

CHIEF LIBRARIAN TIGURIUS

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

AUFSTELLUNG

1x Chief Librarian Tigurius (40mm)

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

⚔ 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

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader, Librarian, Transhuman Strategist

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.

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).

