



1 KOMMANDO

Apothecary's narthecium
In your Command phase, if the bearer is not destroyed, you can return 1 destroyed model (excluding Characters) to the bearer's unit.

2 BEWEGUNG

3 BESCHUSS

Incinerator IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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Psilencer PRECISION PSYCHIC

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	2+	5	0	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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Psycannon PSYCHIC

R	A	BS	S	AP	D
24"	3	2+	8	-1	2

VERWUNDET

2+ T1–4	3+ T5–7	4+ T8	5+ T9–15	6+ T16+
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Storm bolter RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	2+	5	-1	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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4 ANGRIFF

Attuned Onslaught (Psychic)
Each time this unit makes a Charge move, until the end of the turn, add 1 to the Damage characteristic of melee weapons equipped by Paladin Squad models in this unit.

5 NAHKAMPF

Nemesis force weapon PSYCHIC

R	A	WS	S	AP	D
Melee	4	2+	6	-2	2

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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VERTEIDIGUNG

IMMER / EINMALIG

Ancient's Banner
Add 1 to the Objective Control characteristic of models in the bearer's unit.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

Gate of Infinity If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding u...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

3-9x Paladin oder Paladin with Ancient's Banner oder Paladin with Heavy Weapon oder Paladin with Narthecium

1x Paragon

Ausrüstung: Incinerator, Psilencer, Psycannon, Storm bolter, Nemesis force weapon

- Each Paladin with Ancient's Banner can replace its Storm bolter with Incinerator, Psycannon or Psilencer.
- Each Paladin with Heavy Weapon can replace its Incinerator with Psycannon or Psilencer.