

LIBRARIAN DREADNOUGHT [LEGENDS] -
IMPERIUM - BLOOD ANGELS

170 PTS

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

AUFSTELLUNG
1x Librarian Dreadnought [Legends]
Equipped with: ➤ 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.

KEYWORDS: Vehicle, Walker, Psyker, Imperium, Librarian Dreadnought, Smoke, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ 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
Furioso Fist	Melee	5	3+	12	-3	3
Furioso Force Halberd EXTRA ATTACKS, PSYCHIC	Melee	1	2+	9	-3	D6+3

ABILITIES

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.

WEAPON ABILITIES

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.

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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Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.