

SPACE HULK

Assault on Castobel

A splinter force from Hive Fleet Dagon has initiated a brutal assault on Castobel. Tyranid forces have overrun large areas of the planet, including the Tyralos hive city and several strategic imperial locations. Planetary defense forces have turned the tide and are slowly starting to repel the attack.

A multi-chapter space marine strike force has been mobilized and ordered to retake an imperial base that is in peril. Damage from the Tyranid attack and initial battle has caused a failure in the ancient fusion reactor which will soon turn critical.

Objectives:

Marine Players

The Marines have 16 turns to retake the base and enable the emergency shutdown of the fusion reactor before it explodes.

Enable the emergency cooling (3vp each) - The squads deployed from the Caestus Assault Ram can reach the two auxiliary control rooms where the emergency cooling can be enabled. To enable the cooling, a marine must enter the control room and spend **2 APs** standing in front of the panel. Each emergency cooling system enabled gives an additional **2** turns before the generator goes critical.

Open the bulkheads (1vp each) - During the defense of the base, emergency bulkheads were enabled to try to lockdown and seal off areas. To open a bulkhead a marine must stand in front of the associated control panel and spend **2 APs**.

Open the reactor blast doors (1vp each) - The blast doors securing the reactor areas require **3 APs** to open. The doors open slowly and require a full turn to open completely. Once open the blast doors cannot be shut again. On the Tyranid turn after the door is activated, it is partially open enough for stealers to exit but not for marines to enter or have line of sight into the room.

Shutdown the reactor (10 vp) - To shutdown the reactor a marine (or marines) must be adjacent to and facing the reactor and spend a total of **6 APs**. (Marines win!)

Tyranid Player

Prevent the marines from reaching their objectives and kill as many Marines as possible. Stealer players get 1 VP per Marine killed.

Special Rules:

Entry points

Marine player can seal entry points, except those marked as unsealable.

Bulkheads

The bulkheads that are not controlled from the aux control panels cost 2 AP to open. Once open the bulkheads cannot be shut again.

Tyranid Rules

The scenario is configured to support two Tyranid players. Each Tyranid player plays against two of the Marine players on one half of the board.

Tyranid Setup:

Start with four blips deployed on the map (2 for each half). They can be placed in any of the rooms on the lower level, except the generator room or the marine entry areas.

Reinforcements

4 reinforcement blips per turn.

2 blips must be deployed on each half of the board.

Only one blip can be deployed at an entry point each turn.

1 blip must be deployed against each squad.

If a marine squad is wiped out that side drops to 1 blips per turn reinforcement.

Broodlord

Once a marine opens the outer bulkhead doors, the Broodlord blip is placed in the generator room with 2 blips. The entry area in the generator room can now be used on subsequent turns.

Ambush Blips

The Ambush Blip rules are used for Lictor deployment. The Tyranid player can choose to take an Ambush blip in place of one of their re-enforcement blips. Each Tyranid player can deploy up to 3 ambush blips during the game. The contents of the ambush blip are determined by die roll. If the Lictor does not appear on the first blip the chances increase with the 2nd and 3rd blips. The player cannot deploy ambush blips once the Lictor has appeared.

Ambush Blip	Chance that blip is Lictor
1st	5+
2nd	4+
3rd	2+

Tyranid Rules

Legend for Tyranid Blips

All Number Blips (1,2,3,4,5,6) = # of Purestrain Genestealers

- A** = 3 Hormagaunts
- B** = 4 Hormagaunts
- C** = 4 Hormagaunts
- D** = 5 Hormagaunts
- E** = 6 Hormagaunts
- F** = 2 Ripper Swarms
- J** = 1 Tyranid Warrior

Tyranid Forces		
Model	Assault Dice	Notes
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry, Unwieldy
Carnifex	3D6+2	Might Blow, Hard to Kill, Unwieldy
Broodlord	3D6	Might Blow, Hard to Kill
<i>Mighty Blow – add the high and low dice to determine close assault value</i>		
<i>Hard to Kill – requires two kill results to defeat with shooting attack</i>		
<i>Parry - May have opponent reroll one of their close assault dice</i>		
<i>Leap – can move 2 squares in a straight line for 2AP</i>		
<i>Unwieldy – Move as a marine in terminator armor</i>		

