

LIBRARIUS CONCLAVE

ENHANCEMENTS

Prescience

20 pts

ADEPTUS ASTARTES PSYKER model only (excluding TERMINATOR models). (Once per turn per unit) In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if

this unit is unengaged, this unit can make a normal move of:

- Up to D6".
- Or: If this unit has the Divination Discipline ability, up to 6".

Celerity

35 pts

ADEPTUS ASTARTES PSYKER model only.

- When this unit is selected to make an advance move, that move does not prevent this unit from being eligible to declare a charge.
- When this unit is selected to make a fall-back move, if this unit has the Biomancy Discipline ability, that move does not prevent this unit from being eligible to declare a charge.

Obfuscation

25 pts

ADEPTUS ASTARTES PSYKER model only.

- Enemy units cannot target this unit with snap shooting attacks.
- If this unit has the Telepathy Discipline ability, this unit has -3" detection range.

Fusillade

25 pts

ADEPTUS ASTARTES PSYKER model only. This unit's ranged attacks have:

- [LETHAL HITS].
- If this unit has the Pyromancy Discipline ability, [SUSTAINED HITS 1].

Temporal Corridor

25 pts

ADEPTUS ASTARTES PSYKER model only.

- If this unit has the Telekinesis Discipline ability, this unit has Deep Strike.
- At the end of your opponent's Fight phase, if this unit is unengaged, you can use this ability. If you do:
 - Place this unit in strategic reserves.
 - This unit can make an ingress move in your next Movement phase (including in your first turn)

DETACHMENT-REGEL

At the start of the battle round, select one of the following Psychic Disciplines abilities. Friendly Adeptus Astartes Psyker units have that ability until the end of the battle round.

- Biomancy Discipline: This unit has +2" M.
- Divination Discipline: This unit's attacks can:
 - Re-roll hit rolls of 1.
 - Re-roll wound rolls of 1.
- Pyromancy Discipline: This unit's ranged attacks that target an enemy unit within 12" of this unit have +1 AP.
- Telekinesis Discipline: Ranged attacks that target this unit have -1 S.
- Telepathy Discipline: This unit's attacks can ignore modifiers to BS, WS and hit rolls.

STRATAGEMS

1 CP

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COMMAND

SENSORY ASSAULT

When: Command phase.

Target: One Adeptus Astartes Psyker unit from your army.

Effect: Select one enemy unit that is within 18" of and visible to one PSYKER model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CP

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SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

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SHOOTING

ASSAIL

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that is eligible to shoot.

Effect: Select one enemy unit within 18" of and visible to one or more PSYKER models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

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SHOOTING

PRESCIENT PRECISION

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.

1 CP

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FIGHT

FIERY SHIELD

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 18" of one or more friendly Adeptus Astartes Psyker models, and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll, and if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.

1 CP

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FIGHT

IRON ARM

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that is within 18" of one or more Adeptus Astartes Psyker models from your army and has not been selected to Fight this phase.

Effect: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.