LIBRARIAN DREADNOUGHT [LEGENDS]

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

AUFSTELLUNG

1x Librarian Dreadnought [Legends]

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

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Blood Lance - Focused Witchfire HAZARDOUS, PSYCHIC, SUSTAINED HITS D3	18"	1	3+	12	-3	D6+3
➤ Blood Lance - Witchfire PSYCHIC, SUSTAINED HITS D3	18"	1	3+	10	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

RULES - Combat Doctrines, Deadly Demise 1

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.

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.

Furioso Fist	Melee	5	3+	12	-3	3
Furioso Force Halberd EXTRA ATTACKS, PSYCHIC	Melee	1	2+	9	-3	D6+3

WEAPON RULES

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).*

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.

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.*

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.