LIBRARIAN IN PHOBOS ARMOUR

M	T	SV	W	LD	OC
8"	4	3+	4	6+	1

AUFSTELLUNG

1x Librarian in Phobos Armour (40mm)

Equipped with: Bolt pistol, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]

Wargear Options:

■ This model can be equipped with 1x Warlord.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ 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

RULES - Close-quarters, Combat Doctrines, Deep Strike, Infiltrators, Leader, Librarius, Stealth

Librarian (Psyker Level 1)
This model has the **psychic** abilities listed in the **Psychic** Abilities section (see left).

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

[Psychic Abilities] - Shrouding (Psychic Level 1)
When an enemy unit targets this unit, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- Attacks that target this unit have -1 to hit rolls until the end of the phase.

KEYWORDS: Character, Imperium, Psyker, Phobos, Librarian, Infantry, Leader, Explosives

FACTION: Adeptus Astartes **75 PTS**

[Psychic Abilities] - Soul Sight (Psychic Level 1)
In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- Select one visible enemy unit. Ranged attacks that target that enemy unit have [IGNORES COVER].

Leader
This model can be attached to the following units:

ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SCOUT SQUAD, SPECTRUS KILL TEAM, WOLF SCOUTS

WEAPON RULES

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.

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).