Action Points			
Space Marines: 4 AP			
Tyranids & Blips: 6 AP			
Action	Marine	Tyranid	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1**	-
Turn 180°	2	1	-
Fire storm bolter or assault cannon	1	-	-
Set overwatch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
** Tyranid may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Normal “Hard” Mode

2 pools – each blip pool contains

- 4 - 1S
- 3 - 2S
- 5 - 3S
- 3 - 4S
- 1 - 5S
- 1 - 6S
- 2 each - A,B,D
- 1 each - E,F*,J

**replace F with C if no ripper swarms*

Squad I – Blood Angels

Captain w/Storm Bolter, Power Sword
 Sergeant w/Storm Bolter and Power Fist
 Marine w/Heavy Flamer (1 reload) and Power Fist
 Marine w/Assault Cannon (1 reload) and Power Fist
 Marine w/Storm Bolter and Power Fist

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Assault Cannon Ammunition									
1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Close Assault		
Model	Assault Dice	Notes
Sergeant w/Power Fist	1D6+1	-
Captain w/Power Sword	1D6+2	Parry
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hormagaunt	2D6-2	-
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry
Ripper Swarm	2D6-2	-
Broodlord	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		



Action Points			
Space Marines: 4 AP			
Tyranids & Blips: 6 AP			
Action	Marine	Tyranid	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1	-
Turn 180°	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set over watch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
** Tyranid may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Shooting														
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	WARRIOR	GAUNT	LICTOR	BRODLORD	SWARM	DOOR
				Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4
Heavy Flamer	12	T	1	N	N	N	2	2	3	2	4	6*	2**	---
Assault Cannon														
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	5	5*	3*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	4	4*	2*	4

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HTK

Squad II – Grey Knights

- Captain w/Storm Bolter and Two Power Swords
- Marine w/Heavy Flamer (1 reload) and Power Sword
- Marine w/Storm Bolter and Thunder Hammer
- Marine w/Storm Bolter and Power Sword
- Marine w/Storm Bolter and Power Sword

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Action Points			
Space Marines: 4 AP			
Tyranids & Blips: 6 AP			
Action	Marine	Tyranid	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1	-
Turn 180°	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set over watch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
** Tyranid may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Close Assault		
Model	Assault Dice	Notes
Marine w/Power Sword	1D6	Parry
Captain w/Power Sword x2	1D6+2	Parry x2
Marine w/Thunder Hammer	1D6+2	-
Genestealer	3D6	-
Hormagaunt	2D6-2	-
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry
Ripper Swarm	2D6-2	-
Broodlord	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		



Shooting														
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	WARRIOR	GAUNT	LICTOR	BRODLORD	SWARM	DOOR
				Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4
Heavy Flamer	12	T	1	N	N	N	2	2	3	2	4	6*	2**	---

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HtK

Squad III – Deathwing

Captain w/Storm Bolter and Power Sword

Sergeant w/Storm Bolter and Power Fist

Marine w/Heavy Flamer (1 reload) and Power Fist

Marine w/Cyclone Missile Launcher (1 reload), Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10
Reload 4 AP									
1	2	3	4	5	6	7	8	9	10

Cyclone Warheads					
1	2	3	4	5	6
Reload 4 AP					
1	2	3	4	5	6

Action Points			
Space Marines: 4 AP			
Tyranids & Blips: 6 AP			
Action	Marine	Tyranid	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1	-
Turn 180°	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set overwatch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
** Tyranid may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Close Assault		
Model	Assault Dice	Notes
Sergeant w/Power Fist	1D6+1	-
Captain w/Power Sword	1D6+2	Parry
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hormagaunt	2D6-2	-
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry
Ripper Swarm	2D6-2	-
Broodlord	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		



Shooting														
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	WARRIOR	GAUNT	LICTOR	BROODLORD	SWARM	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4	7	6*	4*	6
Heavy Flamer	12	T	1	N	N	N	2	2	3	2	4	6*	2**	---
Cyclone Missile Launcher														
Krak	UL	T	2	N	N	N	1	3	3	2	4	4*	2*	3
Frag	UL	A	2	N	N	N	1	5	5	3	5	6*	3*	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores H&K

