

IMPERIUM - SPACE MARINES

CHAPLAIN

60 PTS



M

6"

T

4

SV

3+

W

4

LD

5+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Chaplain

Equipped with: Absolver bolt pistol, Crozius arcanum

Wargear Options:

- This model can be equipped with 1x Warlord.

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

- Leader**
- This model can be attached to the following units:
- ASSAULT INTERCESSOR SQUAD
 - BLADEGUARD VETERAN SQUAD
 - CRUSADER SQUAD
 - DEATH COMPANY MARINES
 - DEATH COMPANY MARINES WITH BOLT RIFLES
 - DEATHWATCH VETERANS
 - DECIMUS KILL TEAM
 - FORTIS KILL TEAM
 - HELLBLASTER SQUAD
 - INFERNUS SQUAD
 - INNER CIRCLE COMPANIONS
 - INTERCESSOR SQUAD
 - STERNGUARD VETERAN SQUAD
 - SWORD BRETHERN SQUAD
 - TACTICAL SQUAD

WEAPON RULES

- 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

◆ 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.

