

LIBRARIAN WITH JUMP PACK [LEGENDS] -  
IMPERIUM - SPACE MARINES

75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 3+ | 4 | 6+ | 1  |

**AUFSTELLUNG**  
1x Librarian with Jump Pack [Legends]  
**Equipped with:** Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Hand flamer, Inferno Pistol, Storm bolter, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon  
**Wargear Options:**  
■ This model can be equipped with 1x Warlord.  
■ This model can replace its Bolt pistol with Combi-weapon, Boltgun, Storm bolter, Grav-pistol, Hand flamer, Inferno Pistol or Plasma pistol.

**KEYWORDS:** Character, Infantry, Grenades, Imperium, Librarian, Psyker, Fly, Jump Pack  
**FACTION KEYWORDS:** Adeptus Astartes

⦿ RANGED WEAPONS

| WEAPON                                                                | RANGE | A  | BS  | S | AP | D  |
|-----------------------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>CLOSE-QUARTERS                                         | 12"   | 1  | 3+  | 4 | 0  | 1  |
| Boltgun                                                               | 24"   | 2  | 3+  | 4 | 0  | 1  |
| Combi-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1    | 24"   | 1  | 4+  | 4 | 0  | 1  |
| Grav-pistol<br>ANTI-VEHICLE 2+, PISTOL                                | 12"   | 1  | 3+  | 4 | -1 | 2  |
| Hand flamer<br>IGNORES COVER, PISTOL, TORRENT                         | 12"   | D6 | N/A | 3 | 0  | 1  |
| Inferno Pistol<br>MELTA 2, PISTOL                                     | 6"    | 1  | 3+  | 8 | -4 | D3 |
| Storm bolter<br>RAPID FIRE 2                                          | 24"   | 2  | 3+  | 4 | 0  | 1  |
| ➤ Plasma pistol - standard<br>PISTOL                                  | 12"   | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>HAZARDOUS, PISTOL                    | 12"   | 1  | 3+  | 8 | -3 | 2  |
| ➤ Smite - Focused Witchfire<br>DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC | 24"   | D6 | 3+  | 6 | -2 | D3 |
| ➤ Smite - Witchfire<br>PSYCHIC                                        | 24"   | D6 | 3+  | 5 | -1 | D3 |

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

- Might of Heroes [Pyschic]**  
While this model is leading a unit, improve the Strength and Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.
- Psychic Hood**  
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.
- Leader**  
This model can be attached to the following units:
  - Assault Squad with Jump Packs
  - Vanguard Veteran Squad with Jump Packs

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■ This model can be equipped with 1x Warlord.  
■ This model can replace its Bolt pistol with Combi-weapon, Boltgun, Storm bolter, Grav-pistol, Hand flamer, Inferno Pistol or Plasma pistol.

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WEAPON ABILITIES

**Anti**  
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.  
*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

**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.

**Ignores Cover**  
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

**Melta**  
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.  
*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

**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).

**Rapid Fire**  
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

**Torrent**  
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

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**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.

**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.