

## F.R.A.G. Daemonhunters FAQ v1.2

*This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.*

**Q: With the release of new version of Codex: Imperial Guard, and Codex: Space Marines what inducted units can a Daemonhunter player use their army?**

A: Refer to the units and restrictions listed in the Daemonhunters FAQ from Games Workshop.

**Q: 'The Shrouding' says that "Guess Range Weapons" and Ordnance fire as normal but double their scatter distance. Does this also apply to regular blast weapons?**

A: No, follow the RAW. Only Ordnance and Guess Range (Barrage) weapons follow this rule. All other weapons don't fire if they aren't within spotting distance [RAW].

**Q: What, if anything does 'Daemonic Infestation' do when playing with Chaos Space Marine and Chaos Daemon armies?**

A: Ignore this rule completely as the 'Sustained Attack' rule isn't included in the current rules [clarification].

**Q: What effect does Rites of Exorcism have?**

A: Ignore all references to "Instability tests" as this is no longer part of the current rules [clarification].

**Q: What, if anything, does 'Banishment' do?**

A: Ignore this power completely as it refers to rules that are no longer current [clarification].

**Q: Can the Holocaust be used if the psyker isn't locked in combat and if so, when exactly is it resolved? Also, does it hit all models touched by the blast or are partially covered models still only hit on a '4+'?**

A: The power may only be used if the psyker is locked in combat [clarification]. Models partially covered are hit on a roll of '4+' [RAW].

**Q: How does the Mystic's ability function against a Space Marine unit that arrives via Drop Pod and then splits into combat squads?**

A: After the units have disembarked and been split, the 'free shots' provided by the Mystic are taken at either the Drop Pod or at one of the two disembarked units [clarification].

**Q: Does an Anointed Weapon get bonus penetration against a Soul Grinder? Also, what is a "Possessed Dreadnought"?**

A: The Anointed Weapon rolls 2D6+Strength against a Soul Grinder. Ignore the reference to a "Possessed Dreadnought" as it no longer exists in the current rules [clarification].

**Q: Can a model/unit with an Auspex fire at every infiltrating unit within 4D6", or just one?**

A: A model/unit with an Auspex waits until all infiltrators have been set up, rolls 4D6" once, and may then fire once at each enemy unit within this distance (provided they are also within range and line of sight). If both sides have units with Auspexes/Surveyors, randomly determine which player fires his units first [clarification].

**Q: Is the shooting granted by an Auspex subject to the Night Fighting rules?**

A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired at [RAW].

**Q: Can a Psyker who is allowed to shoot due to an Auspex, use a psychic shooting attack instead?**

A: Only if the psychic shooting attack specifically targets a single enemy unit [rules change]. The psyker may use a psychic shooting attack against each enemy unit he shoots at (even with the same ability), but he must pass a separate psychic test (if applicable) each time.

**Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex shooting? If so, how many times may it be used?**

A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].

**Q: Can Daemonhunter Bionics be used even if the model was killed by Instant Death or something that automatically removes the model from play as a casualty?**

A: Yes against Instant Death, but no against things that just remove the model from the table [RAW].

**Q: Can a model using Digital Weapons use another special weapon in the same round of combat?**

A: Yes [clarification].

**Q: Can Digital Weapons be used against vehicles without a WS and if so do they always hit on a '4+'?**

A: Yes and yes [RAW].

**Q: Does the Emperor's Tarot also affect the roll to 'seize the initiative'?**

A: No [clarification].

**Q: Does a Daemonhunter Force Weapon '[slay] outright' as in the codex or does it inflict 'instant death' as in the rulebook?**

A: The Daemonhunter Force Weapon slays outright and therefore models immune to Instant Death can still be affected by it [RAW].

**Q: Can a model locked in combat reveal a Holy Relic or is fighting in combat considered a "move"?**

A: A model locked in combat may reveal a holy relic but will not be able to pile-in or make a consolidation move (although he will not prevent the rest of his unit from making a sweeping advance, pile-in or consolidation) [clarification].

**Q: Do Psycannon Bolts ignore cover saves?**

A: No [clarification].

**Q: Can multiple Daemonhunter Psychic Hoods be used against a single enemy psychic power attempt?**

A: No [rules change].

**Q: How does a Daemonhunter Storm Shield work?**

A: Pick one enemy model in the unit the bearer is engaged with – if that model is directing its attacks against the bearer's unit it must roll 'to hit' and 'to wound' separately. Only wounds from this enemy model may be saved by the Storm Shield [clarification].

**Q: How does a Daemonhunter Teleport Homer work?**

A: If a Teleporting unit chooses to Deep Strike within 6" of the model with the teleport homer then they won't scatter. The teleport homer must be on the table at the start of the turn to be used [clarification].

**Q: Do Daemonhunter models in Terminator Armor always count as stationary when shooting a rapid fire weapon? Can they assault the same turn they shoot a rapid fire or heavy weapon?**

A: They may assault the same turn they shoot with rapid fire or heavy weapons [rules change]. They do not, however always count as stationary when shooting a rapid fire weapon (just with heavy weapons) [RAW].

