

ARGENT ASSAULT

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Psychic Celerity

15 pts

TERMINATOR model only. This unit has +1 to charge rolls.

Vigilance of Titan

20 pts

TERMINATOR model only. At the start of your Shooting phase, you can select one visible enemy unit within 12" of this unit. That enemy unit has +6" detection range.

DETACHMENT RULE

When a friendly PALADIN SQUAD unit is selected to fight, if the S of those attacks is lower than the T of the target, those attacks have +1 to wound rolls.

STRATAGEMS (6/6)

1 CP ARGENT ASSAULT STRATAGEM **FIGHT**

Chanting incantations of vengeful wrath, the Paladins curse

When: Fight phase, when an enemy unit targets a friendly PALADIN

Target: That PALADIN SQUAD unit.

Effect: That enemy unit's melee attacks have [HAZARDOUS].

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When: Fight phase, when an enemy unit targets a friendly PALADIN

Target: That PALADIN SQUAD unit.

Effect: That enemy unit's melee attacks have [HAZARDOUS].

1 CP ARGENT ASSAULT STRATAGEM **FIGHT**

Paladins, more than even their brother Grey Knights, must strive

When: Fight phase, when a friendly PALADIN SQUAD unit is selected

Target: That PALADIN SQUAD unit.

Effect: Your unit's melee attacks have [PRECISION].

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When: Fight phase, when a friendly PALADIN SQUAD unit is selected

Target: That PALADIN SQUAD unit.

Effect: Your unit's melee attacks have [PRECISION].

1 CP ARGENT ASSAULT STRATAGEM **ANY**

Layered into the Paladins' armour by shriven seers and blessed

When: Any phase, when a friendly PALADIN SQUAD unit suffers a

Target: That PALADIN SQUAD unit.

Effect: Your unit has Feel No Pain 4+ against mortal wounds.

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Target: That PALADIN SQUAD unit.

Effect: Your unit has Feel No Pain 4+ against mortal wounds.