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SPACE CRUSADE

RENEGADE

A FIVE-PART CAMPAIGN FOR SPACE CRUSADE
BY ANDREW KENNEDY-SKIPTON

Hermiatus, a Magos Biologus of the Adeptus Mechanicus has disappeared while working on an anti-gene that has the potential to immunise humans against infection by Genestealers. It's suspected that in the course of his research he accidentally became infected with the Genestealer plasm and fled in terror. *Renegade* is a five-part campaign for Space Crusade which involves the Space Marine players in a desperate search to locate and capture Hermiatus.

CAMPAIGN BACKGROUND

The Alien player reads the following information out loud to all of the Space Marine players at the start of the campaign.

"Hermiatus was a Magos Biologus of the Adeptus Mechanicus. A brilliant exo-biologist and superb geneticist, he was sanctioned by the Inquisition to conduct classified research into the structure of Genestealers with the express aim of developing an anti-gene that would prevent infection by the terrible Genestealer plague.

In the course of his research on the hive world of Necromunda, he accidentally became infected by one of the genetic materials he was attempting to neutralise. The Genestealer plasm began to work on his mind and body, and soon after his infection he became aware of changes within himself. By the time he realised what was happening, it was too late.

Desperately he attempted to administer his own untested anti-gene before the Genestealer virus gripped him completely, but it was hopeless. The infection altered the balance of his mind and within a few days he left Necromunda after destroying his laboratory along with all his notes and experimental work.

The Inquisition quickly noticed Hermiatus' unscheduled departure from Necromunda and discovered what had

happened. They realised that not only was Hermiatus now a dangerous heretic who carried crucial information on the development of the anti-gene, but also the secrets of the Adeptus Mechanicus itself. Desperate to locate him, they launched an all-out search for the missing geneticist.

They picked up his trail and after several weeks tracked him down to the Beta Magellan Sector of the galaxy, a troublesome area frequently cut off by warp storms and a haven for pirates and other fugitives from Imperial justice.

Rumours and other information picked up on the way convinced his pursuers of the extreme danger Hermiatus could cause the Imperium.

Finally they made a breakthrough. A message was intercepted that appeared to originate from a Genestealer Magus sent to a hidden receiving station. The message spoke of the transfer of an important passenger at a way station called Terifus on the edge of Beta Magellan.

Immediately a small force of Space Marines was dispatched to Terifus in an attempt to locate and intercept Hermiatus.

This is where the campaign starts.

MISSION SEQUENCE

- Mission 1:** Find the information revealing Hermiatus' destination.
- Mission 2:** Capture the Supply Station before the Alien cargo ship arrives.
- Mission 3:** The road to Gorinum - assaulting the supply ship.
- Mission 4:** Assault on Gorinum - attacking Gorinum from the supply ship.
- Mission 5:** Penetrating the heart of Gorinum and capturing Hermiatus.

CAMPAIGN NOTES

Between missions, the normal rules for winning and promotion apply. Occasionally there will be some additions to these, depending on how each side

performed in the previous mission. When this happens, the options are clearly stated in the special rules.

To get the most out of this campaign it is advisable to have some extra Purestrain Genestealer models, plenty of Genestealer Hybrid models, some Space Marine Terminators and one Librarian for each Space Marine Squad. For missions 4 and 5, extra Purestrain Genestealers and Genestealer Hybrids are essential. If you turn to the back of this issue, there are details of just some of the available miniatures and how to order them.

Before starting the campaign, be sure to read the Campaign Background to the Space Marine players otherwise they won't understand the link between each mission properly, and will not enjoy the campaign as much. We've included tables for Terminators and Genestealer Hybrids. More detailed rules appeared in White Dwarf 134, and copies of this issue are still available from Games Workshop Mail Order.

Movement	6
Armour Value	0
Life Points	1
Hand-to-Hand	2 Light Weapons dice
Firing	1 Heavy and 1 Light Weapons dice

SPECIAL RULES

To help simulate the cramped confines of a space station or base, in each mission there are a number of obstacles strewn around the board. These are single square markers representing pillars, control panels or just general furniture. The rules for these markers are as follows.

- 1) All 8 markers are placed by the Alien player before each mission starts.
- 2) No markers may be placed in a corridor or in the two squares in front of or behind a door.
- 3) Not more than one obstacle marker may be placed in a room.
- 4) Not more than two markers may be placed in a single board section.
- 5) Each marker completely blocks the line of sight through that square.
- 6) A miniature or a blip may not pass through a square containing a marker.
- 7) A marker may not be fired at unless specified as a mission objective.
- 8) Unless otherwise stated, a score of three or more is needed to destroy a marker.

