

Daemonhunters

27 models
906 points

Coteaz

Coteaz	--Stat Line--										--Armor--			HQ
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Inquisitor Lord	4	4	4	3	3	4(5)	3(4)	10	2+				1 models	
Infantry													185 points	

Special Rules: Independent Character, Anointed Daemonhammer, Glovodan Eagle, Destroyer of Demons, High Protector of the Formosa Sector

#	Name	Range	S	AP	Type	Cost
1	Anointed Daemonhammer					0
	Strike last (except against daemons). Double strength. No Save. Wounded models may not attack for one turn. Vehicles hit are shaken. Coteaz can re-roll failed wound rolls.					
1	Artificer Armor					0
	2+ armor save.					
1	Banishment					0
	Psychic power.					
1	Bolt Pistol	12"	4	5	Pistol	0
1	Glovodan Eagle					0
	+1 initiative. +1 attack.					
1	Grimoire of True Names					0
	Daemons in base contact with the bearer use half their weapon skill.					
1	Refractor Field					0
	5+ invulnerable save.					
1	Scourging					0
	Psychic power.					
Total Equipment Cost:						0

Familiar	--Stat Line--										--Armor--			Retinue
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Inquisitorial Henchmen	3	3	3	3	1	3	1	8	6+				1 models	
Infantry													6 points	

Special Rules: Grants +1 initiative and one extra psychic power.

#	Name	Range	S	AP	Type	Cost
1	Close Combat Weapon					0
Total Equipment Cost:						0

Hierophant	--Stat Line--										--Armor--			Retinue
	WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Inquisitorial Henchmen	3	3	3	3	1	3	1	8	6+				1 models	
Infantry													8 points	

Special Rules: Grants +1 leadership and daemons must roll D6 for there assault range. If two or more, daemons withing 6" are at -1 leadership.

#	Name	Range	S	AP	Type	Cost
1	Close Combat Weapon					0
1	Laspistol	12"	3	-	Pistol	0
Total Equipment Cost:						0

Mystic		--Stat Line--									--Armor--			Retinue
		WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Inquisitorial Henchmen		3	3	3	3	1	3	1	8	6+				2 models
Infantry														12 points
Special Rules: If a unit of daemons, a greater daemon, or a deep striking unit enters play within 4D6", unit may make a free shot at them. If two or more, any unit within 12" may take the free shots.														
#	Name	Range	S	AP	Type	Cost								
2	Close Combat Weapon					0								
2	Laspistol	12"	3	-	Pistol	0								
						Total Equipment Cost:	0							

Sage		--Stat Line--									--Armor--			Retinue
		WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Inquisitorial Henchmen		3	3	3	3	1	3	1	8	6+				1 models
Infantry														10 points
Special Rules: Grants +1 ballistic skill. If two or more, the inquisitor or any member of the retinue may re-roll shooting rolls.														
#	Name	Range	S	AP	Type	Cost								
1	Close Combat Weapon					0								
1	Laspistol	12"	3	-	Pistol	0								
						Total Equipment Cost:	0							

Warrior		--Stat Line--									--Armor--			Retinue
		WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Inquisitorial Henchmen		3	4	3	3	1	3	1	8	4+				3 models
Infantry														85 points
Special Rules: Grants +1 weapon skill														
#	Name	Range	S	AP	Type	Cost								
1	Close Combat Weapon					0								
3	Frag Grenades					0								
Strike simultaneously vs opponents in cover.														
1	Heavy Bolter	36"	5	4	Heavy 3	15								
3	Krak Grenades					0								
May be used to inflict single strength 6 hit on vehicle or immobilized walker.														
1	Multi-melta	24"	8	1	Heavy 1, Melta	25								
1	Power Fist					15								
Strike last. Double strength. No save.														
3	Targeter					0								
May pre-measure range to any target before firing.														
						Total Equipment Cost:	55							

Grey Knights (Dark)

