

CHAPLAIN IN TERMINATOR ARMOUR

75 PTS



M

5"

T

5

SV

2+

W

5

LD

5+

OC

1

4+

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

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.

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 RULES

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.