USING TERMINATORS AND LIBRARIANS

Terminators are veteran Space Marines equipped with Tactical Dreadnought Armour. This is constructed from heavy-gauge plasteel plating and can withstand colossal impacts and protect a Space Marine in the most hostile of environments. Each suit bears the scars and medallions of ancient actions and is treated with great reverence.

In this campaign players can use Terminator squads if they wish. Players are free to use normal Space Marines if they want to but they'll find some of the missions tough going! Players must choose at the start of the campaign whether they want to use normal Space Marines or Terminators, once they've decided, they can't change their minds later on in the campaign. If players want to use Terminators they must give up **four** of their equipment cards to do so.

Librarians are highly accomplished Space Marine psykers, trained to use their powers in combat to devastating effect. Librarians wear a special kind of Terminator armour called an Aegis suit. One Librarian is available for each squad. If the Mission: Dreadnought supplement is being used, the Librarian is automatically available.

However, if the campaign is being played without Mission: Dreadnought, the Space Marine player must give up two Honour Badges to be able to use a Librarian in the campaign. Detailed rules of how to use Librarians are included further on in this article.

Space Marine Squads

The exact composition of the Space Marine squads will vary according to whether you have the Mission: Dreadnought supplement or not.

When using Mission: Dreadnought, Terminator squads consist of 5 Space Marines but also have an additional Librarian and an extra Terminator armed with a Heavy Weapon for a total of 7 models in the squad. However, they don't get to use the Tarantula.

If you are playing without Mission: Dreadnought then you may still use a Librarian in the game but the Space Marine player must give up any one of his Terminators and 2 honour badges to do so. This gives the Space Marine player a total of 5 models.

A Librarian may only be used if the Space Marine player is using Terminators. Only one Librarian may be used in each Terminator squad.

Terminators can be armed with either Lightning claws, a Thunder Hammer and Storm Shield or a Storm Bolter and Power fist. Terminators armed with Heavy Weapons can have either a Heavy Flamer or an Assault Cannon.

TERMINATORS

Movement	4 squares
Armour Value	3
Life Points	1

Hand-to-Hand

Power Fist	1 Heavy and 1 Light Weapons dice
Thunder Hammer and Storm Shield	2 Heavy Weapons dice
Lightning Claws	2 Heavy and 2 Light Weapons dice
Power Sword	2 Heavy Weapons dice

Firing

Assault Cannon	2 Heavy and 1 Light Weapons dice
Heavy Flamer	2 Heavy Weapons dice
Storm Bolter	1 Heavy and 1 Light Weapons dice

VICTORY CONDITIONS

For the purpose of determining who wins the campaign, victory points are assigned to each side at the end of every mission. These victory points are counted as being totally separate from any other points gained during games. They are dependent on whoever wins the Primary and Secondary Missions. The victory points awarded to the Space Marine players are always added together, since they are all on the same side.

- For every Primary Mission won, a player receives 10 victory points.
- For every Secondary Mission won, a player receives 3 victory points.
- To win the campaign, the Space Marines must gain a total of 35 victory points.
- For the Alien player to win, he must have at least 35 victory points.

Any other result is a draw.

SPACE MARINE LIBRARIANS

ARMOUR

All Librarians have an armour value of 3



MOVEMENT

All Librarians move 4 squares

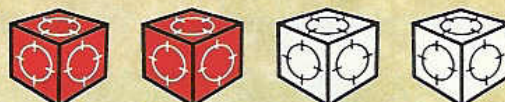
FIRING

Storm Bolter



HAND-TO-HAND COMBAT

Force-Axe



LIFE POINTS

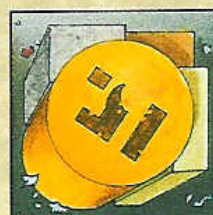
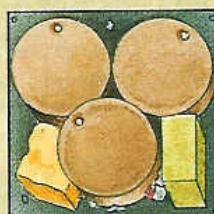
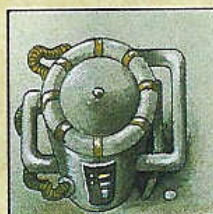
All Librarians have 1 Life Point

Vortex and Object Markers

Stick these markers onto thin card and cut them out carefully with a sharp modelling knife or pair of scissors.



