

IMPERIUM · SPACE MARINES

LIBRARIAN ON BIKE

[LEGENDS]

LeaderClose-quartersCombat Doctrines

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

80 PTS

Base —

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Twin boltgun

TWIN-LINKED

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Smite - Focused Witchfire

DEVASTATING WOUNDS

HAZARDOUS

PSYCHIC

R	A	BS	S	AP	D
24"	D3+3	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Smite - Witchfire

PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

4

ANGRIFF

—

5

NAHKAMPF

Force weapon [Psychic]

PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

6

VERTEIDIGUNG

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.

IMMER / EINMALIG

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GEGEN DIESE EINHEIT				
W5 · RW 3+ · 5 LP je Modell				
WIRD VERWUNDET MIT				
2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ
Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
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.
ANTI This ability always takes the form [ANTI-X Y+].
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...
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...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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 rol...
RAPID FIRE This ability always takes the form [RAPID FIRE X].
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG
1x Librarian on Bike [Legends]
Ausrüstung: 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]
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.
Anführer
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

KEYWORDS Character, Mounted, Grenades, Psyker, Imperium, Librarian · FRAKTION Adeptus Astartes