IMPERIUM - BLOOD ANGELS

LIBRARIAN DREADNOUGHT [LEGENDS]

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3

170 PTS
Base —

Combat Doctrines **Deadly Demise 1**

1 KOMMANDO

—

2 BEWEGUNG

Wings of Sanguinius (Psychic)
Once per turn, at the end of your Movement phase, one Psyker from your army with this ability can use it. If it does, roll one D6: on a 1, that Psyker suffers D3 mortal wounds; on a 2+, select one friendly Adeptus Astartes Infantry unit within 12" of that Psyker and remove the selected unit from the battlefield, then set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

3 BESCHUSS

Heavy Flamer — BLAST 2 · TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Meltagun — MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Storm bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Blood Lance - Focused Witchfire — HAZARDOUS · PSYCHIC · SUSTAINED HITS D3

R	A	BS	S	AP	D
18"	1	3+	12	-3	D6+3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

➤ Blood Lance - Witchfire — PSYCHIC · SUSTAINED HITS D3

R	A	BS	S	AP	D
18"	1	3+	10	-3	D6

VERWUNDET

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

4 ANGRIFF

—

5 NAHKAMPF

Furioso Fist

R	A	WS	S	AP	D
Melee	5	3+	12	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Furioso Force Halberd — EXTRA ATTACKS · PSYCHIC

R	A	WS	S	AP	D
Melee	1	2+	9	-3	D6+3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

◆ VERTEIDIGUNG

Shield of Sanguinius (Aura, Psychic)
While a friendly Adeptus Astartes unit is within 6" of this model, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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 (roun…

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.

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…

MELTA This ability always takes the form [MELTA X].

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…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Librarian Dreadnought [Legends]

Ausrüstung: Heavy Flamer, Meltagun, Storm bolter, ➤ Blood Lance - Focused Witchfire, ➤ Blood Lance - Witchfire, Furioso Fist, Furioso Force Halberd

- This model can replace its Storm bolter with Heavy Flamer or Meltagun.

KEYWORDS Vehicle, Walker, Psyker, Imperium, Librarian Dreadnought, Smoke, Dreadnought · **FRAKTION** Adeptus Astartes, Blood Angels