COMPUTER TERMINAL



MISSION 1

PRIMARY MISSION

MISSION HT-AF001 SECTOR BETA MAGELLAN – OBTAIN ALIEN INTELLIGENCE

You must obtain information regarding the whereabouts of Hermiatus. Space Marine squads are ordered to assault alien space station Terifus and interface with the base computer. The Primary Mission token will be won by the player who successfully accesses the computer.

SECONDARY MISSION

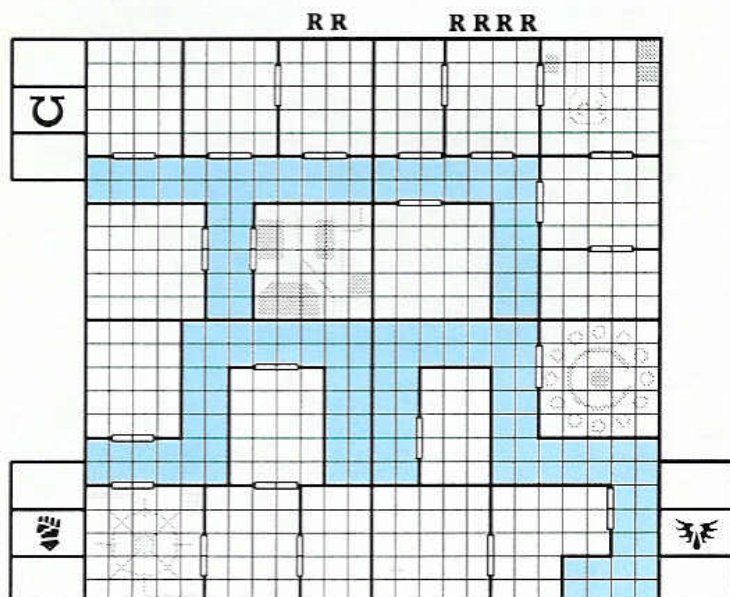
ALIEN TELEPORTER ACTIVATED

Alien reinforcements are teleporting into the base. Destroy the teleporter equipment. The Secondary Mission will be won by the Space Marine player that destroys the obstacle in the Command Centre. It is destroyed on a score of three or more.

BLIPS

Without Mission: Dreadnought. All blip tokens are used.

With Mission: Dreadnought. All Ork, Gretchin, Android, Chaos Space Marine, MKVII and MKIX Dreadnought blip tokens are used.



MISSION 1 SPECIAL RULES

The Alien player places an obstacle in the Command Centre to represent the teleporter. It can't be fired at until the Secondary Mission is revealed. Line of sight rules apply when trying to destroy it.

PRIMARY MISSION

Before the game starts the Alien player designates which room contains the computer terminal. The counter is then placed anywhere in the room and counts as an obstacle. No other obstacle may be placed in the room. Only Commanders may access the computer. Access is gained by manoeuvring the Commander into a square adjacent to the square containing the terminal. It takes two full consecutive turns to retrieve the information from the computer. If the Commander performs any other action at all (including moving, firing or using order cards) then he must start again from the beginning. The game is over when two uninterrupted turns have been spent accessing the the computer and the Alien player has had his subsequent turn. There is no need to return to the docking claws.

SECONDARY MISSION

After the Secondary Mission has been read out, the Alien player may use any square within the Command Centre to bring on reinforcements in addition to the squares marked on the map in the game layout. He may do so until the teleporter is destroyed by the Space Marines. The normal rules for reinforcements still apply.

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	none	none	none	none
2	all	all	none	none	none
3	all	all	all	all	none

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	none	none	4	none
2	all	all	none	all	none
3	all	all	all	all	none

MISSION 2

PRIMARY MISSION

MISSION HT-AF002 SECTOR BETA MAGELLAN – LIGHTNING ASSAULT

Hermiatus is heading for an asteroid base called Gorinum. The computer data has told us the location of Gorinum and a relay station which supplies it. A cargo ship heading for Gorinum is due to stop off at the station for refuelling, and the relay station **must** be captured before the ship arrives so we can infiltrate Gorinum.

The Primary Mission token will be won by the Space Marine player that scores the most points. If the Alien player survives long enough to play all of his event cards, the supply ship arrives and the Alien player wins the primary mission.

