

CHIEF LIBRARIAN MEPHISTON

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

AUFSTELLUNG

1x Chief Librarian Mephiston

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

⦿ 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

RULES - Feel No Pain 4+, Fights First, Lone Operative

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 RULES

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).

