IMPERIUM - SPACE MARINES

LIBRARIAN ON BIKE [LEGENDS]

Leader | Close-quarters | Combat Doctrines

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

80 PTS
Base —

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+

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+

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+	–

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

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	VERTEIDIGUNG	∞ IMMER / EINMALIG
—	—	—	**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.	—

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

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