Squad IV - Chaplain

Chaplain w/Storm Bolter, Crozius Arcanum, Inspiration and Feel No Pain

Inspiration: +1 close combat to other marines within 3 squares

Feel No Pain: ignores wound on 4+

Marine w/Heavy Flamer (1 reload) and Power Fist

Marine w/Assault Cannon (1 reload) and Power Fist

Marine w/Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Assault Cannon Ammunition

1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Close Assault

Model	Assault Dice	Notes
Marine w/Power Fist	1D6	-
Chaplain w/Crozius Arcanum	2D6+2	-
Genestealer	3D6	-
Hormagaunt	2D6-2	-
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry
Ripper Swarm	2D6-2	-
Broodlord	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow - add the high and low dice to determine close assault value



Action Points

Space Marines: 4 AP

Tyranids & Blips: 6 AP

Action	Marine	Tyranid	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1	-
Turn 180°	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set over watch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1

* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.

** Tyranid may turn 90° as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

Shooting

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	WARRIOR	GAUNT	LICTOR	BROODLORD	SWARM	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4	7	6*	6*	6
Heavy Flamer	12	T	1	N	N	N	2	2	3	2	4	6*	2**	---
Assault Cannon														
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	5	5*	3*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	4	4*	2*	4

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores H&K

Squad IIIA – Deathwing

Captain w/Storm Bolter and Power Sword

Sergeant w/Storm Bolter and Power Fist

Marine w/Heavy Flamer (1 reload) and Power Fist

Marine w/Assault Cannon (1 reload) and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Assault Cannon Ammunition

1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Close Assault

Model	Assault Dice	Notes
Sergeant w/Power Fist	1D6+1	-
Captain w/Power Sword	1D6+2	Parry
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hormagaunt	2D6-2	-
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry
Ripper Swarm	2D6-2	-
Broodlord	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		



Action Points

Space Marines: 4 AP

Tyranids & Blips: 6 AP

Action	Marine	Tyranid	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1	-
Turn 180°	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set over watch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
** Tyranid may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Shooting

WEAPON	RANGE	EFFECT	DICE												
				OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	WARRIOR	GAUNT	LICTOR	BROODLORD	SWARM	DOOR	
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4	7	6*	6*	6	
Heavy Flamer	12	T	1	N	N	N	2	2	3	2	4	6*	2**	---	
Assault Cannon															
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	5	5*	3*	5	
Full Auto	UL	FA	3	N	N	N	2	4	4	2	4	4*	2*	4	

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HK

Squad VI – Black Templar

Captain w/Storm Bolter and Two Power Swords

Sergeant w/Storm Bolter, Power Sword and Storm Shield

Marine w/Heavy Flamer (1 reload)

Marine w/Storm Bolter, Power Fist and Storm Shield

Marine w/Storm Bolter, Power Fist and Storm Shield

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10
<i>Reload 4 AP</i>									
1	2	3	4	5	6	7	8	9	10

Action Points			
Space Marines: 4 AP			
Tyranids & Blips: 6 AP			
Action	Marine	Tyranid	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1	-
Turn 180°	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set over watch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
** Tyranid may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Close Assault		
Model	Assault Dice	Notes
Sergeant w/Sword & Shield	1D6+1	Parry, Block
Captain w/Power Sword x2	1D6+2	Parry x2
Marine w/Power Fist & Shield	1D6	Block
Genestealer	3D6	-
Hormagaunt	2D6-2	-
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry
Ripper Swarm	2D6-2	-
Broodlord	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		
Block - Attacker rolls one less die in close assault		



Shooting															
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	WARRIOR	GAUNT	LICTOR	BROODLORD	SWARM	DOOR	
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	1	6	7	4	7	6*	6*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	3	2	4	6*	2**	---
UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HTK															

Squad U – Deathwatch Librarian

Librarian in Power Armor w/Bolter and Force Axe

Terminator Marine w/Heavy Flamer, Melta Gun and Power Fist

Power Armor Marine w/Bolter, Frag and Krak Grenades and Power Fist

Power Armor Marine w/Bolter, Frag and Krak Grenades and Lightning Claw

Power Armor Marine w/Bolter Frag and Krak Grenades and Power Sword x2

Psi Points				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20



Psychic Powers		
Power	AP Cost	Notes
Prescience	1	+1 Action Point to Squad
Force Barrier	2	Range 12
Psychic Storm	3	Range 6

