

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 5 | 3+ | 4 | 5+ | 1  |

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

| WEAPON                                 | RANGE | A | BS | S | AP | D |
|----------------------------------------|-------|---|----|---|----|---|
| Absolvor bolt pistol<br>CLOSE-QUARTERS | 18"   | 1 | 3+ | 5 | -2 | 2 |

MELEE WEAPONS

| WEAPON                     | RANGE | A | WS | S | AP | D |
|----------------------------|-------|---|----|---|----|---|
| Crozius arcanum<br>CLEFT 1 | Melee | 5 | 2+ | 6 | -1 | 2 |

ABILITIES

CORE - Leader

**Litany of Hate**  
This unit's melee attacks have [LANCE]

**Spiritual Leader**  
(Once per battle round, per unit): At the start of any phase, you can select one friendly battle-shocked ADEPTUS ASTARTES unit within 6" of this model. That unit is no longer battle-shocked.

**Leader**  
This model can be attached to the following units:  
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, CRUSADER SQUAD, DEATH COMPANY MARINES, DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BROTHERS SQUAD, VANGUARD VETERAN SQUAD

FACTION RULES

**Combat Doctrines**  
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine  
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine  
This unit's ranged attacks have [ASSAULT]

Tactical Doctrine  
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.  
Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



**AUFSTELLUNG**

1x Chaplain (40mm)

**Equipped with:** Absolvor bolt pistol, Crozius arcanum

**Wargear Options:**

- This model can be equipped with 1x Warlord.



**KEYWORDS:** Character, Infantry, Grenades, Tacticus, Imperium, Chaplain, Leader

**FACTION KEYWORDS:** Adeptus Astartes

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CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

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.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.