

Bolter And Chainsword

Unofficial List of Codex: Daemonhunter Rules Gotchas & FAQs

The purpose of this list is to point out some significant and not so significant variations between rules in Codex: Daemonhunters (DH) and rules in the 5th Ed. Warhammer 40k Rule Book (BBB) and other "modern" codexes, especially Codex: Space Marines (SM) and Codex: Imperial Guard (IG). In the current climate of "Codex trumps BBB" many rules, units, and equipment vary between codexes—sometimes drastically. This list is intended merely as an aid for DH players so that they are prepared to point out such differences before gameplay. Note that in some instances the DH rule would be considered a boon and in other cases a bane.

Codex Trumps BBB

GW has made it mostly clear that unless a codex's FAQ says otherwise, we should use the rules in our codex. There are at least three statements concerning Codex vs. Rulebook variations in rules in the BBB. The first, concerning smoke launchers on p. 62 reads, "As normal, the rules in the Codex take precedence." Later, in the section on Universal Special Rules (p. 74) it states that "...if any of the Codexes include one of these special rules and the rule is different, the one in the Codes takes precedence..." Finally, on p. 289 concerning army lists, the support continues: "... in the event of any contradiction between this section and any of the individual codexes, the codexes always take precedence."

Comments to the effect that Codex Trumps Rulebook continue in at least one FAQ. The comment about dedicated transports in the BBB Oct, 2008 FAQ p. 4 states that rules in a codex should be followed: "...if a Codex clearly says that dedicated transports can only be used during the game by the unit that bought them, that overrules the general rule in the rulebook, as normal. " The final emphasis is mine.

These statements all imply that the rules in a codex are the standard ruleset for its army.

Grey Knight Special Rules

The following clarifications result directly from the 5th Edition [Warhammer 40,000 Errata & FAQs](#), which state that references to rules or conditions that no longer exist or are applicable in 5th Edition should be ignored.

- **Rites of Exorcism:** References to daemonic instability and instability tests should be ignored except where Daemonic Adversaries as provided in the DH Codex are concerned. *Daemons in other codexes no longer take instability tests.*
- **Rites of Exorcism:** Because daemons assaulting Grey Knights units are required to take a difficult terrain test when assaulting, they will fight at Initiative 1 in the first round of close combat (unless they have assault grenades -- like frag grenades -- or their equivalent).
- **Daemonic Infestation:** This rule no longer has any application because the Sustained Attack special scenario rule no longer exists. *Sustained Attack was a scenario rule in the 4th Edition BBB.*

Retinues

Remember that a GK Hero, Inquisitor Lord, or Inquisitor is not an Independent Character as long as he or she has a surviving Retinue, which he cannot leave. This means that he functions as an upgrade member of a unit and cannot be singled out in close combat. *Some (newer) codexes do not use Retinues. Characters in those codexes follow IC rules for close combat.*

Orbital Strikes

(In)accuracy for Orbital Strikes works as described in Codex: DH. *The rules for (In)accuracy of Orbital Strikes in Codex: Witch Hunters are FAQ'd to follow the scatter rules described in the BBB.*

Dedicated Transports

Transports bought for a unit may not be used by any other unit. They are truly "dedicated." *This is not the case for transports in many other codexes.*

Land Raiders

- GK Land Raider Crusaders (LRC) may fire their Hurricane Bolters regardless of how far they move. This means a LRC, with POTMS, can normally fire all but one of its standard weapons even after moving 12". *This rule does not exist in the SM Codex.*
- GK Land Raiders (LR) carry fewer models than their SM counterparts. The GK LR can carry 10 and the GK LRC can carry 15 (8 terminators). *The SM LR can carry 12 and the SM LRC can hold 16.*
- Land Raiders taken as transports by Inquisitors do not benefit from the Power of the Machine Spirit (PotMS) special rule.

