

PARAGON WARSUITS

PARAGON WARSUIT

M	T	SV	W	LD	OC	
8"	7	2+	4	7+	2	

PARAGON SUPERIOR

M	T	SV	W	LD	OC	
8"	7	2+	4	7+	2	

AUFSTELLUNG

2x Paragon Warsuit - Equipped with: Bolt pistol, Paragon Storm Bolters, Paragon Grenade Launchers, Paragon War Blade, Paragon War Mace, Ministorum heavy flamer, Heavy Bolter, Multi-melta (50mm)

1x Paragon Superior - Equipped with: Bolt pistol, Paragon Storm Bolters, Paragon Grenade Launchers, Paragon War Blade, Paragon War Mace, Ministorum heavy flamer, Heavy Bolter, Multi-melta (50mm)

Wargear Options:

- Each Paragon Warsuit can replace its Paragon Storm Bolters with Paragon Grenade Launchers.
- Each Paragon Warsuit can replace its Paragon War Blade with Paragon War Mace.
- Each Paragon Warsuit can replace its Heavy Bolter with Multi-melta or Ministorum heavy flamer.
- Each Paragon Superior can replace its Paragon Storm Bolters with Paragon Grenade Launchers.
- Each Paragon Superior can replace its Paragon War Blade with Paragon War Mace.
- Each Paragon Superior can replace its Heavy Bolter with Multi-melta or Ministorum heavy flamer.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1

ABILITIES

RULES - Acts of Faith



Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Ministorum heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Paragon Grenade Launchers TWIN-LINKED	24"	1	3+	9	-2	D3
Paragon Storm Bolters RAPID FIRE 2, TWIN-LINKED	24"	2	3+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paragon War Blade	Melee	4	3+	8	-2	2
Paragon War Mace	Melee	3	3+	12	-1	3

Righteous Paragons

Each time a model in this unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll and add 1 to the Wound roll.



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).

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.