SECONDARY MISSION

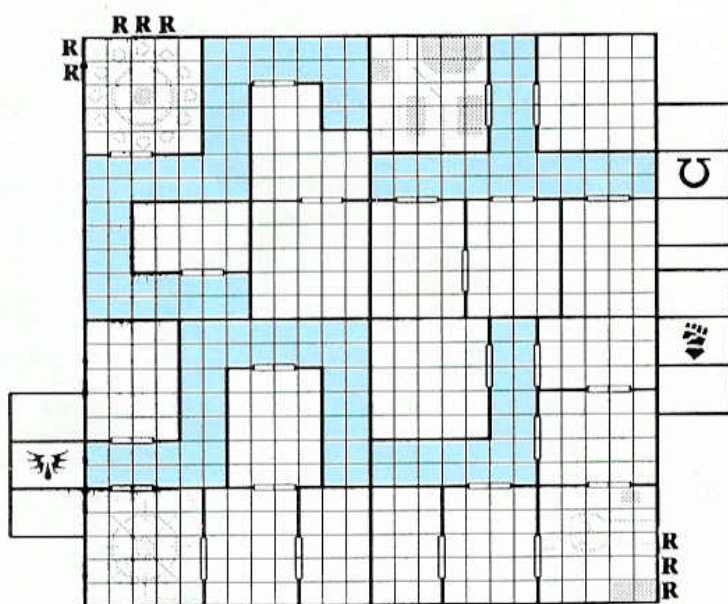
DANGER! DANGER!

The mother ship has detected Aliens trying to send a warning to Gorinum. The mother ship is jamming the message but they may break through given time. The obstacle in the Machine Room represents the communications equipment. The Secondary Mission will be won by the Space Marine player that manages to destroy the equipment.

BLIPS

Without Mission: Dreadnought. All blip tokens **except** Androids are used.

With Mission: Dreadnought. All Ork, Gretchin, Chaos Space Marine, MKVII and MKX Dreadnought blip tokens are used.



MISSION 2 SPECIAL RULES

PRIMARY MISSION

If the Alien player won the first mission, instead of claiming his Alien Event Card after moving up one rank, he may choose to add two Android blip tokens to his initial forces.

SECONDARY MISSION

When the secondary mission is read out, count the number of Alien Event Cards remaining in the pack. The number of turns before the Alien player gets a warning to Gorinum is equal to the number of cards divided by two, rounding fractions up. In the event that the Space Marine player does not destroy the obstacle in the Machine Room by the time half of the Alien Event Cards have been played, then the Alien player wins the Secondary Mission.

One obstacle marker is placed in the Machine Room to represent the transmitter equipment.

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	all	none	none	none
2	all	all	none	none	none
3	all	all	all	none	none

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	all	none	2	none
2	all	all	none	4	none
3	all	all	all	6	none

MISSION 3

PRIMARY MISSION

MISSION HT-AF003 SECTOR BETA MAGELLAN – TARGET: CARGO VESSEL

The Alien Cargo Transport must be captured to allow us to mount our sneak attack on Gorinum asteroid base. The Primary Mission token will be won by the Space Marine player who scores the most points after all blip and reinforcement tokens have been claimed.

SECONDARY MISSION

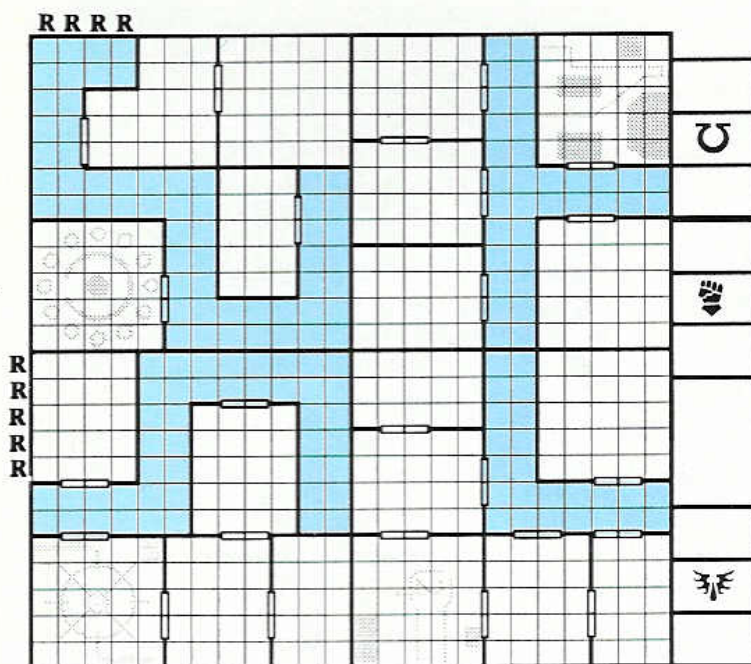
INTELLIGENCE REPORT

The Aliens are using a new type of Android. These must be destroyed at all costs. The Secondary Mission will be won by the Space Marine player that destroys the most Androids. In the event of a tie, roll one Heavy Weapons die and the one with the highest roll wins the token. If the players roll the same score then re-roll until someone wins.

