LIBRARIAN

75 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Smite - Focused Witchfire **DEVASTATING WOUNDS** **HAZARDOUS** **PSYCHIC**	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire **PSYCHIC**	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [Psychic] **PSYCHIC**	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Librarian (Psyker Level 1)
This model has the **psychic** abilities listed in the **Psychic** Abilities section (see left).

Psychic Hood
This unit has Feel No Pain 4+ against **psychic** attacks.

[Psychic Abilities] - Force Dome (Psychic Level 1)
In your Movement phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit has 4+ InSv until the start of your next turn.

[Psychic Abilities] - Veil of Time (Psychic Level 1)
When this unit is selected to make an advance move, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit can change that advance roll to a 6.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

AUFSTELLUNG

1x Librarian (40mm)

Equipped with: Bolt pistol, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Psyker, Tacticus, Librarian, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN

75 PTS

WEAPON ABILITIES

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.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Librarius
Adeptus Astartes Psyker units with this ability have a psyker level of 1 of higher, specified in that unit's abilities. Each **Psychic** ability has a **psychic** level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ADEPTUS ASTARTES PSYKER unit can use a number of **psychic** abilities whose total **psychic** level does not exceed that PSYKER unit's psyker level

KEYWORDS: Character, Infantry, Imperium, Psyker, Tacticus, Librarian, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN

75 PTS

CORE RULES

Close-quarters
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.

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.

KEYWORDS: Character, Infantry, Imperium, Psyker, Tacticus, Librarian, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes