

LIBRARIAN IN PHOBOS ARMOUR -
IMPERIUM - SPACE MARINES

70 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

AUFSTELLUNG

1x Librarian in Phobos Armour

Equipped with: Bolt pistol, ► Smite - Focused Witchfire, ► Smite - Witchfire, Force weapon

Wargear Options:

■ This model can be equipped with 1x Warlord.

KEYWORDS: Character, Grenades, Imperium, Psyker, Phobos, Librarian, Infantry, Leader

FACTION KEYWORDS: Adeptus Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
► Smite - Focused Witchfire DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	24"	D6	3+	6	-2	D3
► Smite - Witchfire PSYCHIC	24"	D6	3+	5	-1	D3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

Psychic Hood

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Shrouding [Psychic]

While this model is leading a unit, models in that unit have the Stealth ability and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Leader

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD
- SPECTRUS KILL TEAM

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

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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).

CORE 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.
- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- 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.