

LIBRARIAN WITH JUMP PACK
[LEGENDS]

LeaderClose-quartersCombat Doctrines

M

12"

T

4

SV

3+

W

4

LD

6+

OC

1

75 PTS
Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Boltgun

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

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+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Storm bolter

RAPID FIRE 2

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Plasma pistol - standard

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Smite - Focused Witchfire

DEVASTATING WOUNDS

HAZARDOUS

PSYCHIC

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Smite - Witchfire

PSYCHIC

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

4ANGRIFF

5NAHKAMPF

Force weapon

[Psychic]

PSYCHIC

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

6VERTEIDIGUNG

Psychic Hood

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

7IMMER / EINMALIG

Might of Heroes

[Pyschic]

While this model is leading a unit, improve the Strength and Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

RETTUNGSWURF JE DS

DS 0

3+

3+

S5-7

DS -1

4+

4+

S4

DS -2

5+

5+

S3

DS -3

6+

6+

S1-2

DS -4

-

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...

MELTA This ability always takes the form [MELTA X].

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].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

KEYWORDS Character, Infantry, Grenades, Imperium, Librarian, Psyker, Fly, Jump Pack · FRAKTION Adeptus Astartes