

CHAPLAIN WITH JUMP PACK - IMPERIUM -
SPACE MARINES

75 PTS

M	T	Sv	W	LD	OC
12"	5	3+	4	5+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Chaplain with Jump Pack (32mm)
Equipped with: Absolver bolt pistol, Crozius arcanum
Wargear Options:
■ This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Chaplain, Fly, Jump Pack, Leader, Tacticus
FACTION KEYWORDS: Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Exhortation of Rage

While this unit is at or below half-strength, this unit's melee attacks can re-roll wound rolls.

Litany of Hate

This unit's melee attacks have [LANCE]

Leader

This model can be attached to the following units: ASSAULT INTERCESSORS WITH JUMP PACKS, ASSAULT SQUAD WITH JUMP PACKS, DEATH COMPANY MARINES WITH JUMP PACKS, TALONSTRIKE KILL TEAM, VANGUARD VETERAN SQUAD WITH JUMP PACKS

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave

This ability always takes the form [CLEFT X]. Each time you gather attack dice for a [CLEFT] 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 [CLEFT 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).

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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.

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.

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.