by the Ordo to aid in the identification and destruction of the followers of the Ruinous Powers. As Laredian concluded his address to the assembled Inquisitors, Coteaz rose from the tiered seating and marched to the centre of the auditorium, his daemonhammer raised before him and cherubic familiars darting around his head. He smashed the daemon-crystal with one blow from his hammer and denounced Laredian as a blasphemer and trafficker with abominations, declaring him Extremis Diabolus.

The conclave erupted at this flagrant breach of protocol, and Coteaz was castigated from every corner of the chamber. Unfazed, he produced an hourglass timer and promised he would prove his words true before the sands ran out. Laredian was a senior Inquisitor, but not so senior that he could ignore a charge of Extremis Diabolus levelled against him, and he had no choice but to face his accuser. In the examination that followed it emerged that Laredian had not only sanctioned the use of Daemonhosts, but had read proscribed texts and employed the tools of the enemy. Faced with such incontrovertible evidence, Laredian was found guilty of

Warpcraft, practicing the forbidden arts, and heresy against the God-Emperor. He was executed by Coteaz himself and his ashes fired into the heart of a star.

In the years that followed, Coteaz was lauded for his unmasking of the heretic Laredian, and he subsequently assumed Laredian's mantle as High Protector of the Formosa Sector, a position he had long coveted. Though some amongst the Ordo Malleus found his rapid rise through the Ordo distasteful, none could deny the vigour with which Coteaz performed his duties. But if Coteaz was ruthless in his ambition, his motives were pure; to better combat the daemononic foes of Mankind he must be able to command. The hourglass became as much a symbol of his authority as his mighty daemonhammer, and every heretic brought before him would confess his crimes before the sand had run its course. Torquemada Coteaz became known as the Scourge of the Xethorites after his extermination of their backwards, spirit-worshipping culture during the Lorgamar Rebellions and, under his direction, the Daemon worshippers of the Medarean Nebula were purged, a feat that saw him elevated to the rank of Inquisitor Lord by the Secret Masters of the Ordos Formosa. The hives of Opridia were cleansed of the taint of the Plague Lord in the Great Scourging of 956.M41 and the following decade, Inquisitor Coteaz destroyed the daemon-engineers of the Glovoda Forge World. For this last act, a grateful Adeptus Mechanicus rewarded Inquisitor Coteaz with a psyber-eagle, an augmetic creature through which Coteaz would be able to channel his already formidable psychic powers. Utterly dedicated and utterly ruthless, Coteaz became a terrifying figure throughout the sector, the sight of his hourglass striking dread into the hearts of those confronted by it, and many would confess their blasphemies before a hand was laid upon them.

Coteaz's retinue swelled to number in the hundreds, then thousands, as his influence and power grew throughout the sector. He could command the holiest men, warriors beyond compare, and the finest minds the Collegias could produce. Throughout his years of service in the Ordo Malleus, Coteaz never lost the desire to confront those who would consort with the daemononic on the field of battle, to smite them down with his hammer or break them in the cells below the Inquisition fortress of Nemesis Tessera, and it is said by many that his name alone is enough to end the threat of the diabolic.



"There are those amongst our Ordo who say that I seek advancement for my own purposes, and they are correct. My purpose is to destroy the daemononic and if I must rise to command an entire sector to do so, then so be it. I am a servant of the Emperor and only those who consort with Warp-spawn need fear my ambition."

Inquisitor Lord Torquemada Coteaz

Inquisitor Lord Torquemada Coteaz

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Coteaz	185	4	4	4	3	3	4(5)	3(4)	10	2+

Special Character: Any Daemonhunters army of 1,500 points or more may include Inquisitor Lord Torquemada Coteaz as a special character. If you decide to take him then he counts as one of the HQ choices for the army and he must be used exactly as described below. He may not be given any additional equipment from the Daemonhunters armoury, although he may take a retinue of Henchmen as described on pages 13-15 and 22 of the army list (subject to the High Protector of the Formosa Sector rule described below). Note: As a devoutly puritan Inquisitor, an army including Torquemada Coteaz cannot include Daemonhosts.

