

Daemonhunters Army List “Mortis Daemonicus”

A 1000 points Daemonhunters army for Warhammer 40,000 3rd edition (released Oct 1998), using Codex Daemonhunters.

Summary

HQ	1	
Troops	3	
Elites	1	
Fast Attack	1	
Heavy Support	0	Total Points 999

HQ

1. Ordo Malleus Inquisitor, 156p

Ordo Malleus Inquisitor Lord (45p) with Psycannon (30p), Teleport Homer (10p) and Word of the Emperor psychic power (10p) (=95p).

The Inquisitor has a retinue of 4 henchmen: 1 Mystic (6p), 1 Warrior Gun-Servitor (10p) with multi-melta (25p) and 2 Sages (20p) (=61p).

Troops

1. Stormtroopers, 151p

5 Inquisitorial Stormtroopers (50p), including 2 meltaguns (20p), led by a Veteran Sergeant (10p) with bolt pistol (1p), close combat weapon (1p) and Teleport Homer (10p) (=92p).

The Stormtroopers are mounted in a Rhino (50p), with extra armour (5p), smoke launchers (3p) and a searchlight (1p) (=59p).

2. Stormtroopers, 60p

5 Inquisitorial Stormtroopers (50p), including 1 plasma gun (10p).

3. Inducted Imperial Guard, 208p

1 Infantry Platoon of inducted Imperial Guard, consisting of:

Command Section (35p), with missile launcher (15p) and plasma gun (8p) (=58p);

Infantry Squad (60p), with autocannon (15p) (=75p);

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Elites

1. Grey Knight Terminators, 229p

1 Brother-Captain (61p) and 3 Grey Knight Terminators (138p). The squad has the Holocaust psychic power (20p). The Brother-Captain is equipped with Psycannon Bolts (10p).

Fast Attack

1. Grey Knights, 195p

1 Justicar (50p) and 5 Grey Knights (125p), including 2 Incinerators (20p).

Heavy Support

None.