

# BROTHERHOOD LIBRARIAN

|    |   |    |   |    |    |                                                                                   |
|----|---|----|---|----|----|-----------------------------------------------------------------------------------|
| M  | T | SV | W | LD | OC |  |
| 5" | 6 | 2+ | 5 | 6+ | 1  |                                                                                   |

## AUFSTELLUNG

1x Brotherhood Librarian (40mm)

**Equipped with:** Combi-weapon, Storm bolter, Vortex of Doom, Nemesis force weapon

## Wargear Options:

- This model can be equipped with one of: Combi-weapon, Storm bolter.

## RANGED WEAPONS

| WEAPON                                                             | RANGE | A    | BS | S | AP | D |
|--------------------------------------------------------------------|-------|------|----|---|----|---|
| Combi-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1 | 24"   | 1    | 4+ | 5 | -1 | 1 |
| Storm bolter<br>RAPID FIRE 2                                       | 24"   | 2    | 3+ | 5 | -1 | 1 |
| Vortex of Doom<br>BLAST, PSYCHIC                                   | 18"   | D6+3 | 3+ | 8 | -2 | 2 |

## MELEE WEAPONS

| WEAPON                          | RANGE | A | WS | S | AP | D |
|---------------------------------|-------|---|----|---|----|---|
| Nemesis force weapon<br>PSYCHIC | Melee | 4 | 2+ | 6 | -1 | 2 |

## ABILITIES

**CORE** - Leader

**RULES** - Deep Strike, Gate of Infinity, Leader

### Haloed in Soulfire (Psychic)

While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

### Sanctic Hood

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

### Leader

This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



## Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

## Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other 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).*