Equipment: Bolt pistol, Anointed Daemonhammer (see below), artificer armour, refractor field, Grimoire of True Names, Glovodon Eagle (see below).

Psychic Powers: Coteaz is a trained psyker and can use the Banishment and Scourging psychic powers.

SPECIAL RULES

Anointed Daemonhammer: This mighty weapon was blessed by the Holy Order of the Sacred Thorn, a devotional order of the Formosa Sector and is coated in sacred oils inimical to Daemons. It counts as a daemonhammer as normal and Coteaz may re-roll any failed rolls to wound. If you field Torquemada Coteaz then no other character in the army may carry a Daemonhammer.

Glovodon Eagle: A gift from the Adeptus Mechanicus, this creature has been augmented to act as his eyes and ears on the battlefield. The Eagle grants Coteaz +1 Initiative and +1 Attack (included above) and does not count toward the allowed number of Henchmen, nor does it take up any additional space in a Transport vehicle.

Destroyer of Daemons: The Daemons of the Warp know Torquemada Coteaz as a destroyer of their kind and his holy presence is anathema to such beings. Such is the force of his faith and belief that Daemons are loath to remain near him. As such, all Daemons within 6" of Torquemada Coteaz suffer -1 to their Leadership value. Note that this may be combined with the effect of Hierophants and the presence of Grey Knights.

High Protector of the Formosa Sector: As an Inquisitor Lord commanding the resources of an entire sector, Torquemada Coteaz can call upon an almost limitless supply of the most capable retainers. If you choose a retinue to accompany Torquemada Coteaz, then he may purchase up to 15 Henchmen, and may have 0-4 of any one type. He may choose Familiars as part of his retinue, but gains no further Initiative bonus and may not buy additional psychic powers. His retinue may purchase a Transport as normal providing the vehicle has sufficient capacity.



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

INQUISITOR QUIXOS

By the age of one hundred and seventy six, Inquisitor Quixos had been responsible for the tracking down and punishment of 1,800 heretics, mutants and aliens. In the course of carrying out his duties on Lackan XV, Quixos was wounded by a Daemon, part of its claw shearing off and embedding in his heart. Although he vanquished the Daemon, Quixos found that any attempt to remove the piece of claw would kill him. In time, he learnt that the claw's presence acted as a link to the Warp, increasing his psychic potential, although it also slowly corrupted his body. Intrigued by this, Quixos took it upon himself to further investigate the benefits that could be gained through the use of Chaos energy, earning himself something of a reputation as a rogue element amongst several other Inquisitors.

When in his early two hundreds, Quixos encountered the Mystic Path, an organisation of traders and nobles from Maginor, who were using certain Warp-related items to improve their influence and increase demand for their goods. Rather than summarily destroying the cartel, Quixos observed their practices, which their forefathers had passed down to them for several generations. Quixos was further convinced that the energy of Chaos could be harnessed in a correct fashion, that it was not intrinsically evil in itself, but was put to evil ends by wrongdoers. For several years, Quixos built up a relationship with the Mystic Path, handing several other artefacts to them for investigation. It was these experiments that were first to lead Quixos into direct conflict with another Inquisitor.

Inquisitor Helgrund spent nearly the first three decades of his Inquisitorial vocation tracing the ancient grimoire known as the *Malus Codicum*. When he discovered its resting place was deep within the bowels of the Library of Othella on Zandrini Prime, he was sure his quest was over. He was dismayed to discover that a mysterious individual, only months before, had removed the *Malus Codicum* from the vaults. The text deals with the conjuration of entities from Warp space, and the zealous Helgrund was determined that it should be destroyed. If it had fallen into the hands of a worshipper of the Dark Gods, the secrets it contained could unleash devastation and ruin upon a whole world. Further months of tireless endeavour brought Helgrund to Maginor and the Mystic Path.

