

CHAPLAIN GRIMALDUS

100 PTS

CHAPLAIN GRIMALDUS

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

INVULNERABLE
SAVE



CENOBYTE SERVITOR

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

INVULNERABLE
SAVE





AUFSTELLUNG

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

3x Cenobite Servitor -
Equipped with: Close
Combat Weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma Pistol - Standard PISTOL	12"	1	2+	7	-2	1
► Plasma Pistol - Supercharge HAZARDOUS 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

Litanies of the Devout
While this unit is leading a unit and contains a Chaplain Grimaldus model, each time a model in that unit makes a melee attack, you can re-roll the Hit roll.

Servitors
If this unit's Chaplain Grimaldus model is ever destroyed, all of this unit's remaining Cenobite Servitor models are also destroyed. While embarking within a TRANSPORT and while embarked within a TRANSPORT, each Cenobite Servitor model in this unit takes up the space of 0 models.

Temple Relics
In your Command phase, if this unit contains one or more Cenobite Servitor models, select one Temple Relics ability (see left). Until the start of your next Command phase, this unit's Chaplain Grimaldus model has that ability.

Banner of the Emperor Victorious: Add 1 to Advance and Charge rolls for this unit.

Column of the Major Alter: Add 1 to the Toughness characteristic of models in this unit.

Water from the Stoup of Elucidation: Improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1.

Leader
This unit can be attached to the following units:

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



Chaplain Grimaldus

KEYWORDS: Epic Hero, Character, Grenades, Grimaldus

KEYWORDS: Infantry, Imperium, Tacticus, Chaplain, Leader

FACTION KEYWORDS: Adeptus Astartes, Black Templars

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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.

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
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.

CORE RULES

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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