TRIARCH PRAETORIANS

M	T	SV	W	LD	OC
10"	5	3+	2	7+	1

AUFSTELLUNG

5-10x Triarch Praetorian (32mm)

Equipped with: Particle caster, Rod of covenant, Voidblade

Wargear Options:

- Each Triarch Praetorian can replace its Rod of covenant with Particle caster and voidblade.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Particle caster DEVASTATING WOUNDS, PISTOL	12"	3	3+	5	0	1
Rod of covenant	12"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of covenant	Melee	3	3+	5	-2	2
Voidblade	Melee	4	3+	5	-2	1

ABILITIES

RULES - Deep Strike, Reanimation Protocols

Relentless Combatants
You can re-roll Charge rolls made for this unit, and this unit is eligible to declare a charge in a turn in which it Fell Back.

WEAPON RULES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.