CHIEF LIBRARIAN TIGURIUS

115 PTS

M	T	SV	W	LD	OC
6"	5	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Storm of the Emperor's Wrath BLAST 1, PSYCHIC	18"	D3+6	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of Tigurius PSYCHIC	Melee	5	2+	7	-2	2

AUFSTELLUNG

1x Chief Librarian Tigurius (40mm)

Equipped with: Bolt pistol, Storm of the Emperor's Wrath, Rod of Tigurius

ABILITIES

CORE - Leader

Chief Librarian (psyker level 3)

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

Hood of Hellfire

This unit has Feel No Pain 4+ against **psychic** attacks and mortal wounds.

Leader

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, DESOLATION SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

Prescience (Psychic level 2) (Psychic Abilities)

Descriptions: In your 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.

- This unit has +1 Sv until the start of your next turn.

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Psyker, Chief Librarian Tigurius, Leader, Explosives

FACTION: Adeptus Astartes, Ultramarines

Telepathic Assault (Psychic level 1) (Psychic Abilities)
Descriptions: In your Shooting 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.

- Select one visible enemy unit within 24" of this unit. That enemy unit suffers 2D3 mortal wounds.

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).*

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).

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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.

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.

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Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Librarius

Adeptus Astartes Psyker units with this ability have a psyker level of 1 of higher, specified in that unit's abilities. Each **Psychic** ability has a **psychic** level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ADEPTUS ASTARTES PSYKER unit can use a number of **psychic** abilities whose total **psychic** level does not exceed that PSYKER unit's psyker level

Transhuman Strategist

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

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