BLIPS

Without Mission: Dreadnought. All blip tokens except Androids are used.

With Mission: Dreadnought. All Ork, Gretchin, Chaos Space Marine, MKVII and MKVIII Dreadnought blip tokens are used.



MISSION 3 SPECIAL RULES

If the Alien player won the Secondary Mission from Mission 2 then the Dreadnought Reinforcement token is added to his reinforcement pool. When the Secondary Mission is read out, all the Android Reinforcement tokens are added to the Alien force. Any Android reinforcements picked up may not be played until the Secondary Mission is revealed.

For this mission only, Androids have the following statistics.

Movement	5 squares
Armour value	2
Firing	1 Heavy Weapons die + 2 Light Weapons dice
Hand-to-Hand	2 Heavy Weapons dice

Because these Androids are experimental they are more prone to faults. If the 'Android Fault' Alien Event Card is read out while there are any Android miniatures (not blips) on the board, roll one Heavy Weapons die for every Android miniature in play. If a 3 is rolled then the Android has malfunctioned beyond recovery and is removed from play. The corresponding blip token cannot be claimed by any of the Space Marine players.

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	none	none	none	none
2	all	all	none	none	none
3	all	all	none	none	none

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	none	none	special	none
2	all	all	none	special	none
3	all	all	none	special	none

MISSION 4

PRIMARY MISSION

MISSION HT-AF004 SECTOR BETA MAGELLAN – PRIMARY ASSAULT

Using the Cargo Shuttle, a small force will penetrate Gorinum and destroy all outer defences. Initial scans indicate that there are large concentrations of heavy armour present. The Primary Mission token will be won by the Space Marine player who gains the most points from Android and Dreadnought blip tokens, including reinforcements.

SECONDARY MISSION

GENESTEALER HYBRIDS ATTACKING

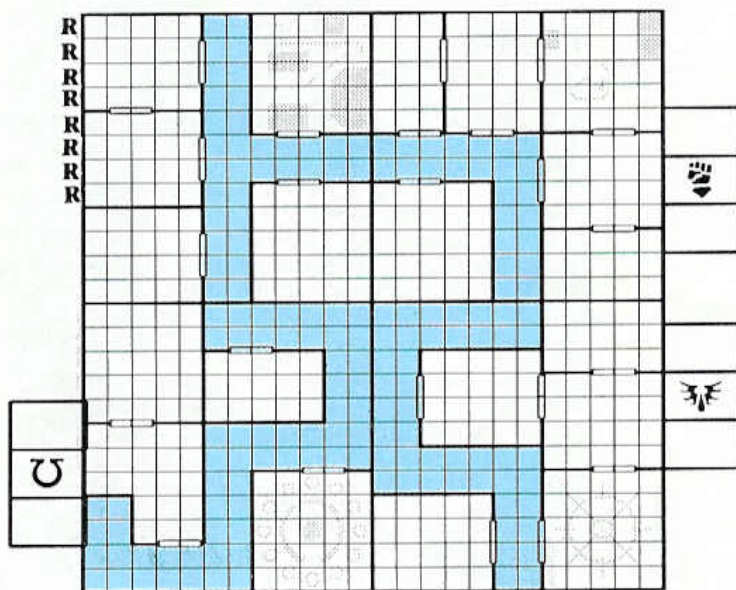
Large numbers of Genestealer Hybrids have been detected. Find and eliminate. All Hybrids must be destroyed to prevent them spreading infection.

When the Secondary Mission is read out, then all Ork reinforcement tokens are added to the reinforcement pool. Whenever an Ork Reinforcement token is played then a Genestealer Hybrid is placed instead of an Ork. The Secondary Mission will be won by the Space Marine player that kills the most Hybrids.

BLIPS

Without Mission: Dreadnought. All blip tokens are used.

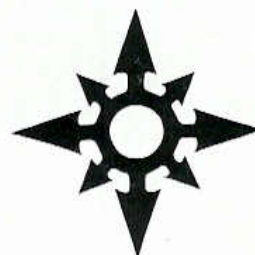
With Mission: Dreadnought. All Ork, Gretchin, Chaos Space Marine, Android, MKVII and MKX Dreadnought blip tokens are used.



MISSION 4 SPECIAL RULES

If the Alien player won Mission 3 there is no effect on this mission. It is assumed that another squad managed to capture the Cargo Ship.