Flamer Ammunition	
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

Close Assault		
Model	Assault Dice	Notes
Librarian w/Force Axe	1D6+1	Parry, Psi Points
DW Terminator w/Power Fist	1D6+2	-
Deathwatch w/Power Fist	1D6+1	-
Deathwatch w/Lightning Claw	1D6+2	-
Deathwatch w/ Sword x2	1D6+1	Parry x2
Genestealer	3D6	-
Hormagaunt	2D6-2	-
Lictor	3D6	Mighty Blow
Tyranid Warrior	3D6	Mighty Blow, Parry
Ripper Swarm	2D6-2	-
Broodlord	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		

Action Points		
Space Marines: 4 AP		
Tyranids & Blips: 6 AP		
Action	Terminator	Power
Move forwards 1 square	1*	1 ^T
Move backwards 1 square	2*	2 ^T
Turn 90°	1*	Free
Turn 180°	2*	1*
Fire bolter or melta gun	1	1
Set overwatch/guard ¹	2	2
Clear jammed storm bolter	1	-
Fire heavy flamer	2	-
Throw grenade	-	2
Close assault	1	1
Open/close door	1	1
* May fire a storm bolter or assault cannon as part of the same action, at no AP cost		
^T May turn 90° as part of the same action, at no AP cost		
¹ Guard allows Marine to reroll close assault dice		

Shooting														
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	WARRIOR	GAUNT	LICTOR	BRODLORD	SWARM	DOOR
				Bolter	UL / 12	T	1	Y	Y	Y	1	6	7	4
Heavy Flamer	12	T	1	N	N	N	2	2	3	2	4	6*	2**	---
Melta Gun	3	T	1	N	N	Y	1	2	3	2	4	5 ^m	2**	2
Grenades														
Krak	2-3	T	1	N	N	N	2	3	4	2	4	-	2*	3
Frag	2-3	A	1	N	N	N	2	5	5	3	5	-	3*	-
Psychic Storm (3 psi pts)				-	-	-	0	5	5	3	5	-	-	-
Target	6	T	1	-	-	-	0	2	3	2	3	-	3**	-
Area	6	A	1	-	-	-	0	4	5	3	5	-	3**	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HtK

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Librarians:

The Librarian starts with 20 psi points.

Psi Points

The Librarian starts each mission with psi points. Psi points can be spent to do either:

- Increase the Librarian's dice roll in an assault (see the force axe entry below).
- Use a psychic power (see psychic powers below).

Force Axe

Each point spent adds +1 to the dice roll. The points are spent after the dice are rolled and any re-rolls have been made.

Psychic Powers

A Librarian can use one psychic power per Space Marine turn. This costs the Librarian a number of psi points depending on the power being used. Note that using a psychic power is not an action as such: it does not cost the Librarian any action points, and it may be used at any point during the Space Marine turn, including when another Space Marine is taking an action. Only one psychic power may be used per Space Marine turn.

Prescience

Using his powers of foresight, the Librarian allows the Space Marines to act with greater coordination and efficiency. Using prescience allows the Space Marine squad one additional command point. This power costs the Librarian 1 psi point.

Force Barrier

The Librarian creates a psychic barrier. Place the force barrier counter in an empty square within 12 spaces of the Librarian (no line of sight is required). The force barrier remains in play for the rest of the turn, and is then removed at the end of the Tyranid turn. While it is in play no model may enter or shoot through the square. This power costs the Librarian 2 psi points.

Psychic Storm

The Librarian unleashes a psychic attack upon the enemy. The Librarian can target a single Tyranid or blip within 6 squares of the Librarian, or a 3x3 area centered on the target square. No line of sight is required. If the power is targeted on a single Tyranid or blip then it is destroyed on a roll of 2+. If an area is targeted then any Tyranids or blips in or adjacent to the target square are destroyed on a roll of 4+. Doors and Space Marines are not affected by a psychic storm. This power costs the Librarian 3 psi points.