

CHIEF LIBRARIAN MEPHISTON - IMPERIUM
- BLOOD ANGELS

110 PTS

M	T	Sv	W	LD	OC
7"	5	2+	6	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Chief Librarian Mephiston

Equipped with: ► Fury of the Ancients - Focused Witchfire, ► Fury of the Ancients - Witchfire, Vitarus

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Tacticus, Psyker, Chief Librarian Mephiston

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Fury of the Ancients - Focused Witchfire HAZARDOUS, PISTOL, PSYCHIC, SUSTAINED HITS 3	18"	3	2+	5	-2	D3
► Fury of the Ancients - Witchfire PISTOL, PSYCHIC, SUSTAINED HITS 1	18"	3	2+	4	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vitarus LETHAL HITS, PSYCHIC	Melee	6	2+	9	-3	D3

ABILITIES

The Quickening [Psychic]

This model is eligible to declare a charge in a turn which it Advanced.

Transfixing Gaze [Aura, Psychic]

While an enemy unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

WEAPON ABILITIES

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].

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

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).

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).

CORE RULES

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Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.