What Helgrund found appalled him. This sect wantonly used cursed artefacts, glorifying in their depravity. He was sure it was they who had stolen the *Malus Codicum*. With a vengeance, Inquisitor Helgrund set about destroying the Mystic Path, torturing and interrogating the Chaos worshippers he hunted down, following the trail of corruption. After his pogrom had lasted for a week, Helgrund began to run into some truly disturbing adversaries. He fought against creatures half-possessed by Daemons, as well as cultists armed with weapons that fired a bizarre, mutating projectile that rotted flesh upon impact.

Helgrund and his followers fought their way to the unholy shrine of the Mystic Path, beset by mutants and psykers and other abominations against the Emperor. Helgrund, aided by the several Redemptionist priests in his retinue and an arco-

flagellant released to him by the Cardinal of Maginor, set about cleansing the mountain fastness of the Mystic Path with fire and blade. He was utterly horrified to find, at its centre, a fellow Inquisitor; deformed of body and driven insane by the lure of Chaos. Vowing to rid the galaxy of such a perverse guardian of the Emperor, Helgrund launched his ferocious and merciless attack.

Quixos was astounded by this assault by such an inexperienced Inquisitor, and considered him an ill-educated upstart. His great works had already borne much fruit, particularly the two Daemonhosts in his entourage; one a vessel for the Daemon Cherubael, the other for an entity he hadn't quite identified but was known as Prophaniti. They had assisted him in the crushing of several anti-Imperial cults in the sector, their daemon-powered strength and abilities an invaluable aid in combat. He had also mastered the art of creating Soulguards – individuals who were psychic vacuums that could absorb magic and protect those nearby from the baneful energies of Chaos.

The confrontations that followed were fought bitterly, first one side then the other gaining an advantage, until finally Quixos and Helgrund clashed in personal combat. Helgrund wielded a mighty force hammer, charged with faith and purity, while Quixos's daemonblade contained the ferocity of Kharnagar the Deathly, a being he had defeated some decades earlier and whose essence had been bound into a sword during his recent experiments. The two battled long and hard, some Inquisitors having since likened it to the fight between Horus and the Emperor at the birth of the Imperium.

They traded heavy blows, each summoning mental powers to blast the other, shredding the minds of those nearby with flickering Warp energies. Helgrund called upon the Emperor's blessings and drove hard at Quixos, his force hammer smashing through his foe's psychic shields and Warp-wards. But Quixos was not done, invoking the full power of Kharnagar, he drove his daemonblade into Helgrund's guts, causing him to explode into flames and immolate.

For another century, Quixos continued his research and his findings greatly aided him in his quests against the enemies of the Emperor. On Danakin II, his channelling of the Daemon Diabolon allowed him to breach the defences of the Ork stronghold of Mekrok, whilst many a daemonic foe immune to mortal blades was felled by Kharnagar. Finally, his opponents within the Inquisition united against him, and Inquisitor Eisenhorn declared Quixos and all his works Heretic and Extremis Diabolus in 342.M35. He was hunted down and executed by a cell of five Inquisitors led by Eisenhorn three years later.

Yet there are still those who would say that Quixos was right, for he slew many Daemons and followers of Chaos, some say turning their own power against them. But there are those who say that nothing holy or good can come from Chaos, and he was nothing more than a pawn for the warring Dark Gods. He had been cursed by Chaos from the start on Lackan XV, his association with daemonic entities and mutants were proof of his corruption.

BROTHER-CAPTAIN STERN OF THE GREY KNIGHTS

Brother-Captain Stern is a well-respected and highly decorated member of his company, and has led countless successful missions against the minions of Chaos. His fate became inextricably linked with that of the Greater Daemon of Tzeentch, M'kachen, when its pernicious influence on the Cult of the Red Talon was detected by Ordo Malleus Inquisitors. Stern conducted a successful banishment, sending the Daemon back into the Warp for one hundred years and a day. Such was the vindictive rage of the Daemon that it has vowed to find Stern and devour his immortal soul.

Stern, now nearing his fourth century in the Emperor's service, has crossed blades with the Daemon twice since their first encounter, and each time his indomitable faith has saved him from the eternity of torture M'kachen has prepared for him. Nevertheless, the machinations of Tzeentch are subtle indeed, and his old adversary has many ways of engineering Stern's downfall. It would be a great loss to the Ordo Malleus should Brother-Captain Stern fall to this diabolic entity before he can truly fulfil his formidable potential.

