

# ZEPHYRIM SQUAD

## ZEPHYRIM SUPERIOR

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

## ZEPHYRIM

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|-----|---|----|---|----|----|----|
| 12" | 3 | 3+ | 1 | 7+ | 1  | 5+ |

### AUFSTELLUNG

1x Zephyrim Superior - Equipped with: Power weapon, Bolt pistol, ► Plasma pistol - supercharge, ► Plasma pistol - standard

4-9x Zephyrim - Equipped with: Bolt pistol, Power weapon

### Wargear Options:

- Each Zephyrim Superior can replace its Bolt pistol with Plasma pistol.

### ⚔ RANGED WEAPONS

| WEAPON                                             | RANGE | A | BS | S | AP | D |
|----------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL                              | 12"   | 1 | 3+ | 4 | 0  | 1 |
| ► Plasma pistol - standard<br>PISTOL               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>HAZARDOUS, PISTOL | 12"   | 1 | 3+ | 8 | -3 | 2 |

### ⚔ MELEE WEAPONS

| WEAPON       | RANGE | A | WS | S | AP | D |
|--------------|-------|---|----|---|----|---|
| Power weapon | Melee | 3 | 3+ | 4 | -2 | 1 |
| Power weapon | Melee | 3 | 3+ | 4 | -2 | 1 |

### ABILITIES

**RULES** - Acts of Faith, Deep Strike

#### 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.

#### Embodied Prophecy

Each time this unit is selected to fight, select one of the following abilities to apply to melee weapons equipped by models in this unit until the end of the phase:

- Sustained Hits 1
- Lethal Hits

If this unit made a Charge move this turn, until the end of the phase, select both abilities above to apply to melee weapons equipped by models in this unit instead.



### **Sacred Banner**

You can re-roll Advance and Charge rolls made for the bearer's unit.

## **WEAPON RULES**

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### **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.

### **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.

