LIBRARIUS ADEPT [CRUCIBLE]

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

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus

FACTION: Adeptus Astartes **70 PTS**

AUFSTELLUNG

1x Librarius Adept [Crucible]

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

Wargear Options:

- This model can be equipped with 1x Warlord.
- 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, Stormfrag auto-launcher, Combi-weapon, Master-crafted bolter, Smite, Storm bolter.
- This model can be equipped with up to 2 of: Plasma talon, Astartes Grenade Launcher.
- This model can be equipped with up to 2 of: Grav pistol, Neo-volkite pistol, Pyre pistol, Helfrost pistol, Inferno Pistol, Absolvor 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 arcanum.
- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2
Angelus boltgun PISTOL	12"	2	3+	4	0	1
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Boltstorm gauntlet PISTOL	12"	3	2+	4	-1	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	3+	4	0	1
Forge bolter	24"	3	2+	5	-1	2
Grav pistol ANTI-VEHICLE 2+, PISTOL	12"	1	2+	4	-1	1
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1

ABILITIES

CORE - Leader

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

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.

Astartes Banner
Add 1 to the Objective Control characteristic of models in this unit.

Helfrost pistol - dispersed PISTOL, TORRENT	12"	D6	N/A	4	-1	1
Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3
Inferno pistol MELTA 2, PISTOL	6"	1	3+	8	-4	D3
Master-crafted bolt carbine PRECISION	24"	1	2+	4	-2	2
Master-crafted bolter ASSAULT, RAPID FIRE 1	24"	2	2+	5	-1	2
Master-crafted heavy bolt rifle	30"	2	2+	5	-1	3
Neo-volkite pistol DEVASTATING WOUNDS, PISTOL	12"	1	2+	5	0	2
Pyre pistol IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	4	0	1
Pyreblaster IGNORES COVER, TORRENT	12"	D6	N/A	5	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Stormfrag auto-launcher ASSAULT, BLAST	12"	D3	3+	4	0	1
Twin bolt rifle ASSAULT, RAPID FIRE 2, TWIN-LINKED	24"	2	2+	5	-1	1
➤ Astartes grenade launcher - frag BLAST	24"	D3	2+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	2+	9	-2	D3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1

Blessing of the Omnissiah
In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" 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.

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

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.

Curse of the Wulfen
Champion of the Chapter only. Change this model's Move characteristic to 9", change its Toughness characteristic to 6, and change its Save characteristic to 4+. Remove the Tacticus keyword, add the Wulfen keyword and replace the list of units this model can be attached to: Wulfen, Wulfen with Storm Shields.

Death Companion
Infantry 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, and change the list of units this model can be attached to: Death Company Marines, Death Company Marines with Bolt Rifles.

➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	2+	8	-3	2
➤ Plasma talon - Standard RAPID FIRE 1	18"	2	2+	7	-2	1
➤ Plasma talon - Supercharged HAZARDOUS, RAPID FIRE 1	18"	2	2+	8	-3	2
➤ 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
Black Sword - strike ANTI-CHARACTER 5+, PRECISION	Melee	6	2+	8	-3	2
Black Sword - sweep	Melee	10	2+	6	-2	1
Close combat weapon	Melee	6	2+	4	0	1
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2
Encarmine blade	Melee	5	2+	6	-3	2
Encarmine spear LANCE	Melee	4	2+	6	-2	2
Eviscerator SUSTAINED HITS 1	Melee	5	2+	7	-2	2
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2
Great weapon of the Unforgiven DEVASTATING WOUNDS, SUSTAINED HITS 1	Melee	6	2+	6	-2	2

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 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, Fly and Jump Pack keywords, and change the list of units this model can be attached to: Death Company Marines with Jump Packs.

Fenrisian 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.

Forlorn 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: Inceptor 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.

Master-crafted chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	2
Master-crafted power weapon	Melee	6	2+	5	-2	2
Omnissian power axe	Melee	4	3+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic weapon LETHAL HITS	Melee	6	2+	7	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Thunder hammer DEVASTATING WOUNDS	Melee	5	2+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1
➤ Calibanite greatsword - strike LETHAL HITS	Melee	5	2+	6	-1	2
➤ Calibanite greatsword - sweep SUSTAINED HITS 2	Melee	5	2+	6	-1	1

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.

Invulnerable Save (5+)
This model has a 5+ invulnerable save.

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.

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

Mk X Gravis Armour
Infantry only. Change this model's Move characteristic to 5", its Toughness characteristic to 6 and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Gravis keyword and replace the list of units this model can be attached to: Gravis (excluding Fly).

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, Incursor Squad, Infiltrator Squad, Reiver Squad, Scout Squad.

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

Raider-pattern 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, it is equipped with 1 twin bolt rifle in addition to the weapons you choose in the next step, and replace the list of units this model can be attached to: Outrider Squad.

Ravenwing 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 1 plasma talon or 1 Astartes 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, Ravenwing Black Knights.

Ravenwing 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 chare in a turn in which it Advanced.

Rites of Battle
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Storm Shield
This model has a 4+ Invulnerable save.

Tactical Precision
Weapons equipped by models in this unit have the [**Lethal Hits**] ability.

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.

Thunderwolf Mount
Champion of the Chapter only. Change this model's Move characteristic to 12", its Toughness characteristic to 6, and its Wounds characteristic to 7. Remove the Infantry and Tacticus keywords and add the Mounted keyword. It is equipped with 1 teeth and claws in addition to the weapons you choose in Step 4, and replace the list of units this model can be attached to: Thunderwolf Cavalry.

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.

Vehement Aggression
While this model is leading a unit, each time that unit is selected to fight, take a Leadership test for that unit: if passed, until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll; if failed, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Veil of Time (Psychic)
Weapons equipped by models in this unit have the [**Sustained Hits** 1] ability

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.

Venerable Librarian
Dreadnought only. Add the Psyker keyword, and you can choose one additional ranged weapon for your model to be equipped with, which must be a **Psychic** weapon.

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.

Wolf Lord's Chosen
Infantry only. Change this model's Move characteristic to 7", and add the list of units this model can be attached to: Blood Claws, Grey Hunters, Wolf Guard Headtakers.

Leader
This model can be attached to the following units:

- Tacticus (Excluding Character and Fly)
- Tactical Squad

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.