

INTERROMANCY PSYCHIC POWERS				
SPELL	CAST	RANGE	TARGET	EFFECT
Smite	5			The closest enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.
Mind Worm	6	12 in LoS	enemy unit	The unit suffers a mortal wound and may only be chosen to fight in the Fight phase after all other eligible units have fought, even if they charged or have an ability that would allow them to fight first. This effect lasts until the end of your turn.
Aversion	6	24 in LoS	enemy unit	Until your next Psychic phase your opponent must subtract 1 from all hit rolls made for that unit.



LIBRARIAN (TERMINATOR) (A) (HQ) (147 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
5	3+	3+	4	4	5	3	9	2+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Force sword	Melee	Melee	user (4)	-3	D3	-	8
Combi-melta	-	-	-	-	-	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.	19
- Boltgun	24	Rapid Fire 1	4	0	1	-	0
- Meltagun	12	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	0

ABILITIES

GRIM RESOLVE	You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale test.
INNER CIRCLE	This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a FALLEN
TELEPORT STRIKE	During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.
CRUX TERMINATUS	This model has a 5+ invulnerable save.
PSYCHIC HOOD	You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Interromancy discipline.

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN



INTERROGATOR CHAPLAIN (A) (HQ) (97 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	2+	3+	4	4	5	3	9	3+	4+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Crozius arcanum	Melee	Melee	+1 (5)	-1	2	-	0
Frag grenade	6	Grenade D6	3	0	1	-	0
Krak grenade	6	Grenade 1	6	-1	D3	-	0
Bolt pistol	12	Pistol 1	4	0	1	-	0
Power fist	Melee	Melee	x2 (8)	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	12

ABILITIES

GRIM RESOLVE	You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale test.
INNER CIRCLE	This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a FALLEN
SPIRITUAL LEADERS	All friendly DARK ANGELS units within 6" of this model can use his Leadership instead of their own.
LITANIES OF HATE	You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model.
AURA OF DREAD	Units within 6" of an enemy INTERROGATOR-CHAPLAINS must subtract 1 from their Leadership characteristic.
ROZARIUS	This model has a 4+ invulnerable save.

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, INTERROGATOR-CHAPLAIN