

LIBRARIUS ADEPT [CRUCIBLE]

Leader    Cleave    Close-quarters    Combat Doctrines    Crucible    Deep Strike    Feel No Pain 6+    Infiltrators    Stealth

1 KOMMANDO

Blessing of the Omnisiah

In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 2" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Condemnatory Annihilation

Each time this model's unit has fought, if one or more enemy units were destroyed as a result of those attacks, each enemy unit within 6" of this model must take a Battle-Shock test.

Nartheicum

While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding Character models) to that unit.

2 BEWEGUNG

Death Companion

Infantry only. This model gains the Feel No Pain 6+ ability and unless its unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Companion keyword, and change the list of units this model can be attached to: Death Company Marines, Death Company Marines with Bolt Rifles.

Death Companion with Jump Pack

Infantry only. Change this model's Move characteristic to 12", it gains the Deep Strike and Feel No Pain 6+ abilities, and unless its unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company, Fly and Jump Pack keywords, and change the list of units this model can be attached to: Death Company Marines with Jump Packs.

Ferriusian Terminator Armor

Infantry only. Change this model's Move characteristic to 5", its Toughness characteristic to 5, its Save characteristic to 2+, and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Terminator keyword, it has a 4+ invulnerable save. It gains the Deep Strike ability, and replace the list of units this model can be attached to: Wolf Guard Terminators.

Fortior Hero

While this model is leading a unit, unless that unit starts the battle embarked within a Transport, models in that unit have the Scouts 6+ ability.

Heavy Jump Pack and Mk X Gravis Armour

Infantry only. Change this model's Move characteristic to 10", its Toughness characteristic to 6 and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Jump Pack, Fly and Gravis keywords, it gains the Deep Strike ability and replace the list of units this model can be attached to: Incorper Squad.

Hero of the Golden Host

Champion of the Chapter only. Change this model's Move characteristic to 12", it gains the Deep Strike ability. Add the Fly and Jump Pack keywords, and change the list of units this model can be attached to: Sanguinary Guard.

Jump Pack

Infantry only. Change this model's Move characteristic to 12", add the Fly and Jump Pack keywords, it gains the Deep Strike ability and replace the list of units this model can be attached to: Assault Intercessors with Jump Packs, Vanguard Veteran Squad with Jump Packs.

Mk X Phobos Armour

Infantry only. This model gains the Infiltrators and Stealth abilities, remove the Tacticus keyword, add the Phobos keyword, and replace the list of units this model can be attached to: Eliminator Squad, Incorper Squad, Infiltrator Squad, Fever Squad, Scout Squad.

Ravenuing Hunter

While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Remorseless Persecution

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Terminator Armor

Infantry only. Change this model's Move characteristic to 5", its Toughness characteristic to 5, its Save characteristic to 2+, and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Terminator keyword, it has a 4+ invulnerable save. It gains the Deep Strike ability, and replace the list of units this model can be attached to: Terminator Assault Squad, Terminator Squad.

Venerable Death Companion

Dreadnought only. This model gains the Feel No Pain 6+ ability and unless it's unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company keyword.

3 BESCHUSS

Absolver bolt pistol [CLOSE-QUARTERS]

R A BS S AP D  
18" 1 3+ 5 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Angelus boltgun [Pistol]

R A BS S AP D  
12" 2 3+ 4 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T8+

Bolt pistol [CLOSE-QUARTERS]

R A BS S AP D  
12" 1 2+ 5 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Boltstorm gauntlet [Pistol]

R A BS S AP D  
12" 3 2+ 4 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T8+

Combi-weapon [RAPID FIRE 3 ANTI-INFANTRY 4+ DEVASTATING WOUNDS]

R A BS S AP D  
24" 1 3+ 4 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Forge bolter

R A BS S AP D  
24" 3 2+ 5 -1 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Grav pistol [ANTI-VEHICLE 2+ Pistol]

R A BS S AP D  
12" 1 2+ 4 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5 T6-9 T8+

Hand flamer [CLOSE-QUARTERS TORRENT]

R A BS S AP D  
9" 3 -4 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T8+

Heavy Bolt Pistol [CLOSE-QUARTERS]

R A BS S AP D  
18" 1 2+ 5 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Helirost pistol - dispersed [Pistol TORRENT]

