

CHIEF LIBRARIAN MEPHISTON

- Close-quarters
- Combat Doctrines
- Feel No Pain 5+
- Fights First
- Lone Operative
- Transhuman Strategist

M8"

T6

SV2+

W6

LD6+

OC1

RW4+

175 PTS

Base 40mm



1KOMMANDO

The Quickening (psychic level 1) (Psychic Abilities)

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.

2BEWEGUNG

Transfixing Gaze (psychic level 2) (Psychic Abilities)

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.

3BESCHUSS

► **Fury of the Ancients - Focused Witchfire**

ASSAULTCLOSE-QUARTERSHAZARDOUSPSYCHIC

R	A	BS	S	AP	D
18"	3	2+	6	-2	3

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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► **Fury of the Ancients - Witchfire** ASSAULT

CLOSE-QUARTERSPSYCHIC

R	A	BS	S	AP	D
18"	3	2+	5	-1	2

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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► **Plasma pistol - standard** ASSAULTCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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► **Plasma pistol - supercharge** ASSAULT

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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4ANGRIFF

5NAHKAMPF

Vitarus LETHAL HITSPSYCHIC

R	A	WS	S	AP	D
Melee	6	2+	10	-3	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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VERTEIDIGUNG

IMMER / EINMALIG

Chief Librarian (Psyker level 3)

This model has the **psychic** abilities listed in the **Psychic Abilities** section.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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Feel No Pain 5+ gegen jeden verlorenen LP

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.

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

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

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 u...

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

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...

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.

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...

AUFSTELLUNG

1x Chief Librarian Mephiston

Ausrüstung: ► Fury of the Ancients - Focused Witchfire, ► Fury of the Ancients - Witchfire, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Vitarus