

SPACE MARINE LIBRARIANS

Space Marine Librarians are highly accomplished psykers trained to use their powers in combat. Librarians wear a special kind of Terminator armour known as an Aegis suit. This has a modified psychic hood which encases the Librarian's head and helps to deflect harmful psychic attacks. In addition to a standard storm bolter, Librarians wield deadly force weapons. These are constructed around a meticulously engineered psi-matrix which allows the psyker to channel his energy through the weapon to devastating effect.

Librarians have the following statistics:

Movement	4
Armour value	3
Firing	1 Heavy and 1 Light Weapons dice
Hand-to-Hand	2 Heavy Weapons dice and 2 Light Weapons dice
Life Points	1



Deathwing Space Marine Librarian

USING PSYCHIC CARDS

To represent the Librarian's psychic powers, we've introduced a set of special cards for use with your games of Space Crusade. We've provided each Space Marine player with 12 cards to represent just a few of a Librarian's different psychic abilities.

The cards are arranged into four suits – the Psionic suit, the Power suit, the Kinesis suit and the Temporal suit. They are all colour coded; yellow for Psionic cards, red for Power cards, green for Kinesis cards and blue for Temporal cards. At the start of each game, Space Marine players who have a Librarian in their squad can select **four** psychic cards from this 12. You are allowed to choose only one card of each colour.

If a Librarian wishes to use psychic powers, the player informs the Alien player at the beginning of the turn and places the appropriate card face up on the table. He may only play one card per turn.

The Librarian may not perform any other action when using psychic cards unless the rules state otherwise. All psychic cards are discarded after use.

PSIONIC CARDS

CONTROL

The Librarian sends a beam of psychic energy into the mind of an enemy. The Alien shudders with terror as the Librarian's iron will grips him, controlling his thoughts and actions.

Control can be cast on any Alien model that is in the Librarian's Line of Sight and within 6 squares. The Space Marine player can use the controlled model to move, fire or attack in Hand-to-Hand combat as if it were one of his own models. The controlled model retains all of its normal statistics for moving and firing. The Librarian loses control of the model when it's the Alien player's turn.

SCAN

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.

All Aliens in the room feel a spine-tingling chill as ghostly feelers brush across their skin. The air becomes slightly misty and a distant whistling noise is heard from all sides.

The Space Marine player nominates any two rooms on the board and any blip tokens in these rooms must be revealed and converted into models.

SMITE

The Librarian unleashes a burst of psychic energy that attacks his enemies by using their strong emotions of hate and animosity towards him. Unable to defend themselves against this terrifying psychic attack, victims are consumed in fire and their bones disintegrate into fine sand.

Any Alien models (apart from Dreadnoughts) within the area of effect shown below are destroyed. Dreadnoughts lose one Life Point.

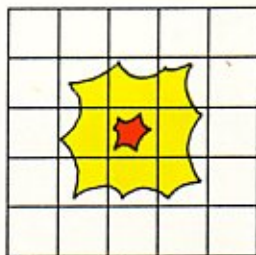


Diagram showing the area of effect for Smite

POWER CARDS

HELLFIRE

The Librarian unleashes a roaring blaze of psychic energy that fills the affected area with huge red and orange flames. The intense heat of this psychic effect will melt armour and boil the flesh of any Alien in the way.

Orks and Gretchin are automatically destroyed by the flames if they're within the area of effect. If there are any other Alien models in the area of effect, the Space Marine player must roll 2 Heavy Weapons die for each one to see if they are destroyed. The roll must beat the Alien model's armour value by one to destroy it. Hellfire blocks Line of Sight for the whole of the Space Marine player's turn.

The range of Hellfire is 8 squares and the central target square must be in Line of Sight.

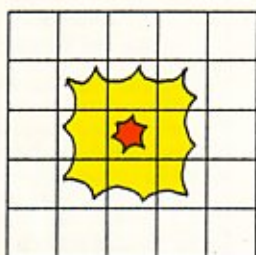


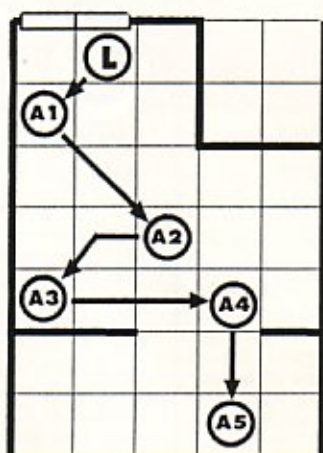
Diagram showing the area of effect for Hellfire



LIGHTNING ARC

A bolt of psychic energy flies from the Librarian's hand to strike down his chosen target, then leaps from enemy to enemy until its destructive power is exhausted.

The Lightning Arc can hit any targets within its Area of Effect of 10 squares and within 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 by at least one, the model is destroyed. The lightning arc will continue to attack aliens within its area of effect and Line of Sight of the Librarian until it fails to kill a model. Once this has happened, the lightning arc's power is exhausted and no further attacks are made.



The Lightning Arc can hit up to 10 targets within the Librarian's Line of Sight, as long as it does not travel through more than 10 squares, starting to count from any of the squares adjacent to the Librarian.

At A1, the Lightning Arc has travelled 1 square, at A2, it has travelled 3 squares, at A3 it has travelled 5 squares, at A4 it has travelled 8 squares and at A5 it has travelled 10 squares.

VORTEX

Vortex is only used in situations where a Librarian knows there is no hope of survival and chooses to sacrifice his own life for his brother Space Marines. He releases all of his psychic power in one raging whirlwind of pure energy.

Vortex is a truly frightening psychic effect. Not only because it destroys nearly everything it touches, including the Librarian himself, but also because it is utterly uncontrollable. Because of this, Librarians save its use for truly desperate situations. Once cast, the Vortex is on its own!

A Vortex counter is placed to cover four squares, one of which must be the Librarian's square. He is then removed from play. At the start of each subsequent Alien and Space Marine turn (not individual Space Marine player's turns), roll a normal 6-sided die to see which way it travels. If the score is a 1, 2, 3 or 4, it travels 2 squares in the direction shown on the Vortex counter. If the score is 5 or 6, it dies down harmlessly.

The Vortex destroys any models, doors or object markers it touches and they are immediately removed from play.

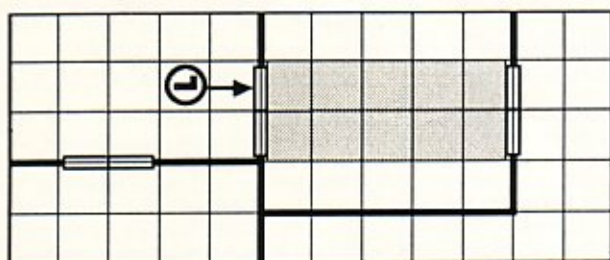
The Vortex will travel straight through walls. If it moves completely off an edge of the board, the Vortex cannot re-enter play and is removed. A Vortex marker blocks Line of Sight.

KINESIS CARDS

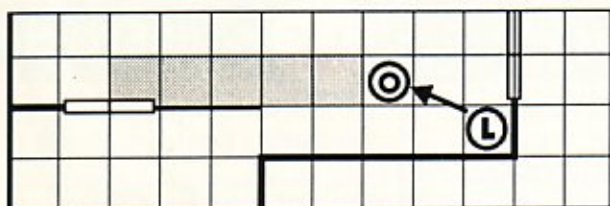
BLAST

Emerald beams of energy fly from the hands of the Librarian. As these energy beams hit solid objects such as doors or obstacles, they tear them apart and send a devastating shower of debris in a straight line along a corridor or room. The Blast itself cannot be cast at a model, only on objects such as doors or obstacle markers. 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.

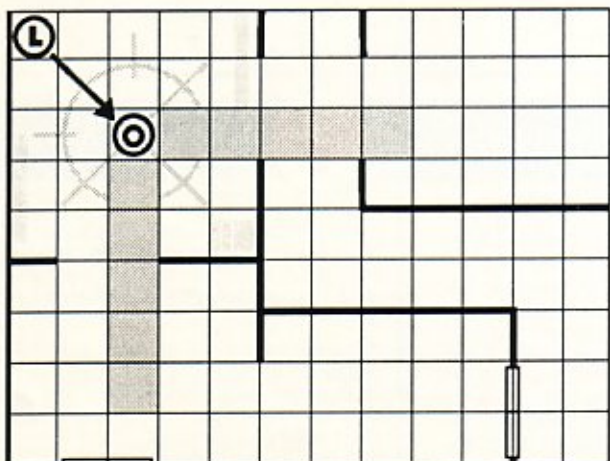
The targeted object must be in Line of Sight when the Blast card is played.



The Librarian directs a Blast at a door and it moves 5 squares directly backwards. Note the area of effect is 2 squares wide because of the width of the doors. All the areas shaded grey show the affected squares. Any models in this area (apart from Dreadnoughts) are destroyed.



The Librarian directs a Blast at an object marker and it moves 5 squares directly backwards. Note the area of effect is 1 square wide because an object marker only covers 1 square. All the areas shaded grey show the affected squares. Any models in this area (apart from Dreadnoughts) are destroyed.



If the Librarian directs a Blast diagonally, the Space Marine player has the choice to move the object either horizontally or vertically.

JINX

The Librarian can throw a Jinx on any Androids or Dreadnoughts, causing them to temporarily malfunction. The Librarian twists the inner workings of the machines, so that cogs never mesh and firing pins never make contact. Any 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.

Jinx can only affect Androids or Dreadnoughts and automatically takes effect. If the card is played on a Dreadnought, it only affects one model. However, the card can affect up to 3 Androids if they are in the Librarian's Line of Sight. Jinx has a range of 5 squares. All targets must be within the Librarian's Line of Sight when Jinx is cast.

TELEPORT

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, (apart from using another psychic card) such as moving, firing a weapon or engaging in Hand-to-Hand combat.

TEMPORAL CARDS

BURST OF SPEED

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.

The Space Marine player plays the card after he has moved and fired. This enables the Librarian to take a second turn immediately after his first. He can move, fire or attack in hand-to-hand combat in this turn as normal but cannot play another psychic card. The Librarian casts Burst of Speed on himself and its effect is automatic.

WARP TIME

The Librarian draws on his psychic powers to slow down time within a chosen area. To onlookers, the Aliens affected seem to be moving in slow motion. 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 move or attack at all because of the intense concentration needed to keep the Warp Time working.

AURA

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. 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.

BLIPS

It should be noted that Scan, Vortex and Blast all effect blip counters in the same way they effect Alien models.