Grey Knight		--Stat Line--									--Armor--			Troops
		WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Grey Knights		5	4	4	4	1	4	1	8	3+				5 models
Infantry														145 points
Special Rules: Grey Knights														
#	Name	Range	S	AP	Type	Cost								
2	Incinerator	Template	5	4	Assault 1	10								
No invulnerable or cover saves.														
3	Nemesis Force Weapon					0								
+2 strength.														
3	Storm Bolter	24"	4	5	Assault 2	0								
						Total Equipment Cost:	20							

Justicar		--Stat Line--								--Armor--			Troops
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Grey Knights	5	4	4	4	1	3	2	9	3+				1 models
Infantry													50 points
Special Rules: Grey Knights													
#	Name	Range	S	AP	Type	Cost							
1	Nemesis Force Weapon					0							
	+2 strength. No save.												
1	Storm Bolter	24"	4	5	Assault 2	0							
						Total Equipment Cost:	0						

Grey Knights (Light)

Grey Knight		--Stat Line--								--Armor--			Troops
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Grey Knights	5	4	4	4	1	4	1	8	3+				5 models
Infantry													175 points
Special Rules: Grey Knights													
#	Name	Range	S	AP	Type	Cost							
3	Nemesis Force Weapon					0							
	+2 strength.												
2	Psycannon (Assault)	18"	6	4	Assault 3	26							
	No invulnerable saves.												
2	Psycannon (Heavy)	36"	6	4	Heavy 3	-1							
	No invulnerable saves.												
3	Storm Bolter	24"	4	5	Assault 2	0							
						Total Equipment Cost:	50						

Justicar		--Stat Line--								--Armor--			Troops
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Grey Knights	5	4	4	4	1	3	2	9	3+				1 models
Infantry													50 points
Special Rules: Grey Knights													
#	Name	Range	S	AP	Type	Cost							
1	Nemesis Force Weapon					0							
	+2 strength. No save.												
1	Storm Bolter	24"	4	5	Assault 2	0							
						Total Equipment Cost:	0						

Inquisitor Lord

Inquisitor Lord		--Stat Line--								--Armor--			HQ
WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear		
Inquisitor Lord	4	4	3	3	3	4	3	10	3+				1 models
Infantry													95 points
Special Rules: Psyker, Iron Will, Independent Character													
#	Name	Range	S	AP	Type	Cost							
1	Needle Pistol	12" X	6		Pistol	5							
	Wounds on a 4+. Armor penetration of D6 against vehicles.												
1	Power Weapon					15							
	No save.												
1	Scouring					20							
	Psychic power.												
1	Word of the Emperor					10							
	Psychic power.												
						Total Equipment Cost:	50						

Acolyte		--Stat Line--									--Armor--			Retinue
		WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Inquisitorial Henchmen		3	3	3	3	1	3	1	8	6+				1 models
Infantry														23 points

Special Rules:

#	Name	Range	S	AP	Type	Cost
1	Plasma Pistol	12"	7	2	Pistol, Gets Hot!	15
Total Equipment Cost:						15

Familiar		--Stat Line--									--Armor--			Retinue
		WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Inquisitorial Henchmen		3	3	3	3	1	3	1	8	6+				2 models
Infantry														12 points

Special Rules: Grants +1 initiative and one extra psychic power.

#	Name	Range	S	AP	Type	Cost
2	Close Combat Weapon					0
2	Laspistol	12"	3	-	Pistol	0
Total Equipment Cost:						0

Warrior		--Stat Line--									--Armor--			Retinue
		WS	BS	S	T	W	I	A	Ld	Sv	Front	Side	Rear	
Inquisitorial Henchmen		3	4	3	3	1	3	1	8	4+				2 models
Infantry														50 points

Special Rules: Grants +1 weapon skill

#	Name	Range	S	AP	Type	Cost
2	Close Combat Weapon					0
2	Frag Grenades				Strike simultaneously vs opponents in cover.	0
1	Heavy Bolter	36"	5	4	Heavy 3	15
2	Krak Grenades				May be used to inflict single strength 6 hit on vehicle or immobilized walker.	0
1	Power Fist				Strike last. Double strength. No save.	15
2	Targeter				May pre-measure range to any target before firing.	0
Total Equipment Cost:						30