

PALADIN SQUAD

M	T	SV	W	LD	OC	
5"	6	2+	3	6+	1	4+

AUFSTELLUNG

3-9x Paladin oder Paladin with Ancient's Banner oder
Paladin with Heavy Weapon oder Paladin with Narthecium
(40mm)
1x Paragon (40mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm
bolter, Nemesis force weapon

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION, PSYCHIC, SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

✂ MELEE WEAPONS

ABILITIES

RULES - Deep Strike, Gate of Infinity

Ancient's Banner

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

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.



WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	2+	6	-2	2

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.



WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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 roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

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