Brother-Captain Stern

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Stern	141	5	5	4	4	2	5	3	10	2+

A Daemonhunters army of 1,500 points or more may be joined by Brother-Captain Stern. If you take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given any additional equipment.

Wargear: Nemesis force weapon (treat as if being wielded by a Grand Master), storm bolter, Grimoire of True Names, Terminator armour (2+ save, 5+ Invulnerable save, +1 Attack – included above).

Psychic Powers: Brother-Captain Stern is a trained psyker and can use the Holocaust and Hammerhand psychic powers.

SPECIAL RULES

Independent Character: Unless accompanied by a bodyguard, Brother-Captain Stern is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If his bodyguard is destroyed, Stern becomes an independent character again and is free to join other units.

Bodyguard: Brother-Captain Stern may be accompanied by a retinue of Grey Knight Terminators, as detailed on page 23.

The Strands of Fate: Although Stern's prodigious abilities allow him to achieve feats of true heroism, his nemesis M'Kachen does everything in his power to bring about his downfall and the ruin of Stern's allies. Brother-Captain Stern may re-roll one dice roll per phase, although he must accept the result of the second roll. Keep track of the number of times Stern uses this ability in a given player turn. His opponent may subsequently re-roll one of his own units' dice rolls per use of this ability,

regardless of situation. Any re-rolls garnered in this way that are not utilised by the end of the player turn are lost.

Daemonic Nemesis: The Lord of Change, M'kachen, will do anything in his power to destroy Brother-Captain Stern and has confronted him in battle on more than one occasion. Any opponent using the Adversaries rules may upgrade their Greater Daemon of Chaos to a Lord of Change for no extra cost if they have the model to represent it (see Codex: Chaos Space Marines for details).

"There is nothing in the arcane and blasphemous arsenal of the forces of Chaos that can compare to faith. With the power of faith, our blades become shining instruments of deliverance that can cleave the mightiest daemon in twain. With the power of faith, our minds appear as slivers of pure agony to the daemon, driving into the wretched forms of those who would dare stand before us. With the power of faith, our words become commands that cause the daemon to cower and cringe in terror. I could meet my enemies unarmed without a shred of fear in my chest, for I know that the Emperor watches over me and guides my hand. So let them come. We shall show them what the power of faith can do."

Brother-Captain Stern of the Grey Knights.



Brother-Captain Stern stood directly in the centre of the teleport pentagram. He glanced around him at his fellow Grey Knights, his gimlet gaze seeming to look directly into each man's soul and seek out any flaw there. His battle-brothers met his gaze without flinching. Stern felt secure in the knowledge that their faith in the Emperor was unshakable, and that no impious thought allowed any chink in their spiritual armour.

Robed Tech-Priests moved round the edges of the pentagram, being careful not to cross any of the silver lines and disturb the forces that would soon shift the Terminators across the Warp and bring them to grips with their foes.

Hooded apprentices swung their autocensors. The smell of purifying incense filled the air. Each youth sang the plainsong chants of their Order in time to the measured thrumming of the giant generators. Overhead chained lightning leapt between two huge glass globes, and for a moment the acrid taint of ozone warred with the sweetness of the daemonbane and witchroot.

At his control lectern Chief Tech-Priest Hieronymus Laski made last-second adjustments to the controls. The phosphorescent runes scrolling up the lectern underlit his face and made him look sinister in the extreme. Laski raised one metal claw above his head and the Tech-Priests fell silent. The air thrummed with the surge of barely contained energies as the ancient machines prepared to perform the tasks they were designed for.

Stern took a deep breath and closed his eyes. He checked his mind-blocks and thought-screens, and one by one, recited the last six of the six hundred and sixty-six secret words. Tension built in the pit of his stomach. He fought to expel it.

