

CHIEF LIBRARIAN MEPHISTON

M	T	SV	W	LD	OC	
8"	6	2+	6	6+	1	4+

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

⦿ 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

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

Chief Librarian (Psyker level 3)

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

The Quickening (psychic level 1) (Psychic Abilities)

Descriptions: 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) (Psychic Abilities)

Descriptions: 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 RULES

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.

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).

