

SPECIAL ISSUE

CAMO CLOAKS

That which is unseen and unknown always commands the most fear...

Play this card on a non-vehicle unit at the start of the game - place this card face down next to the unit. You can reveal this special issue card at any time, or as soon as you use the special issue equipment for the first time.

This gives the unit the Stealth and Move Through Cover Universal Special Rules (+1 cover save and extra dice for difficult terrain tests).

SPECIAL ISSUE

VORTEX GRENADE

Behold – The Bringer of the Darkness

Play this card on an independent character at the start of the game – place this card face down next to the character. You can reveal this special issue card at any time, or as soon as you use the special issue equipment.

This gives the character a vortex grenade! If a character in your force has already taken a vortex grenade, then instead of another grenade, the first time it is thrown it uses the 5" template! Once resolved replace it with the usual template.

SECRET MISSION

LEAD FROM THE FRONT

If you want a job done right...

Play this card on an independent character at the start of the game – place this card face down next to the character. You can reveal this secret mission card at any time, or at the end of the battle. If the character is killed, this card is removed too.

This gives the character the ability to score victory points for objectives as if he was an Elites choice (so will score 2 VPs for being within 3" of an uncontested objective, or 1 VP for being within 3" of a contested objective).

SECRET MISSION

THIS TIME IT'S PERSONAL

This time Vasquez, you're goin'down...!

Play this card on an independent character at the start of the game – place this card face down next to the character. You can reveal this secret mission card at any time, or at the end of the battle.

Keep a tally on this card of any HQ units that this character kills in close combat (meaning taking their last wound). Each of these scores 2 bonus VPs at the end of the game, even if this character has been killed.

SPECIAL ISSUE

COMBAT DRUGS

Unlock their true potential

Play this card on a non-vehicle unit at the start of the game - place this card face down next to the unit. You can reveal this special issue card at any time, or as soon as you use the Special Issue equipment. Declare you are using the Combat Drugs at the start of any assault phase.

This gives the unit +1 Weapon Skill, +1 Strength, +1 Initiative and +1 Attack for the duration of the assault phase. At the end of the phase roll a D6, on a roll of a 1 the unit suffers an extra casualty, with no saves of any kind allowed. One use only.

TACTICAL ASSET

ENHANCED PHYSIOLOGY

The risks of tampering with science are that you might discover something...

Play this card on a non-vehicle unit at the start of the game - place this card face down next to the unit. You can reveal this tactical asset card at any time, or the first time the unit is attacked. Declare your unit has enhanced physiology as soon as the unit is hit by shooting or is engaged in an assault.

This unit has +1 Strength and +1 Toughness for the whole game. Each time the unit fights in an assault, at the end of the phase roll a D6, on a roll of a 1 the unit suffers an extra casualty, with no saves of any kind allowed as their bodies break under the strain.

SPECIAL ISSUE

PERSONAL TELEPORTERS

Unpredictability can be both a boon and a curse...

Play this card on a non-vehicle unit at the start of the game - place this card face down next to the unit. You can reveal this special issue card at any time, or as soon as you use the special issue equipment for the first time.

This unit can choose to use its experimental/temperamental personal teleporters in the movement phase instead of moving normally. If it does so it can move 2D6+6", but if the roll is a double then the unit suffers one casualty after it has moved, with no saves of any kind allowed.

SPECIAL ISSUE

SUPERCHARGED WEAPONRY

Big guns do not rest, but if we rest in front of them, we shall be lost

Play this card on a non-super-heavy vehicle unit at the start of the game - place this card face down next to the unit. You can reveal this special issue card at any time, or as soon as you use the special issue equipment.

This vehicle/squadron can choose to fire its weaponry supercharged – declare you are doing so before the unit shoots. For this shooting phase the vehicle's weapons are at +1 Strength and can fire twice. After firing, roll a dice for each vehicle. On a 1 or 2 it immediately takes a Glancing Hit. One use only.