No Orks may be placed as reinforcements during this game. Whenever an Ork reinforcement is played, a Genestealer Hybrid miniature must be placed on the board instead. If there are no Genestealer Hybrids left to place on the board, then the token is not used.



Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	none	none	all	none
2	all	all	none	none	none
3	none	none	all	all	all

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	none	none	6	none
2	all	none	none	8	MKVII
3	all	none	all	all	MKVII



MISSION 5

PRIMARY MISSION

MISSION HT-AF005 SECTOR BETA MAGELLAN – ALL-OUT ASSAULT

Capture the renegade Hermiatus at all costs. He has mutated into a form of Genestealer Hybrid and we must analyse this new threat before his knowledge of Imperial secrets can be passed on. He is known to have surrounded himself with a large Genestealer force.

The Primary Mission token will be won by the Space Marine player that captures Hermiatus.

SECONDARY MISSION

PSYCHIC DISTURBANCE

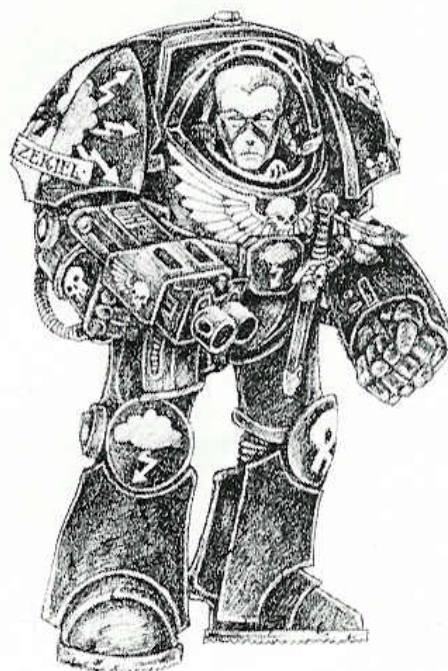
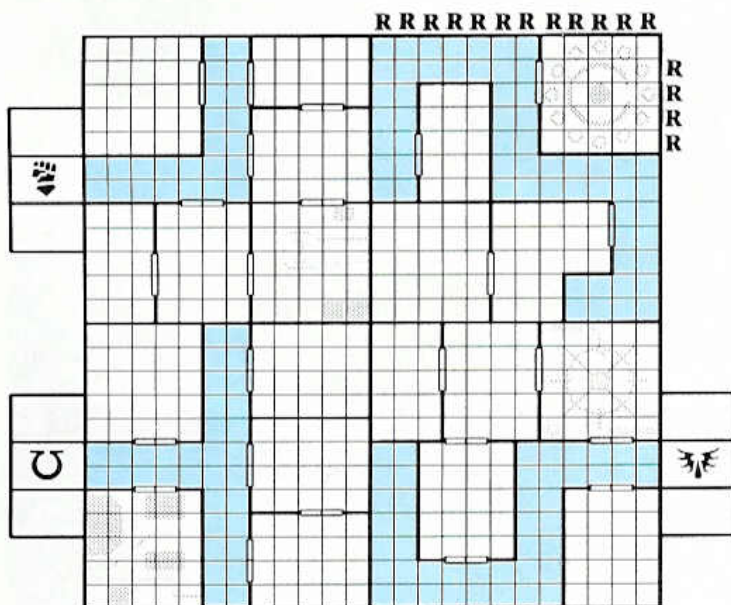
Mothership scanners have detected psychic transmitters scattered throughout Gorinum. These may affect your troops. Destroy any transmitters found.

The Secondary Mission will be won by the Space Marine player that destroys the most obstacles. From now on, all obstacles represent psychic transmitters. See the special rules for Mission 5 for their effects on play.

BLIPS

Without Mission: Dreadnought. All blip tokens are used.

With Mission: Dreadnought. All Ork, Gretchin, Android, Chaos Space Marine blip tokens are used plus one MKVII and one MKX Dreadnought blip token.



JES GOODWIN

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	all	all	all	all
2	all	all	all	all	all
3	all	all	all	all	all

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	all	all	4	none
2	all	all	all	6	MKVII
3	all	all	all	all	MKIX

MISSION 5 SPECIAL RULES

If playing without *Mission: Dreadnought* then all the players should use Terminator Squads as per the rules given in White Dwarf 134, with the exception that there is no additional cost for this. The players may select their equipment cards as normal. If using *Mission: Dreadnought*, the players do not have to use Terminator armour but if they do, they get it for free.

All Androids have the statistics as shown as shown below. The Space Marine players should be made aware of this before the game starts.