**Q: For the purposes of Blessed what is a "Mutated Hull," "Living Vehicle," and "Parasitic Possession"?**

A: Ignore the references to "Mutated Hull", "Living Vehicle" and "Parasitic Possession" as these rules are no longer found in the Chaos Space Marine codex [clarification].

**Q: How exactly do Daemonhunters Smoke Launchers work?**

A: Daemonhunters smoke launchers downgrade all penetrating hits to glancing hits [RAW].

**Q: Exactly what models are currently considered a “daemon”?**

A: Ignore the rule in the codex and instead consult the following guidelines [rules change]:

- All models from the Chaos Daemons codex (excluding Spawn created by 'Boon of Mutation').
- Chaos Space Marine Daemon Princes, Possessed Chaos Space Marines, vehicles with the Daemonic Possession upgrade, Summoned Greater and Lesser Daemons.
- The Eldar Avatar.
- Imperial Armor Daemon Lords and Spined Chaos Beasts.

**Q: Are Inquisitors and Inquisitor Lords counted as psykers even if they don't take any psychic powers?**

A: Yes, as they have the 'Psyker' special rule [RAW].

**Q: If an Inquisitor uses 'Iron Will' to pass a Morale Check in close combat does this trigger 'No Retreat' wounds?**

A: Yes [clarification].

**Q: Can a Daemonhunter Death-Cult Assassin, Officio Assassinorum Operative or Daemonhost be taken as an ally in an army that only has a Witch Hunters Inquisitor (or vice versa)?**

A: Witch Hunters and Daemonhunters are discrete types of Inquisitor. A Death-Cult Assassin, Officio Assassinorum Operative and Daemonhost may only be taken in an army that has an Inquisitor from the same Codex [clarification].

**Q: Daemonhosts are deployed “as a single unit”. Does that mean individual Daemonhosts can't be held in reserve?**

A: All of a player's Daemonhosts must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn [clarification].

**Q: Does a Daemonhost's Terrify power affect units locked in close combat?**

A: No [clarification].

**Q: If a Daemonhost Teleports and scatters within 1" of an enemy model, off the table, in impassable terrain or on a friendly model, what happens?**

A: Roll on the Deep Strike mishap table [clarification].

**Q: Death-Cult Assassins are deployed “as a single choice”. Does that mean individual Death-Cult Assassins can't be held in reserve?**

A: All Death-Cult Assassins from a single Elites choice must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn [clarification].

**Q: How does the Vindicare's turbo-penetrator round work in regards to rending?**

A: Because sniper rifles are rending, when rolling for armor penetration, the Vindicare gets to add a D3 to the total for each dice that comes up a six. So, if one of the three dice is a six, the total penetration would be  $6+2D6+D3+3$  (giving a result between 12 and 22); if all three dice were sixes, the total would be  $18+3D3+3$  (24 to 30!). Almost certainly enough [RAW]. Also in regards to the Vindicare Marksman Special Rule, ignore the final sentence in parenthesis as it no longer refers to current rules.

**Q: Does the Vindicare's Exitus Rifle have the 'sniper' special rule?**

A: Yes [clarification].

**Q: Is the Culexus Assassin allowed to move through enemy models when charging if he can reach a psyker model?**

A: No, he is only able to ignore the rule about having to charge the closest model in the target enemy unit if doing so will allow him to get into base contact with a psyker [clarification].

**Q: With the new vehicle damage table, how does the neural shredder work against vehicles?**

A: As there isn't a Glancing Hits table anymore, simply roll on the vehicle damage table, at '-4' [clarification].

**Q: Is the Callidus Assassin's 'A Word in your Ear' used before or after Scout moves are made?**

A: The redeployment move and the Scouts move are both described as happening after deployment but before the first turn. In such cases the best way to proceed is to dice off for which takes priority [RAW].

**Q: Can 'A Word in your Ear' be used to move units that are outside of the normal deployment zone (like infiltrators or units that have already made their Scout move)?**

A: Yes, so long as the Infiltrators, Scouts, etc. don't end up in a position they would not otherwise be allowed to deploy in [clarification].

**Q: How does the Eversor Assassin's 'fast shot' rule work in 5<sup>th</sup> edition?**

A: It doesn't, as the rule is referring to the way pistols worked in previous editions [clarification].

**Q: Can Daemonhunter dedicated transports be used by other units besides those that purchased them:**

A: No [RAW].

**Q: How does the Orbital Strike work with the new blast rules?**

A: Ignore the '(In)accuracy' special rule given in the Codex and treat the attack as an Ordnance Barrage with the 'firer' not having line of sight to the target. The blast marker is therefore placed anywhere in the terrain feature nominated and deviates 2D6" from that point. Also note that the Codex uses the older term 'Ordnance Blast' to denote the use of the large (5" diameter) blast marker [clarification].

**Q: Is an Orbital Strike affected by the Night Fighting rules at all?**

A: No [clarification].

**Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?**

A: Yes [RAW].

**Q: Is a Grey Knight Land Raider Crusader able to move at cruising speed and fire its Hurricane bolters? What about if smoke launchers were used that turn or the vehicle is shaken/stunned?**

A: Grey Knight Crusaders may fire their Hurricane bolters no matter how far they move [RAW]. However they may not be used if the vehicle is unable to fire for any reason [clarification].