

LIBRARIAN ON BIKE [LEGENDS] -
IMPERIUM - SPACE MARINES

80 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

AUFSTELLUNG
1x Librarian on Bike [Legends]
Equipped with: Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Storm bolter, Twin boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]
Wargear Options:
■ This model can be equipped with 1x Warlord.
■ This model can replace its Bolt pistol with Combi-weapon, Boltgun, Storm bolter, Grav-pistol or Plasma pistol.

KEYWORDS: Character, Mounted, Grenades, Psyker, Imperium, Librarian
FACTION KEYWORDS: Adeptus Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Grav-pistol ANTI-VEHICLE 2+, PISTOL	12"	1	3+	4	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2
➤ 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

- Mental Fortress**
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

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

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

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This model can replace its Bolt pistol with Combi-weapon, Boltgun, Storm bolter, Grav-pistol or Plasma pistol.

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WEAPON ABILITIES

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+.

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.

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.

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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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.

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.