It was always the same before he went into action. He did not like teleporting, the sudden gut-twisting sense of dislocation, the freezing cold, and the momentary touch of nightmare tentacles as his body was suddenly elsewhere. He reminded himself that it was his sworn task to endure such things, and that there were far worse things to be faced in the line of duty. There were things like the foes he would soon face.

He felt a surge of justifiable pride in his ability to defeat the spawn of Chaos. He swiftly suppressed it. Pride was one of the six hundred and sixty-six sins which enabled the spawn of the Warp to control their mortal pawns. Had not the Warmaster himself, greatest of the Emperor's Chosen Primarchs, fallen victim to pride? It had been Horus's folly to believe that he could master Chaos rather than be its slave. Stern knew this to be sheer madness. The Daemons of Chaos acknowledged no masters save the four Great Powers themselves, and what were those except Daemons grown mighty beyond mortal reckoning?

Stern knew that he had to be doubly on his guard because he was a psyker, and psykers were particularly vulnerable to the malign influence of Chaos. For psykers drew their power from the Warp itself, and what was the Warp save the immaterial sea in which Daemons swam? Stern knew that he must be ever on his guard against the terrible lure of Chaos. Daemons devoured the souls of unwary psykers, and used the burned-out shells of their bodies to perform their unspeakable acts of evil among mortal men. He knew this because he had spent his entire adult life hunting down such creatures.

His fist clenched around the grip of his Nemesis force weapon. He had ritually purified it himself, seen it blessed in the ship's chapel and anointed with unguents inimical to the Daemons of the Warp. With this weapon Stern had dispatched countless foes of the Emperor to their well deserved graves. With it he had banished dozens of the lost and the damned back to their home in the Warp.

He glanced at his men once more, certain that their faith was stronger than steel and more enduring than the malice of Daemons.

As children they had been hand-picked from among the deadliest warrior races of the Imperium, and brought to the fortress monastery on Titan, the greatest moon of Saturn. They had been implanted with the gene-seed of their Chapter, and been transformed into towering supermen, capable of withstanding the worst that the universe could throw at them.

They had been put through the sort of training that would have killed lesser men, and that had been only the start of their testing. Each man present had endured the six hundred and sixty-six tests, and had survived not only with their sanity intact but with it strengthened. These were elite of the Imperium, the best of the best, the finest fighters ever to be fielded by the human race.

None of them knew his world of origin. None of them had any allegiance other than to their Chapter and their Emperor. They were privy to the most nightmarish secrets that Humanity had uncovered during its long slow expansion across the galaxy. They knew all that humans had uncovered about the Daemons of Chaos and the Warp that contained them. They lived with knowledge that would have blasted the sanity of ordinary men, and they endured. Theirs was the burden of facing the minions of Chaos wherever they should appear to menace the citizens of the Imperium.

The chained lightning crackled once more, and for a moment reality flickered. The air shimmered and the temperature dropped. Cold mist began to appear in an area that mere moments before had been warm. Laski passed his hand across the lectern and muttered an incantation. The protective amulets he wore blazed with power. A frown of concentration passed across the Tech-Priest's face as he wrestled to bring the gigantic energies of the teleporter under control.

Stern wondered for a moment whether some daemonic influence could be tampering with the teleporter's ancient mechanism. This ship was as well protected as any ever devised by man, but Stern of all people knew that no protection was infallible. Still, if it were truly the case that the Powers of Chaos were tampering with their ship there was nothing to do except pray and have faith in the Emperor.

Suddenly Laski smiled and made the sign of the Great Engine over his breast. The air shimmered once more. Phosphorescent fire danced around the lines of the pentagram. For a moment, the cold of interstellar space seared Stern to the bone. He heard the gibbering voices of Daemons and the oozing touch of tentacles. Others might dismiss them as figments of their imagination but he knew that they were horribly real.

The sensation lasted but a moment and then was gone so swiftly that it was like a dream. Stern stood in the throne room of the rebel governor's palace. Gazing at the man who sat on the huge brazen

throne he knew that the worst fears of those who had reported the uprising were justified.

The governor was a tall man, powerfully built. Once he had been a warrior and only now was he running to fat. He rubbed his neatly trimmed goatee beard with pudgy fingers and cocked his head to one side curiously, as if five mighty Terminators teleporting into his audience chamber was an everyday occurrence. Reading his aura, Stern could tell the man was worse than mad. He was possessed.

The governor's guards, men whose lined faces spoke of witnessing many horrors, brought their weapons to bear on the Grey Knights. They died almost instantly in a hail of storm bolter fire from the Grey Knights. The shells pattered like gentle rain from the glowing aura that surrounded the governor. The possessed man laughed and the sound of his wild mirth echoed through the richly decorated chamber.

"Surely you can do better, Brother-Captain Stern," he announced. Stern did not pause to wonder how the Daemon could know his name. He had long ago become accustomed to the powers and knowledge these mighty creatures could possess. Instead he began the Exorcism, bringing the full force of his mighty will to bear on the creature.

As he chanted the governor began to writhe. The muscles in his neck stood out like hawser cables drawn tight. It looked as if giant snakes were writhing underneath his skin distorting the lines of his body. Suddenly, the man exploded, gobbets of flesh showered outward. Blood splattered all over Stern's armour. Now came the worst part.

The man's skeleton still stood upright. All the internal organs were revealed in their pulsing horror. Slowly but surely they unwound. Muscles unravelled and veins unknit then all the flesh began to flow together again in a new and hideous form. From somewhere additional mass and bulk was added.

The thing was towering and serpent-necked with a hideous vulpine head and enormous wings that fanned the stinking odour of the creature's body towards the Grey Knights. A nimbus of multi-coloured light surrounded its flesh. It was a Lord of Change. Worse, it was a Lord of Change that Stern recognised.

"M'kachen," Stern breathed.

"I told you we would meet again, my dear Captain," said the Daemon, its voice strangely sweet and seductive.

"I banished you once. I can do it again."

"Oh Captain, you disappoint me. Couldn't you tell I was just playing with you?"

"In the name of the Emperor, be gone," shouted Stern, lashing out with a bolt of pure psychic power. The Daemon reeled backwards, its outline shimmering. For a moment it seemed to totter on the verge of dissolution but then it pulled itself back and its outline stabilised.

"If that's the best you can do, Captain, commend your soul to Chaos," it sniggered.

"Fire at will, men," was Stern's only reply.



MORTIS DAEMONICUS: NEMESIS HUMANUS: IMPERATOR ILLUMINATIO: MEA VIRTUS:

Darkness shrouded the sepulchre, only the wavering light from a handful of sacred candles piercing the gloom. The vaulted ceiling was invisible beyond the candles' glow, the flickering light reflecting from the armour of the Grey Knights who carried them. Six warriors, led by a scarred captain in heavily ornamented Terminator armour, made their way through the crypt. On their shoulders, they carried a bier, upon which lay the body of a fallen comrade, his armour removed and flesh purified with cleansing unguents.

The Captain was named Ceasarian, and carried a Nemesis halberd before him, his voice echoing through the dead air of the tomb as he continued his recital.

"...and on the fields of Charnis did Brother-Captain Ignatius banish a Daemon Prince of the Plague Lord, whose blasphemous name I will not utter, casting him back to the Warp for a thousand years and a day."

A brass-plated skull hovered behind Ceasarian, a feathered quill affixed to a slender mechanical mandible recording his words on a roll of parchment dangling from its lower callipers. Nearly a metre long, the scroll was filled with intricately rendered text.

"The Warpcraft of the Decagogue of Panetha Varn was ended on the blade of Brother-Captain Ignatius's divine weapon, and the heretic's soul now burns in the fires of purgation."

The sombre procession marched in time with the cadence of the captain's words, their helmeted heads betraying no sign of the sorrow they all felt.

At last the Grey Knights approached an open tomb, set within the basalt walls of Titan, the final resting place of Brother-Captain Ignatius.

"The thrice-cursed spawn of the Daemon Broodwomb were wiped from existence by the fires of our Captain's will and never more shall its abominable children be allowed to pollute our beloved Emperor's realm with their loathsome visage."