Movement	5 squares
Armour value	2
Firing	1 Heavy Weapons die + 2 Light Weapons dice
Hand-to-Hand	2 Heavy Weapons dice

The Chaos Space Marine Commander blip token is used to represent Hermiatus. When Hermiatus is placed on the board, four Genestealers are also placed within two squares of him. If it is impossible to place any number of them within this distance, or if there is a lack of available Genestealers, then they **may not** be brought onto the board at a later stage and the chance to play them is lost.

When Hermiatus is reduced to zero life points then he is not considered dead. He is captured by the Space Marine player who fired the shot that reduced his points to zero. As in Mission 4, no Orks can be placed as reinforcements. When an Ork Reinforcement token is played, a Genestealer Hybrid is placed instead. The Alien player also has the option of playing two Ork reinforcement tokens together and placing a Genestealer Hybrid who is armed with a Heavy Weapon. If one of these miniatures is killed by a Space Marine player, he receives the two Ork Reinforcement tokens.

Once the Secondary Mission has been revealed, the obstacle markers are shown to be psychic transmitters that interfere with the minds of the Space Marines. From this point on, an obstacle can be treated as a target.

Any Space Marine entering a room containing a psychic transmitter must roll 1 Heavy Weapons die. On a score of 3 he has succumbed to its effects and during that turn he rolls one die less when attacking and defending. This applies to both firing and hand-to-hand combat. If he is still in the room at the start of the next turn, he must make the test again before performing any actions. Space Marine Librarians are unaffected by the psychic transmitters. The Alien player should make the Space Marine players aware of their options before the game starts, but should not give any hint as to the use of the obstacles in this game until the secondary mission is revealed.

HERMIATUS

The changes in Hermiatus have created a new and even more dangerous form of Genestealer Hybrid. His body has taken on the toughness, reflexes and speed of the Purestrain Genestealer while retaining enough human characteristics to be able to use many types of weapons. Above all though, Hermiatus is feared most because of his great knowledge of the Imperium and what may happen if this knowledge is passed on to create an even more terrifying enemy.

Hermiatus' statistics are as follows:

Movement	8 squares
Attack (Heavy Bolter)	2 Heavy Weapons Dice
Hand-to Hand	2 Heavy Weapons Dice
Armour Value	3
Life Points	1



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.

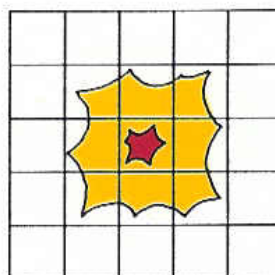


Diagram showing the area of effect for Smithe

 CONTROL TARGETING: LINE OF SIGHT RANGE: 6 SQUARES AREA OF EFFECT: MODEL 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.	 SCAN TARGETING: ENTIRE BOARD RANGE: NO LIMIT AREA OF EFFECT: TWO ROOMS 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.	 SMITE RANGE: 0 TARGETING: SELF AREA OF EFFECT: 9 SQUARES 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.
 HELLFIRE TARGETING: LINE OF SIGHT RANGE: 8 SQUARES AREA OF EFFECT: 9 SQUARES 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.	 LIGHTNING ARC TARGETING: LINE OF SIGHT AREA OF EFFECT: 10 SQUARES 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.	 VORTEX RANGE: 0 TARGETING: SELF AREA OF EFFECT: 4 SQUARES 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.
 BLAST TARGETING: LINE OF SIGHT RANGE: UNLIMITED AREA OF EFFECT: 1 OBJECT 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.	 JINX TARGETING: LINE OF SIGHT RANGE: 5 SQUARES AREA OF EFFECT: UP TO 3 MODELS 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. Jinx only affects Dreadnoughts or up to 3 Androids and automatically takes effect.	 TELEPORT TARGETING: SELF RANGE: 1 BOARD SECTION 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.
 BURST OF SPEED TARGETING: SELF 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. Burst of Speed enables the Librarian to take a second turn immediately after his first.	 WARP TIME TARGETING: SELF AREA OF EFFECT: BOARD SECTION 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.	 AURA TARGETING: SELF 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.

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.