Rhinos

- Only one model may fire from a Rhino's single fire point. *SM Rhinos allow two passengers to fire.*
- A DH Rhino does not have the Repair special rule. *The WH Rhino and SM Rhino do.* (F)
- If someone fires from a Rhino and any passenger has armor of 4+ or worse the Rhino is counted as open-topped (DH p. 30). *This rule no longer exists in the SM codex.*

Chimeras

- The six hull-mounted lasguns provide no benefit for either DH Chimeras (DH p30) or IG Chimeras (IG p99).
- A DH Chimera has two fire points. *The IG Chimera has five fire points.*
- A DH Chimera does not have the option of choosing a pintle-mounted heavy stubber.
- A DH Chimera is not amphibious or a command vehicle. *The IG Chimera is.*
- IG Chimeras have the option to take Camo Netting, which DH Chimeras cannot.

Vehicle Armory

- **Smoke Launchers** reduce all penetrating hits to glancing hits. *BBB Smoke Launchers grant 4+ cover saves.*
- The **Assault Cannon** mounted on either a GK LRC or GK Dreadnought is Heavy 3. *The SM AC is Heavy 4 Rending.* (F)
- **Dozer blades** may be used by DH and WH vehicles as long as they do not move more than 6". An IG or SM vehicle may travel any distance and still benefit from a dozer blade.

Weapons and Wargear

- DH **Force Weapons** can cause opponents to be "slain outright." There is no mention of the newer Instant Death special rule. *In the BBB Force Weapons can cause Instant Death, which Eternal Warrior prevents. A strict RAW interpretation is that DH Force Weapons ignore the Eternal Warrior rule.*
- DH **Psychic Hoods** have unlimited range. *The SM Psychic Hood is limited to 24".*
- DH **Storm Shields** grant only a 4+ invulnerable save and may only be used in assaults and against only one opponent. RAW, this means the SS save may only be used from wounds generated from a single model during CC. *SM Storm Shields grant a 3+ nonspecific invulnerable save.*

- A DH **Storm Shield** counts as an extra CCW even though it is not considered a weapon (DH p. 16). It *might* therefore grant an additional attack. However, the rules concerning THs in the BBB p. 42 explicitly state that a model must have two THs to gain a bonus attack. While the SS counts as a CCW, it is not a TH and thus does not grant a bonus attack. *A SM Storm Shield does not grant a bonus attack.*
- A DH **Thunder Hammer** causes a model wounded by it to be unable to attack until the end of the next assault phase (effectively slowing them to "Initiative 0" in the next phase). This allows the possibility that a model struck round after round would never again be able to attack. *The SM Thunderhammer lowers the stricken model's initiative to 1. In the next phase each model would then strike simultaneously at Initiative 1.*
- A DH **Thunder Hammer** causes a bonus 'crew shaken' result when it hits a vehicle. *A SM Thunder Hammer must hit and then glance or penetrate to cause the bonus 'crew shaken' result.*
- **Bionics** in the DH Codex grant a 1 in 6 chance that a model killed will return to play in the next round with a single wound. *In later codexes (e.g., IG), bionics grant an additional save to be taken if a model fails its armor save except under certain conditions (melee attacks that do not allow saves and instant death attacks). Bionics was removed from SM Codex in the 2008 edition.*
- DH **Teleport Homers** provide no benefit as written since the codex describes an old blast template rule for teleporting. *The SM version prevents scatter if the first teleporting model is placed within 6" of the homer.*
- DH **Digital Weapons** grant an extra Initiative +2, Strength 4, hits on 4+ attack in close combat. *SM Digital Weapons allow a re-roll of a failed roll to wound in close combat.*

Allies

A number of units in the IG and SM codexes were removed or have changed since publication of the DH and WH Codexes. The recently published IG FAQ addresses this. The list of allied units available on DH p30-31 and WH p26 should now read:

Troops

- Space Marine Tactical Squad
- Space Marine Scout Squad
- Imperial Guard Infantry Platoon

Fast Attack

- Space Marine Assault Squad †
- Space Marine Land Speeder Squadron †
- Space Marine Bike Squadron †
- Scout Sentinel or Armored Sentinel Squadron ‡
- Rough Rider Squad ‡

Heavy Support

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

Note that this allows only a single basic Leman Russ Battle Tank and not a squadron or other variants.

Upgrade characters for allowed allied IG and SM units are permitted. This is explicitly stated in the [IG FAQ](#) and by extension assumed true for SM upgrade characters.

(F) The French-language DH Codex uses the updated rule.

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This version was prepared on September 7, 2009.