Daemonhunters

Coteaz

Coteaz				S	tat Li	1e					Armor		НО
Inquisitor Lord	WS	BS	S	T	W	1	Α	Ld	Sv	Front	Side Rear		1 models
nfantry	4	4	4	3	3		3(4)	10	2+				185 points
Special Rules: Independent Cha of the Formosa S		noint	ed Da	emon	hamn	ner, G	lovoda	an Eag	gle, De	estroyer o	f Daemons, High Protector		
# Name	cctor						Rang	7e 9	S A)	Туре	Cost	
	\ lo							, ,			.,,,,		
1 Anointed D				t agai	nst da	emon	s) Do	uhle	ctrono	rth No Sa	ave. Wounded models	0	
											can re-roll failed wound		
1 Artificer Ar	mor											0	
	2+ arr	nor sa	ive.										
1 Banishmen	it											0	
	Psych	ic pov	ver.										
1 Bolt Pistol							1	2" 4	1 5		Pistol	0	
1 Glovodan E	agle											0	
	+1 init	tiative	e. +1 a	attack									
1 Grimoire o	f True Na	ames										0	
	Daem	ons in	n base	conta	act wi	th the	beare	r use	half t	neir weap	on skill.		
1 Refractor F	ield											0	
	5+ inv	ulner	able s	ave.									
1 Scourging												0	
	Psych	ic pov	ver.										
											Total Equipment Cost:	0	
Familiar	ws	BS	S	S T	tat Lii W	ne	Α	Ld	Sv	Front	Armor Side Rear		Retinue
Inquisitorial Henchmen Infantry	3	3	3	3	1	3	1	8	6+	TTOIL	Side Real		1 models
Special Rules: Grants +1 initiative	ve and o	ne ext	ra psv	/chic r	oower								6 points
# Name			17				Rang	ge S	5 A)	Туре	Cost	
1 Close Comi	lose Combat Weapon										0		
1 Close com	out weu	POII									Total Equipment Cost:	0	
Hierophant				S	tat Li	1e					Armor		Retinue
Inquisitorial Henchmen	WS	BS	S	T	W	ı	Α	Ld	Sv	Front			1 models
Infantry	3	3	3	3	1	3	1	8	6+				8 points
Special Rules: Grants +1 leaders 6" are at -1 leade	•	daem	ons m	nust ro	oll D6	for th	ere as:	sault i	range	If two or	r more, daemons withing		о роше
# Name							Rang	ge S	S A	•	Туре	Cost	
1 Close Comb	bat Wea _l	pon										0	
1 Laspistol							1	2" 3	3 -		Pistol	0	
,											Total Equipment Cost:	0	

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Mystic		14/6	D.C	•		tat Lin				٠		Armor		Retinu
Inquisitorial He	nchmen	WS	BS	S	<u>Т</u> 3	<u>W</u>	I	1	<u>Ld</u> 8	Sv 6+	-	Front Side Rear		2 models
Infantry Special Rules:	If a unit of daemon	-	_	_	_	_			_		ılav	within 4D6", unit may make a		12 points
	free shot at them.													
- -	# Name							Ran	ge S	S A	P	Туре	Cost	
	2 Close Comba	t Wea _l	oon										0	
	2 Laspistol							1	2" 3	} -		Pistol	0	
	·											Total Equipment Cost:	0	
Sage						at Lin		_				Armor		Retinu
Inquisitorial He	nchmen	<u>ws</u>	BS	S	<u>Т</u> 3	<u>W</u>	I	A	Ld 8	Sv 6+	-	Front Side Rear		1 models
Infantry Special Rules:	Grants +1 hallistic s	3	_	_		_		_	_		ıf th	ne retinue may re-roll shooting		10 points
-	rolls.	III. II	two o	1 11101	e, trie	iiiqui	SILOI	or arry	mem	Dei C	,, (1	ie retinde may re-ron snooting		
	# Name							Ran	ge S	6 A	P	Туре	Cost	
	1 Close Comba	t Wea _l	oon										0	
	1 Laspistol							1	2" 3	3 -		Pistol	0	
												Total Equipment Cost:	0	
Warrior		ws	BS	s	S ⁻	tat Lin W	e	Λ.	14	Sv		Armor Front Side Rear		Retinu
Inquisitorial He Infantry	enchmen	3	4	3	3	1	3	A 1	Ld 8	3v 4+	-	Front Side Rear		3 models
	Grants +1 weapon	skill												85 points
•	# Name							Rang	ge S	5 A	P	Туре	Cost	
•	1 Close Comba	t Wear	on									•	0	
	3 Frag Grenade												0	
	Strike simultaneously vs opponents in cover.													
	1 Heavy Bolter							3	6" !	5 4		Heavy 3	15	
	3 Krak Grenado	es											0	
	May be used to inflict single strength 6 hit on vehicle or immobilized walker.													
	1 Multi-melta							2	4" 8	3 1		Heavy 1, Melta	25	
	1 Power Fist												15	
		Strike	last.	Doubl	e stre	ngth.	No s	ave.						
	3 Targeter												0	
		May p	re-me	easure	rang	e to ar	ny tar	get be	fore	iring				
												Total Equipment Cost:	55	
ey Knights (Dark)													
		\A/C	RC	ç	_	tat Lin	e I	Λ	14	c.		Armor Front Side Rear		Troop
Grey Knight		<u>ws</u>	BS 4	S	<u>т</u> 4	1	4	A	Ld 8	Sv 3+	-	Front Side Rear		5 models
Grey Knights		,							-	-				145 points
Grey Knights Infantry	Grey Knights	3												
Grey Knights	Grey Knights # Name							Rang	ge :	5 A	P	Туре	Cost	
Grey Knights Infantry							Т					Type Assault 1	Cost 10	
Grey Knights Infantry	# Name	No inv	/ulner	able o	or cov	er save		Ran g empla						
Grey Knights Infantry	# Name	No inv		able o	or cov	er save								
Grey Knights Infantry	# Name 2 Incinerator	No inv	pon		or cov	er save							10	

