

IMPERIUM - ULTRAMARINES

CHIEF LIBRARIAN
TIGURIUS

85 PTS

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

4+



RANGED WEAPONS

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

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

ABILITIES

CORE - 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).

CORE RULES

◆ 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.

