CHIEF LIBRARIAN MEPHISTON

175 PTS

M	T	Sv	W	LD	OC
8"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Fury of the Ancients - Focused Witchfire ASSAULT CLOSE-QUARTERS HAZARDOUS PSYCHIC	18"	3	2+	6	-2	3
➤ Fury of the Ancients - Witchfire ASSAULT CLOSE-QUARTERS PSYCHIC	18"	3	2+	5	-1	2
➤ Plasma pistol - standard ASSAULT CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge ASSAULT CLOSE-QUARTERS	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vitarus LETHAL HITS PSYCHIC	Melee	6	2+	10	-3	3

ABILITIES

Chief Librarian (Psyker level 3)
This model has the **psychic** abilities listed in the **Psychic** Abilities section.

PSYCHIC ABILITIES

The Quickening (psychic level 1)
In your Command 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.

- The **assault** doctrine is active for this unit in addition to any other combat doctrine until the start of your next Command phase.

Transfixing Gaze (psychic level 2)
Start of your opponent's 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.

- When an enemy unit within 6" makes a fall-back move, that enemy unit must take a leadership roll. If that test is failed, that enemy unit must Remain Stationary.

WEAPON ABILITIES

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

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.

AUFSTELLUNG

1x Chief Librarian Mephiston (40mm)

Equipped with: ➤ Fury of the Ancients - Focused Witchfire, ➤ Fury of the Ancients - Witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Vitarus

KEYWORDS: Epic Hero, Character, Infantry, Tacticus, Psyker, Chief Librarian Mephiston, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

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8"	6	2+	6	6+	1

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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].

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).

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters
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.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

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