

SERAPHIM SQUAD

SERAPHIM SUPERIOR

M	T	SV	W	LD	OC	
12"	3	3+	1	7+	1	5+

AUFSTELLUNG

1x Seraphim Superior - Equipped with: Close combat weapon, Bolt pistol, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Power Weapon, Chainsword (32mm)
4-9x Seraphim oder Seraphim with Special Weapons (32mm)

Wargear Options:

- Each Seraphim Superior can replace its 2 Bolt Pistols with Bolt Pistol and Plasma Pistol, Plasma Pistol and Power Weapon, Bolt Pistol and Power Weapon, Bolt Pistol and Chainsword or Plasma Pistol and Chainsword.
- Each Seraphim with Special Weapons can replace its 2x Ministorum Hand Flamers with 2x Inferno Pistols.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
2x Inferno Pistol MELTA 2, PISTOL	6"	1	3+	8	-4	D3
Ministorum hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1

ABILITIES

RULES - Acts of Faith, Deep Strike

Angelic Ascent

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Condemnatory Psalms

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is condemned:
- While a unit is condemned, that unit has +3" detection range.



► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS, PISTOL						

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon	Melee	3	3+	4	-2	1

WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.



Torrent

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

