

CHAPLAIN IN TERMINATOR ARMOUR -
IMPERIUM - SPACE MARINES

75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Chaplain in Terminator Armour

Equipped with: Storm bolter, Crozius arcanum

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Storm bolter with Relic Shield.

KEYWORDS: Character, Infantry, Terminator, Chaplain, Imperium, Leader

FACTION KEYWORDS: Adeptus Astartes

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

- Litany of Hate**

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.
- Recitation of Faith**

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds.
- Relic Shield**

Add 1 to the bearer's Wounds characteristic.

- Leader**

This model can be attached to the following units:

 - DEATHWATCH TERMINATOR SQUAD
 - DEATHWING KNIGHTS
 - DEATHWING TERMINATOR SQUAD
 - TERMINATOR ASSAULT SQUAD
 - TERMINATOR 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).

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.
- 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.