INTERROMANCY PSYC	CHIC POW	ERS										
SPELL		CAST	RANGE	TARGET	EFFECT							
Smite		5			1		-	-	-		ınds. If the result o nstead.	ofthe
Mind Worm		6	12 in LoS	enemy unit	Psychic test was more than 10, the target suffers D6 mortal wounds instead.  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.						v them	
Aversion		6	24 in LoS	enemy unit	Until y unit.	Until your next Psychic phase your opponent must substract 1 from all hit rolls made for that unit.						
LIBRARIAN (TE	RMINA	ATOR) (A	A) (HQ)	(147 PT	S) MOI	DELS X	1					
MOVE"		WS BS		BS	S	Т	T W A LD SV				INVSV	
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	-	-	-	-	-	l	_	-		e or both of the pr made for this wea		19
- Boltgun	24	Rapid Fire 1	4	0	1	-						0
- Meltagun	12	Assault 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.						
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 it prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed Morale tes											
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 <b>FALLEN</b>										
TELEPORT STRIKE	yo	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	TI	nis model h	as a 5+inv	/ulnerable	save.							
PSYCHIC HOOD You can add 1 to Deny the Witch tests you take for this model against enemy <b>PSYKERS</b> 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	IN	/IPERIUM, A	DEPTUS AS	STARTES, D	ARK ANGE	S, DEATHV	VING					
KEYWORDS	CI	HARACTER,	INFANTRY,	TERMINAT	OR, PSYKEI	R, LIBRARIA	AN					
INTERROGATO	R CHA	PLAIN (	A) (HQ)	(97 PTS	S) MOD	ELS X 1						
MOVE"		WS BS		S	T W A LD SV IN				INVSV	VSV		
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 Grenac D6		3	0	1	-						0
Krak grenade		Grenade	6	-1		-						
a. B. chade	6	1	"		D3	-						0
Bolt pistol	6 12		4	0	D3	-						0
		1				- When at	tacking with	this weapon,	you must :	substract 1 from t	he hit roll.	
Bolt pistol	12	1 Pistol 1	4	0	1	- When at	tacking with 1	this weapon,	you must :	substract 1 from t	he hit roll.	0
Bolt pistol Power fist	12 Melee	Pistol 1 Melee	4 x2 (8)	0 -3	1 D3	whenever	it shoots (inc	luding when	iring Over	watch) so long as	he hit roll. it did not move in e failed Morale te	0 12
Bolt pistol Power fist ABILITIES	12 Melee You	Pistol 1 Melee	4 x2 (8)	0 -3	1 D3 this unit v	whenever lit can nev	it shoots (inc er lose more	luding when t	firing Over	watch) so long as result of any singl	it did not move in	0 12 its st.
Bolt pistol Power fist  ABILITIES  GRIM RESOLVE	12 Melee You	Pistol 1 Melee  ou can re-ro rior Movem his unit aut	4 x2 (8)	0 -3 olls of 1 for e. In addition	1 D3 this unit v on, this un	whenever lit can nev	it shoots (inc er lose more	luding when than one mo	firing Over del as the nit rolls in t	watch) so long as result of any singl the Fight phase fo	it did not move in e failed Morale te	0 12 its st.
Bolt pistol Power fist ABILITIES GRIM RESOLVE INNER CIRCLE	12 Melee You	Pistol 1 Melee  ou can re-ro- rior Movem his unit aut hat target a	4 x2 (8)  oll all hit repent phase omatically FALLEN  ARK ANGE	0 -3 olls of 1 for 2. In addition 4 passes M	1 D3 this unit von, this unit orale test	whenever nit can nev es. In addit	it shoots (inc er lose more ion, you can r	luding when than one more-roll failed b	firing Over del as the nit rolls in t	watch) so long as result of any singl the Fight phase fo	it did not move in e failed Morale te	0 12 its st.
Bolt pistol Power fist ABILITIES GRIM RESOLVE INNER CIRCLE SPIRITUAL LEADERS	12 Melee You	Pistol 1  Melee  ou can re-ro rior Movem his unit aut tat target a  I friendly D	x2 (8)  old all hit roment phase omatically FALLEN  ARK ANGE	olls of 1 for e. In addition passes M	this unit von, this ur orale test	whenever nit can nev ss. In addit this mode nase for fri	it shoots (inc er lose more ion, you can r el can use his endly <b>DARK</b> A	luding when than one more-roll failed h	firing Over del as the nit rolls in t nstead of t within 6" c	watch) so long as result of any singl the Fight phase fo heir own.	it did not move in e failed Morale te r attacks by this ur	0 12 its st.
Bolt pistol Power fist ABILITIES GRIM RESOLVE INNER CIRCLE SPIRITUAL LEADERS LITANIES OF HATE	12 Melee YCpp Th th Al	Pistol 1  Melee  ou can re-ro rior Movem his unit aut tat target a  I friendly D	4 x2 (8)  oll all hit repent phase omatically FALLEN PARK ANGE	0 -3 olls of 1 for e. In addition passes M	this unit on, this ur orale test ithin 6" of ne Fight ph	whenever nit can nev ss. In addit this mode nase for fri	it shoots (inc er lose more ion, you can r el can use his endly <b>DARK</b> A	luding when than one more-roll failed h	firing Over del as the nit rolls in t nstead of t within 6" c	watch) so long as result of any singl the Fight phase fo heir own. of this model.	it did not move in e failed Morale te r attacks by this ur	0 12 its st.
Bolt pistol Power fist  ABILITIES  GRIM RESOLVE  INNER CIRCLE  SPIRITUAL LEADERS  LITANIES OF HATE  AURA OF DREAD	12 Melee Yc pr Ti ttr Al Yc U	Pistol 1 Melee  ou can re-ro rior Movem his unit aut hat target a I friendly D ou can re-ro nits within	x2 (8)  It all hit roment phase omatically FALLEN  ARK ANGE of an error as a 4+inv	olls of 1 for e. In addition passes Met rolls in the memy INTER	this unit von, this ur orale test ithin 6" of ne Fight phe RROGATOF save.	whenever nit can nev es. In addit this mode nase for fri	it shoots (inc er lose more ion, you can r el can use his endly <b>DARK</b> A <b>NS</b> must subs	luding when than one more-roll failed h	firing Over del as the nit rolls in t nstead of t within 6" c	watch) so long as result of any singl the Fight phase fo heir own. of this model.	it did not move in e failed Morale te r attacks by this ur	0 12 its st.