CHAPLAIN GRIMALDUS

120 PTS

CHAPLAIN GRIMALDUS

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

INVULNERABLE SAVE 4+

CENOBYTE SERVITOR

M	T	Sv	W	LD	OC
6"	4	3+	1	8+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma Pistol - Standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma Pistol - Supercharge CLOSE-QUARTERS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer Crozius	Melee	6	2+	6	-2	2
Close Combat Weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

Faithful Cenobytes
- If this unit's Chaplain Grimaldus model is destroyed, this unit's remaining Cenobyte Servitor models are also destroyed.

- Each Cenobyte Servitor model in this unit takes up 0 transport capacity.

Litanies of the Devout
This unit's melee attacks can re-roll hit rolls.

Temple Relics
At the start of your Command phase, if this unit contains one or more Cenobyte Servitor models, select up to one of the abilities in the Temple Relics section. Until the start of your next Command phase, this model has that ability.

Banner of the Emperor Victorious

This unit has +1 to advance rolls and charge rolls.

Column from the Major Altar

This unit has +1 T.

Water from the Stoup of Elucidation

This unit's melee attacks have +1 AP.

Leader
This unit can be attached to the following units:
- Assault Intercessor Squad
- Infernus Squad
- Intercessor Squad
- Crusader Squad
- Sword Brethren

WEAPON ABILITIES

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.

AUFSTELLUNG

1x Chaplain Grimaldus - Equipped with: Artificer Crozius, ➤ Plasma Pistol - Supercharge, ➤ Plasma Pistol - Standard

3x Cenobyte Servitor - Equipped with: Close Combat Weapon

Basegrößen: 40mm, Cenobyte Servitors 28.5mm

Chaplain Grimaldus KEYWORDS: Epic Hero, Character, Grenades, Grimaldus
KEYWORDS: Infantry, Imperium, Tacticus, Chaplain, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

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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

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.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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