

CHAPLAIN GRIMALDUS

Leader

Close-quarters

Combat Doctrines

Feel No Pain 5+

CHAPLAIN GRIMALDUS	M 6"	T 5	SV 3+	W 5	LD 5+	OC 1	RW 4+
CENOBYTE SERVITOR	M 6"	T 4	SV 3+	W 1	LD 8+	OC 1	RW 4+

120 PTS

Base 40mm, Cenobyte
Servitors: 28.5mm



1 KOMMANDO

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.

2 BEWEGUNG

3 BESCHUSS

► Plasma Pistol - Standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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► Plasma Pistol - Supercharge

CLOSE-QUARTERS PISTOL

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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4 ANGRIFF

5 NAHKAMPF

Artificer Crozius

R	A	WS	S	AP	D
Melee	6	2+	6	-2	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Close Combat Weapon

VERWUNDET

Litanies of the Devout

This unit's melee attacks can re-roll hit rolls.

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

Chaplain Grimaldus

W5 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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Cenobyte Servitor

W4 · RW 3+ · 4++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

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...

AUFSTELLUNG

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

3x Cenobyte Servitor - Equipped with: Close Combat Weapon

Anführer

This unit can be attached to the following units:

- Assault Intercessor Squad
- Infernus Squad
- Intercessor Squad
- Crusader Squad
- Sword Brethren