

CHIEF LIBRARIAN TIGURIUS

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

AUFSTELLUNG

1x Chief Librarian Tigurius

Equipped with: ► Storm of the Emperor's Wrath - Focused Witchfire, ► Storm of the Emperor's Wrath - Witchfire, Rod of Tigurius

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Storm of the Emperor's Wrath - Focused Witchfire BLAST, HAZARDOUS, PSYCHIC	18"	2D6	2+	6	-2	2
► Storm of the Emperor's Wrath - Witchfire BLAST, PSYCHIC	18"	D6	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of Tigurius PSYCHIC	Melee	5	3+	7	-2	D3

ABILITIES

CORE - Leader

RULES - Leader

Hood of Hellfire

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

Master of Prescience (Psychic)

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.
- (Once per battle round, per army) When you target this unit with the Counteroffensive/Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.



Leader

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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).

