

 <p><b>CONTROL</b></p> <p><b>TARGETING: LINE OF SIGHT</b>  <b>RANGE: 6 SQUARES</b>  <b>AREA OF EFFECT: MODEL</b></p> <p>The Librarian sends a beam of psychic energy into the mind of an enemy and takes control of his victim. The Space Marine player can move and fire the model as if it were one of his own. Control lasts for one turn and the range of movement is limited by the Alien's Move Value.</p>	 <p><b>SCAN</b></p> <p><b>TARGETING: ENTIRE BOARD</b>  <b>RANGE: NO LIMIT</b>  <b>AREA OF EFFECT: TWO ROOMS</b></p> <p>The Librarian sends a glittering stream of psychic power ahead of himself. Through this stream he is able to see with his mind's eye around corners and through closed doors. The Space Marine player nominates any two rooms on the entire board and all the blip tokens in these rooms must be revealed and converted into models.</p>	 <p><b>SMITE</b></p> <p><b>RANGE: 0</b>  <b>TARGETING: SELF</b>  <b>AREA OF EFFECT: 9 SQUARES</b></p> <p>The Librarian unleashes a burst of psychic energy that affects his enemies by using their strong emotions of hate and animosity towards him. Unable to defend themselves against this awesome psychic attack, they are consumed in fire and their bones disintegrate into fine sand. Any Alien models (apart from Dreadnoughts) within two squares of the Librarian are destroyed. Dreadnoughts lose one Life Point.</p>
 <p><b>HELLFIRE</b></p> <p><b>TARGETING: LINE OF SIGHT</b>  <b>RANGE: 8 SQUARES</b>  <b>AREA OF EFFECT: 9 SQUARES</b></p> <p>The Librarian unleashes a roaring blaze of psychic energy, filling the affected area with huge red and orange flames. Orks and Gretchin are automatically destroyed by the flames if they're within the area of effect. For other Aliens, the Marine player rolls 2 Heavy Weapons dice per model to see if they're destroyed. The roll must beat the Alien model's armour value by one to destroy it.</p>	 <p><b>LIGHTNING ARC</b></p> <p><b>TARGETING: LINE OF SIGHT</b>  <b>AREA OF EFFECT: 10 SQUARES</b></p> <p>A bolt of psychic energy flies from the Librarian's hand to strike down his chosen target and leaps from enemy to enemy until its destructive power is exhausted. The Lightning Arc has an Area of Effect of 10 squares and can hit any models in the Librarian's Line of Sight. For each Alien hit by the Lightning Arc, roll 2 Heavy Weapons dice. If the score exceeds the Alien's Armour Value, the model is destroyed. Once the Lightning Arc fails to kill a model, its power is exhausted.</p>	 <p><b>VORTEX</b></p> <p><b>RANGE: 0</b>  <b>TARGETING: SELF</b>  <b>AREA OF EFFECT: 4 SQUARES</b></p> <p>The Librarian sacrifices himself in an incandescent burst of raw psychic energy. The Vortex counter is placed where the Librarian was standing and he is removed from play. At the start of each subsequent Alien and Marine players' turns, roll a 6 sided dice. If the score is a 1, 2, 3 or 4, the counter moves 2 squares in the indicated direction. If the score is 5 or 6, it is removed. A Vortex can pass through walls but destroys any models, doors or object markers it touches.</p>
 <p><b>BLAST</b></p> <p><b>TARGETING: LINE OF SIGHT</b>  <b>RANGE: UNLIMITED</b>  <b>AREA OF EFFECT: 1 OBJECT</b></p> <p>Emerald beams of energy fly from the hands of the Librarian. A Blasted object – and hence its path of destruction – moves 5 squares directly backwards. Blasted objects can never move diagonally. Any Alien model in the way is automatically destroyed, apart from Dreadnoughts who lose one Life Point.</p>	 <p><b>JINX</b></p> <p><b>TARGETING: LINE OF SIGHT</b>  <b>RANGE: 5 SQUARES</b>  <b>AREA OF EFFECT: UP TO 3 MODELS</b></p> <p>The Librarian can throw a Jinx on mechanical devices, causing them to temporarily malfunction. Models affected by this are rendered useless for one turn. They cannot move or shoot and should be placed face down on the board to indicate this.</p> <p>Jinx only affects Dreadnoughts or up to 3 Androids and automatically takes effect.</p>	 <p><b>TELEPORT</b></p> <p><b>TARGETING: SELF</b>  <b>RANGE: 1 BOARD SECTION</b></p> <p>Using his powerful psychic ability, the Librarian can Teleport himself once anywhere within one board section (a quarter of the whole board). He must do this at the beginning of the turn. He can also complete any other actions, such as moving and firing a Storm Bolter or engaging in Hand-to-Hand combat.</p>
 <p><b>BURST OF SPEED</b></p> <p><b>TARGETING: SELF</b></p> <p>The Librarian creates an accelerated time field around himself, making it seem to him that everyone else is hardly moving at all. As he strides forwards, ripples of blue fire run up and down his armour, leaving pools of luminescence wherever he steps.</p> <p>Burst of Speed enables the Librarian to take a second turn immediately after his first.</p>	 <p><b>WARP TIME</b></p> <p><b>TARGETING: SELF</b>  <b>AREA OF EFFECT: BOARD SECTION</b></p> <p>The Librarian draws on his psychic powers to slow down time within a chosen area. The Librarian casts Warp time on a complete board section, (a quarter of the whole board). Warp Time affects all of the Space Marine models, allowing them to take a second turn as in Burst of Speed. The Librarian is not allowed to attack at all because of the intense concentration needed to keep the Warp Time working.</p>	 <p><b>AURA</b></p> <p><b>TARGETING: SELF</b></p> <p>An Aura is a psychic shield that protects the Librarian player for one turn. The Librarian puts all his effort into a single defensive screen that surrounds him and protects him from harm.</p> <p>When the card is played, the Librarian's armour value increases to 4 for one turn. Playing this card does not prevent the Librarian from moving or firing, but he must play it at the start of the turn.</p>