The Grey Knights lowered the bier and Ceasarian placed Ignatius's daemon-slaying weapon upon his chest. The Grey Knights slowly began sliding their captain within his tomb as Ceasarian took the gold-edged scroll from the floating skull's callipers and rolled it into a tube, reciting the final verse of the Litany of Heroes. He removed an ivory scroll case from his belt and slid the record of Brother-Captain Ignatius's achievements inside, saying, "Thus forever more shall the deeds of our fallen brother be set down, that he may carry a fair and true account of his bravery into the next life and take his place at the side of the Emperor."

Ceasarian placed the sealed scroll tube on Ignatius's chest, making the sign of the Aquila, as the golden door was sealed tight behind their brother. The door's surface was carved with the image of a book pierced by a sword and he stepped back to allow Ignatius's warriors to come forward, each placing a purity seal taken from their own armour upon the door of the tomb as a mark of respect.

Ignatius's battle-brothers marched from the crypt and Ceasarian bowed his head in mourning. One of the greatest heroes of the Imperium was dead, but Ceasarian knew that no one beyond the walls of this Fortress Monastery would ever learn of his courage.

But Ignatius now stood at the right hand of the Emperor, forever bathed in His eternal grace and that thought gave Ceasarian solace as he turned and rejoined his warriors.



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.

	Armour						
	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	Heavy 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
Lasipistol	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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TITAN



AA666

Orb. Dist. 9.01AU

1.6G/Temp: 94 K

Inquisition Chamber Militant

Tithe Grade: Adeptus Non

Aestimare: A3

Population: Grey Knights Fortress

Monastery located on Titan.

GREY KNIGHTS

"We are the warriors of the Grey Knights, armoured in Faith, shielded by Devotion and armed with Purity of Purpose. But greater even than these, we carry the light of the divine Emperor of Man into the dark places to purge the daemonic wherever it may be found."

- BROTHER CAPTAIN STERN OF THE GREY KNIGHTS,
PRIOR TO THE PURGING OF XOEDIC BINARY 978.Mai



INSIGNIUM VALORUS

The shoulder-mounted shield on a Grey Knight's armour is used to display heraldry. Warriors clad in Terminator armour are entitled to bear their own personal heraldry, while those in Power armour display their squad markings. Typically, the shield is divided in two, with the left half containing the heraldry and the right half bearing simple geometric forms representing his achievements, campaign markings and such like.

PURITY SEALS

Representing a blessing more than an honour, purity seals are inscribed with ritual litanies and invocations against daemonic corruption and indicate that the wearer is free from taint. Often the very receiving of such a blessing may itself be marked by the adopting of a solid electrum casting of the seal, permanently attached to a warrior's armour or wargear.

