

ORDO MALLEUS DAEMON HUNTERS

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Formidable Resolve

5 pts

Improve the bearer's Leadership and Wounds characteristics by 1. Once per battle, at the start of any phase, you can select one friendly Battle-shocked unit within 12" of the bearer. That unit is no longer Battle-shocked.

Daemon Slayer

10 pts

Add 1 to the Attacks characteristic of the bearer's melee weapons, and those weapons have the [ANTI-DAEMON 3+] ability.

Grimoire of True Names

10 pts

While an enemy unit is within 9" of the bearer, worsen the Leadership characteristic of models in that unit by 1. In addition, while an enemy DAEMON unit is within 9" of the bearer, each time a model in that DAEMON unit makes an attack, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Gift of the Prescient

20 pts

Once per battle, if the bearer is on the battlefield, you can use the Rapid Ingress Stratagem for 0CP. When doing so, you must target a GREY KNIGHTS TERMINATOR SQUAD unit from your army, and when using the Stratagem, that unit can be set up on the battlefield anywhere that is more than 6" from all enemy units.

DETACHMENT-REGEL

Each time an Inquisitor, Inquisitorial Agents or Ordo Malleus model from your army makes an attack, re-roll a Hit roll of 1 and, if the target is a Daemon unit, re-roll a Wound roll of 1 as well.

STRATAGEMS

1 CP

DAEMON HUNTERS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

COMMAND

RITUAL OF WARDING

When: Start of any Command phase.

Target: One INQUISITOR, INQUISITORIAL AGENTS or ORDO MALLEUS unit from your army that is within range of an objective marker you control.

Effect: That objective marker is said to be Warded and remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Warded and under your control, enemy DAEMON units cannot be set up on the battlefield within 6" of it.

1 CP

DAEMON HUNTERS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

STEEL HEART

When: Your Movement phase, just after a GREY KNIGHTS TERMINATOR SQUAD unit from your army Falls Back.

Target: That GREY KNIGHTS TERMINATOR SQUAD unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

DAEMON HUNTERS – WARGEAR
STRATAGEM · WAHAPEDIA

SHOOTING

HEXAGRAMMIC WARDS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ORDO MALLEUS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, all Psychic weapons equipped by models in the attacking unit have the [HAZARDOUS] ability.

1 CP

DAEMON HUNTERS – WARGEAR
STRATAGEM · WAHAPEDIA

SHOOTING

PSYBOLT AMMUNITION

When: Your Shooting phase.

Target: One GREY KNIGHTS TERMINATOR SQUAD unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] and [PSYCHIC] abilities.

1 CP

DAEMON HUNTERS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

rites of EXorcISM

When: Your Shooting phase or the Fight phase.

Target: One INQUISITOR, INQUISITORIAL AGENTS or ORDO MAIEUS unit from your army.

Effect: Select one enemy DAEMON unit within 12" and visible to your unit. That unit must take a Battle-shock test. If that test is failed, then until the end of the phase, each time a friendly AGENTS OF THE IMPERIUM unit makes an attack that targets that DAEMON unit, that attack has the [DEVASTATING WOUNDS] ability.

1 CP

DAEMON HUNTERS – WARGEAR
STRATAGEM · WAHAPEDIA

SHOOTING

TRUESILVER ARMOUR

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One GREY KNIGHTS TERMINATOR SQUAD unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.