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Total Equipment Cost:

20

Justicar					S	tat Lir	ne				Armor		Troop
Grey Knights		WS	BS	<u>S</u>		W	<u>l</u>	A	Ld	Sv	Front Side Rear		1 models
Infantry		5	4	4	4	1	3	2	9	3+			50 points
Special Rules: G											_		·
_	# Name	-						Rang	ge S	S AP	Туре	Cost	
	1 Nemesis Ford		-	N								0	
	4. Chama Balkan	+2 str	engtn.	NO S	ave.			2	411		AIb 2	0	
	1 Storm Bolter							24	4 4	1 5	Assault 2	0	
/1	•. •. •										Total Equipment Cost:	U	
ey Knights (L	ignt)										A		T
Grey Knight Grey Knights		ws	BS	S	S	tat Lir W	ne I	Α	Ld	Sv	Armor Front Side Rear		Troop
Infantry		5	4	4	4	1	4	1	8	3+			5 models
Special Rules: G	rey Knights												175 points
_	# Name							Rang	ge S	S AP	Туре	Cost	
	3 Nemesis Ford	ce Wea	-									0	
	2 Psycannon (A		:) vulner:	able s	aves.			18	8" (5 4	Assault 3	26	
	2 Psycannon (H	Heavy) No inv		able s	aves.			30	6" (5 4	Heavy 3	-1	
	3 Storm Bolter							24	4" 4	1 5	Assault 2	0	
											Total Equipment Cost:	50	
Justicar					_	tat Lir	-				Armor		Troop
Grey Knights		WS 5	BS 4	<u>\$</u>	<u>T</u> 4		<u> </u>	A 2	Ld 9	Sv 3+	Front Side Rear		1 models
Infantry	rou Knighta	5	4	4	4	1	3	2	9	3+			50 points
Special Rules: G	# Name							Rang	ge S	S AP	Туре	Cost	
_								Itali	, ,	, AI	Турс		
	1 Nemesis Ford	te wea +2 str	-	No s	save.							0	
	1 Storm Bolter		- 0-					24	4" 4	1 5	Assault 2	0	
											Total Equipment Cost:	0	
uisitor Lord											• •		
Inquisitor Lord					S	tat Lir	1e				Armor		H
Inquisitor Lord	•	WS	BS	S	Т	W	ı	Α	Ld	Sv	Front Side Rear		1 models
Infantry		4	4	3	3	3	4	3	10	3+			95 points
Special Rules: P	syker, Iron Will, In	ıdepen	ident (Charac	cter								35 pots
_	# Name							Rang	ge S	S AP	Туре	Cost	
	1 Needle Pistol		nds on	a 4+.	Armo	or pen	etrat			〈 6 ainst v	Pistol rehicles.	5	
	1 Power Weap	on										15	
		No sa	ve.										
	1 Scourging											20	
		Psychi	ic pow	er.									
	1 Word of the											10	
		Psychi	ic pow	er.									
											Total Equipment Cost:	50	

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Acolyte					S	tat Lin	e				-	-Armor		Retinue
nquisitorial He	enchmen	WS	BS	S	T	W	ı	Α	Ld	Sv	Front	Side Rear		1 models
nfantry		3	3	3	3	1	3	1	8	6+				
Special Rules:														23 points
-	# Name							Range	e S	AP		Туре	Cost	
	1 Plasma Pisto	ol						12	" 7	2		Pistol, Gets Hot!	15	
												Total Equipment Cost:	15	
amiliar						tat Lin		_				-Armor		Retinue
nquisitorial He	nchmen	WS	BS	<u>S</u>	<u>T</u>	W	<u> </u>	A	Ld	Sv	Front	Side Rear		2 models
nfantry		3	3	3	3	1	3	1	8	6+				12 points
special Rules:	Grants +1 initiativ	e and o	ne ext	ra psy	/chic p	oower.								12 points
-	# Name							Range	e S	AP		Туре	Cost	
	2 Close Comb	at Wea	pon										0	
	2 Laspistol							12	" 3	-		Pistol	0	
												Total Equipment Cost:	0	
Narrior						tat Lin						-Armor		Retinu
nquisitorial He	enchmen	<u>ws</u>	BS 4	S	<u>T</u>	W	<u> </u>	A	Ld	Sv	Front	Side Rear		2 models
nfantry		Ū	4	3	3	1	3	1	8	4+				50 points
Special Rules:	Grants +1 weapor	1 SKIII						_						
-	# Name							Range	e S	AP		Туре	Cost	
	2 Close Comb	at Wea	pon										0	
	2 Frag Grenad	les											0	
		Strike	simul	taneo	usly v	s oppo	onen	ts in cov	er.					
	1 Heavy Bolte	er						36	" 5	4		Heavy 3	15	
	2 Krak Grenad	des											0	
		May b	e use	d to ir	nflict s	single s	stren	gth 6 hi	t on v	ehicle	or immo	bilized walker.		
	1 Power Fist												15	
		Strike	last.	Doub	le stre	ength.	No s	ave.						
						-								
	2 Targeter												0	
	2 Targeter	May p	re-me	easure	e rang	ge to ar	ny tai	rget bef	ore fi	ing.			0	

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