R A BS S AP D  
12" D6 N/A 4 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5 T6-9 T8+

Helirost pistol - focused [Pistol]

R A BS S AP D  
12" 1 2+ 6 -3 3  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5 T6-9 T8+

Inferno pistol [META 3 Pistol]

R A BS S AP D  
6" 1 3+ 8 -4 D3  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T7 T8 T9-15 T16+

Master-crafted bolt carbine [PRECISION]

R A BS S AP D  
24" 1 2+ 4 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5 T6-9 T8+

Master-crafted bolt rifle [RAPID FIRE 3]

R A BS S AP D  
24" 2 2+ 5 -1 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Master-crafted heavy bolt rifle

R A BS S AP D  
30" 2 2+ 5 -1 3  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Neo-volkite pistol [DEVASTATING WOUNDS Pistol]

R A BS S AP D  
12" 1 2+ 5 -3 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Pyre pistol [IGNORER COVER Pistol TORRENT]

R A BS S AP D  
12" D6 N/A 4 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5 T6-9 T8+

Pyreblaster [IGNORER COVER TORRENT]

R A BS S AP D  
12" D6 N/A 5 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Storm bolter [RAPID FIRE 3]

R A BS S AP D  
24" 2 2+ 5 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Stormfrag auto-launcher [ASSAULT BLAST]

R A BS S AP D  
12" D3 3+ 4 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Twinn bolt rifle [ASSAULT RAPID FIRE 3 TWIN-LINKED]

R A BS S AP D  
24" 2 2+ 5 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Astares grenade launcher - frag [BLAST]

R A BS S AP D  
24" D3 2+ 4 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T8+

Astares grenade launcher - krak

R A BS S AP D  
24" 1 2+ 9 -2 D3  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T7 T8 T9-17 T18+

Plasma pistol - standard [CLOSE-QUARTERS]

R A BS S AP D  
12" 1 2+ 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 2+ 8 -3 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-4 T5-7 T8 T9-15 T16+

Plasma pistol - Standard [RAPID FIRE 3]

R A BS S AP D  
18" 2 2+ 7 -2 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T7 T8-13 T14+

Plasma pistol - Supercharged [HAZARDOUS RAPID FIRE 3]

R A BS S AP D  
18" 2 2+ 8 -3 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-4 T5-7 T8 T9-15 T16+

Smite - Focused Witchfire [DEVASTATING WOUNDS PSYCHIC]

R A BS S AP D  
24" D3+3 3+ 6 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 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 T4-6 T6 T7-11 T12+

Tortuous Revelation (Psychic)

In your Shooting phase, you can select one enemy unit within 18" of this model. That enemy unit must take a Battle-Shock test.

4 ANHANG

5 NAHKAMPF

Black Sword - strike [ANTI-CHARACTER 5+ PRECISION]

R A BS S AP D  
Melee 6 2+ 8 -3 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-4 T5-7 T8 T9-15 T16+

Black Sword - sweep

R A BS S AP D  
Melee 10 2+ 6 -2 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T6 T7-11 T12+

Close combat weapon

R A BS S AP D  
Melee 6 2+ 4 0 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5-7 T8+

Crozius arcum [CLEAVE 3]

R A BS S AP D  
Melee 5 2+ 6 -1 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Encarnine blade

R A BS S AP D  
Melee 5 2+ 6 -3 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T6 T7-11 T12+

Encarnine spear [CLEAVE]

R A BS S AP D  
Melee 4 2+ 6 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T6 T7-11 T12+

Eviscerator [SUSTAINED HITS 3]

R A BS S AP D  
Melee 5 2+ 7 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T7 T8-13 T14+

Force weapon [Psychic]

R A BS S AP D  
Melee 4 3+ 6 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T7 T8-13 T12+

Great weapon of the Unforgiven [DEVASTATING WOUNDS]

R A BS S AP D  
Melee 6 2+ 6 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T7 T7-11 T12+

Master-crafted chainsword [SUSTAINED HITS 3]

R A BS S AP D  
Melee 7 2+ 4 -1 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5-7 T8+

Master-crafted power weapon

R A BS S AP D  
Melee 6 2+ 5 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

W 6" 4 3+ 3 6+ 1

70 PTS

Base —

6 VERTEIDIGUNG

Adamantine Will

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

Armour of Faith

Once per phase, when an attack is allocated to this model, and the saving throw is failed, you can change the Damage characteristic of that attack to 0.

