

BROTHERHOOD CHAPLAIN - IMPERIUM -
GREY KNIGHTS

65 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	5+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Brotherhood Chaplain
Equipped with: Storm bolter, Crozius arcanum

KEYWORDS: Brotherhood Chaplain, Terminator, Psyker, Imperium, Infantry, Character, Leader
FACTION KEYWORDS: Grey Knights

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Litanies of Sanctity

Once per battle, at the start of any phase, you can select one friendly Grey Knights unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Zealous Path

While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader

This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Gate of Infinity

If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

- Incursion - Up to 2 units
- Strike Force - Up to 3 units
- Onslaught - Up to 4 units
- Place those units in strategic reserves.
- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

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.

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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.