PARAGON WARSUITS

165 PTS

PARAGON WARSUIT

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

PARAGON SUPERIOR

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

RANGED WEAPONS

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

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.

ABILITIES

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.

CORE RULES

Acts of Faith
If your Army Faction is Adepta Sororitas, each unit from your army with this ability can perform one Act of Faith per phase. This is done using Miracle dice.

GAINING MIRACLE DICE

If your Army Faction is Adepta Sororitas, you gain 1 Miracle dice:
- At the start of each turn.
- Each time an Adepta Sororitas unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:
- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll