

LIBRARIAN

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

AUFSTELLUNG

1x Librarian (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, Leader, Librarius

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] - Force Dome (Psychic Level 1)

In your Movement 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.
- This unit has 4+ InSv until the start of your next turn.



[Psychic Abilities] - Veil of Time (Psychic Level 1)

When this unit is selected to make an advance move, 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.
- This unit can change that advance roll to a 6.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

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).