Invulnerable Save (5+)

This model has a 5+ invulnerable save.

Ravenuing Bike

Infantry only. Change this model's Move characteristic to 12", its Toughness characteristic to 5 and its Wounds characteristic to 5. Remove the Infantry and Tacticus keywords, add the Mounted keyword, and it has a 5+ invulnerable save. It is equipped with 2 plasma talon or 1 Astares grenade launcher in addition to the weapons you choose in Step 4, and change the list of units this model can be attached to: Outrider Squad, Ravenuing Black Knights.

Storm Shield

This model has a 4+ Invulnerable save.

Teeth and claws [EXTRA ATTACKS]

R A BS S AP D  
Melee 3 4+ 5 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Thunder hammer [DEVASTATING WOUNDS]

R A BS S AP D  
Melee 5 2+ 8 -2 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Twinn lightning claws [TWIN-LINKED]

R A BS S AP D  
Melee 6 2+ 5 -2 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Calibanite greatsword - strike [LETHAL HITS]

R A BS S AP D  
Melee 5 2+ 6 -1 2  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-2 T3-4 T4 T5 T6-9 T10+

Calibanite greatsword - sweep [SUSTAINED HITS 3]

R A BS S AP D  
Melee 5 2+ 6 -1 1  
VERWUNDET 2+ 3+ 4+ 5+ 6+  
T1-3 T4-6 T6 T7-11 T12+

Inspirational Exemplar

While this model is leading a unit, each time a model in that unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Litany of Hate

Each time a unit in this unit makes a melee attack, add 1 to the Wound roll.

Vengeful Exhortation

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play, the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

AUFSTELLUNG

1x Librarian Adept [Crucible]

Ausrüstung: Absolver bolt pistol, Angelus boltgun, Bolt pistol, Boltstorm gauntlet, Combi-weapon, Forge bolter, Grav pistol, Hand flamer, Heavy Bolt Pistol, Helirost pistol - dispersed, Helirost pistol - focused, Inferno pistol, Master-crafted bolt carbine, Master-crafted heavy bolt rifle, Neo-volkite pistol, Pyre pistol, Pyreblaster, Storm bolter, Storming auto-launcher, Twin bolt rifle, » Astares grenade launcher - frag, » Astares grenade launcher - krak, » Plasma pistol - standard, » Plasma pistol - supercharge, » Plasma talon - Supercharged, » Smite - Focused Witchfire, » Smite - Witchfire, Black Sword - strike, Black Sword - sweep, Close combat weapon, Crozius arcum, Encarnine blade, Encarnine spear, Eviscerator, Force weapon [Psychic], Great weapon of the Unforgiven, Master-crafted chainsword, Master-crafted power weapon, Omnissian power axe, Plasma fist, Relic weapon, Servo-arm, Teeth and claws, Thunder hammer, Twin lightning claws, » Calibanite greatsword - strike, » Calibanite greatsword - sweep

• This model can be equipped with 1x Wolfard.  
• This model can be equipped with 1x Twin bolt rifle.  
• This model can be equipped with one of: Forge bolter, Master-crafted bolt carbine, Master-crafted heavy bolt rifle, Angelus boltgun, Pyreblaster, Storming auto-launcher, Combi-weapon, Master-crafted bolter, Smite, Storm bolter.  
• This model can be equipped with up to 2 of: Plasma talon, Neo-volkite pistol, Pyre pistol, Helirost pistol, Inferno Pistol, Absolver bolt pistol, Bolt pistol, Hand flamer, Heavy Bolt Pistol, Plasma pistol, Boltstorm gauntlet.  
• This model can be equipped with 1x Close combat weapon.  
• This model can be equipped with 1x Crozius arcum.  
• This model can be equipped with 1x Force weapon.  
• This model can be equipped with 1x Omnissian power axe.  
• This model can be equipped with 1x Power fist.  
• This model can be equipped with 1x Servo-arm.

Antührer

This model can be attached to the following units:  
• Tacticus (Excluding Character and Fly)  
• Tactical Squad