

PALADIN SQUAD

170–450 PTS

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

INVULNERABLE
SAVE

4+

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+	4	0	1

MELEE WEAPONS

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

ABILITIES

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.

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 ABILITIES

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).



AUFSTELLUNG

3-9x Paladin oder Paladin with Ancient's Banner oder Paladin with Heavy Weapon oder Paladin with Narthecium

1x Paragon

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.



KEYWORDS: Infantry, Grenades, Imperium, Psyker, Terminator, Paladin Squad
FACTION KEYWORDS: Grey Knights

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

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

- Incursion - Up to 2 units
- Strike Force - Up to 3 units
- Onslaught - Up to 4 units

- Place those units in strategic reserves.
- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.