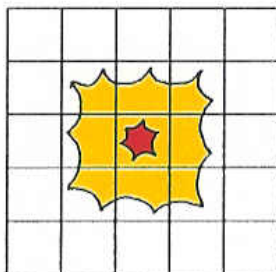


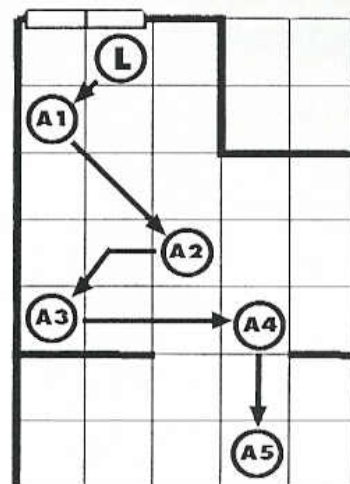
Diagram showing the area of effect for Hellfire



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.

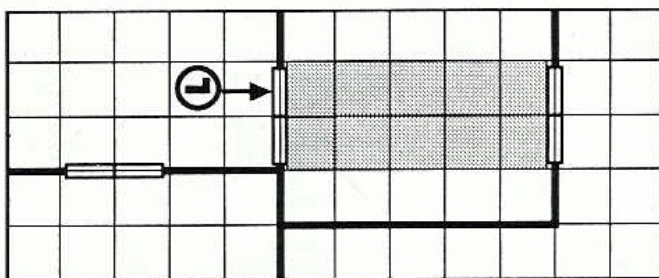
 CONTROL TARGETING: LINE OF SIGHT RANGE: 6 SQUARES AREA OF EFFECT: MODEL The Librarian sends a beam of psychic energy into the mind of an enemy and takes control of his victim. The Space Marine player can move and fire the model as if it were one of his own. Control lasts for one turn and the range of movement is limited by the Alien's Move Value.	 SCAN TARGETING: ENTIRE BOARD RANGE: NO LIMIT AREA OF EFFECT: TWO ROOMS 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.	 SMITE RANGE: 0 TARGETING: SELF AREA OF EFFECT: 9 SQUARES 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.
 HELLFIRE TARGETING: LINE OF SIGHT RANGE: 8 SQUARES AREA OF EFFECT: 9 SQUARES 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.	 LIGHTNING ARC TARGETING: LINE OF SIGHT AREA OF EFFECT: 10 SQUARES 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.	 VORTEX RANGE: 0 TARGETING: SELF AREA OF EFFECT: 4 SQUARES 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.
 BLAST TARGETING: LINE OF SIGHT RANGE: UNLIMITED AREA OF EFFECT: 1 OBJECT 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.	 JINX TARGETING: LINE OF SIGHT RANGE: 5 SQUARES AREA OF EFFECT: UP TO 3 MODELS 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. Jinx only affects Dreadnoughts or up to 3 Androids and automatically takes effect.	 TELEPORT TARGETING: SELF RANGE: 1 BOARD SECTION 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.
 BURST OF SPEED TARGETING: SELF 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. Burst of Speed enables the Librarian to take a second turn immediately after his first.	 WARP TIME TARGETING: SELF AREA OF EFFECT: BOARD SECTION 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.	 AURA TARGETING: SELF 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.

KINESIS CARDS

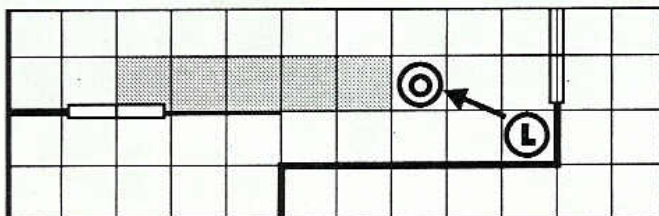
BLAST

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.

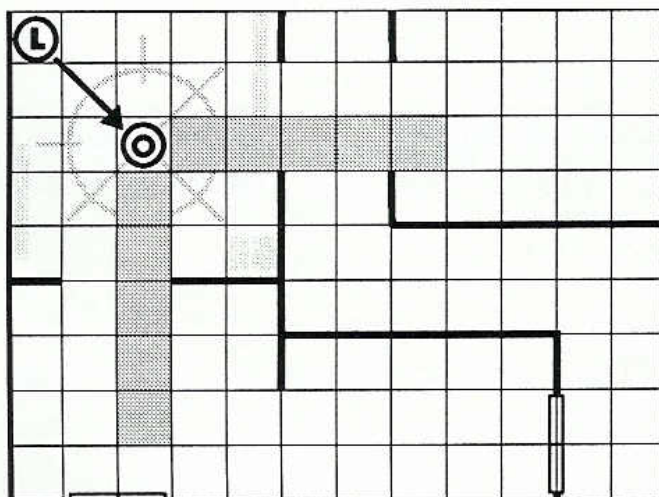
The targeted object must be in Line of Sight when the Blast card is played.



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.

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