AEGIS SUIT

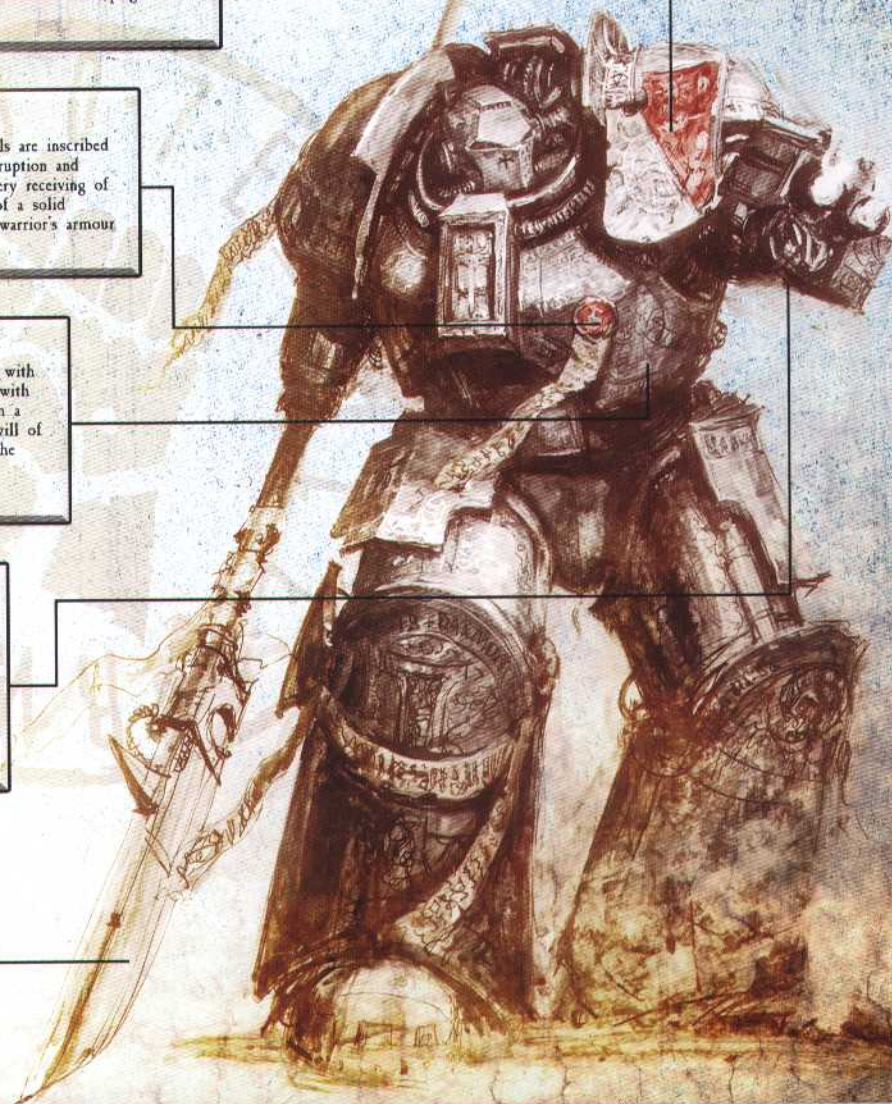
Grey Knight armour is ancient and heavily ornamented with many purity seals and pentagrammic wards, interwoven with ornate patterns of blessed crystalline filaments that form a psychically attuned matrix. Together with the psychic will of the wearer himself, these holy suits of armour enable the Grey Knights to resist their otherworldly foes.

STORM BOLTER

The primary ranged weapon of a Grey Knight is the combination bolter, more commonly known as a storm bolter. The weapon delivers a hail of self-propelled, armour piercing, mass reactive, 0.75 calibre shells that detonate a split second after penetrating a target. Fitted with an autotense sighting link and genetic identification code, it is a reliable and fearsome weapon.

NEMESIS FORCE WEAPON

Forged from psychically resonant materials, the Nemesis Force Weapon is a Grey Knight's standard close combat armament. Each weapon is ceremonially blessed at the Synod Minstra on Ophelia IV and is uniquely constructed to match the psychic field of its bearer in order to enhance his fighting potential.



DAEMONHUNTERS

The greatest threat to the Imperium of Man is, and has always been, the followers of Chaos and the foul daemons of the Warp. 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 threat of the daemonic is so great that only these heroic warriors have the necessary skills and knowledge to stand against such diabolical foes.

"You must face the truth squarely and without flinching from duty. Our enemies are mortal no longer. Mercy for such as they is a chimera, self-deception is its only ally. Dedicate this weapon, given unto your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty: you live only to bring cleansing fire. Take up your rod and staff, your armour and psycannon, and go forth."

Galbus Heer – Lectures to the Ordo Malleus.

Inside you will find:

- **ARMY LIST.** The complete Daemonhunters army list, which allows you to choose your forces for a tabletop battle. Also included are special rules for fielding Grey Knights as part of your existing Imperial army, two new missions plus Inquisitorial Henchmen, Ordo Malleus wargear and the psychic powers wielded by Inquisitors and Grey Knights.
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- **HOBBY SECTION.** Sixteen full colour pages packed with advice and tips on collecting, modelling and playing with a Daemonhunters army.
- **SPECIAL CHARACTERS.** Complete rules and background information for two new special characters, Inquisitor Lord Torquemada Coteaz and Brother Captain Stern of the Grey Knights.



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