

CHAPLAIN GRIMALDUS - IMPERIUM -
BLACK TEMPLARS

100 PTS

CHAPLAIN GRIMALDUS

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

INVULNERABLE
SAVE

4+

CENOBYTE SERVITOR

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Chaplain Grimaldus - Equipped with: Artificer Crozius, ► Plasma Pistol - Supercharge, ► Plasma Pistol - Standard
3x Cenobyte Servitor - Equipped with: Close Combat Weapon

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

⦿ 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 units remaining Cenobyte Servitor models are also destroyed. While embarking within a TRANSPORT and while embarked within a TRANSPORT, each Cenobyte 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 Cenobyte 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

WEAPON ABILITIES

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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.