

TACTICAL ASSET

POLYMORPHINE AGENT

To assume the shape of the accursed and deliver death...

Play this card at the start of any of your movement phases from turn 2 onwards. You can place the provided assassin model anywhere on the board, and use it from then on. He has the following profile and abilities:

WS BS S T W I A Ld Sv

6 6 4 4 2 5 3 10 4+ invulnerable

Weapons: Bolt pistol/Hellpistol combi-weapon (unlimited shots with either)*, power sword, frag and krak grenades.

Special Rules: Fearless, Hit and Run

*Bolt pistol: S4 AP5 ; Hellpistol: S3 AP3 ; both range 12"

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REINFORCEMENTS

Send in the next wave...

Play this card at the start of any one of your movement phases from turn 2 onwards.

You can immediately bring back onto the battlefield up to D3 Troops units that have been previously killed in the battle. They enter as if arriving as Strategic Reserves. The whole unit must be dead or have fled the board for it to be eligible to be brought back on. One use only.

If units only count as Troops if certain characters are part of the force, then those units only count as Troops if that character is still alive.

SECRET MISSION

APPOINTED DUTY

If you do not find a way, no-one will

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 secret mission at any time, or at the end of the battle. If the unit is killed, this card is removed too.

This unit has been charged with holding an objective against the foe. If the unit is within 3" of an objective at the end of the game then it scores an additional 2 VPs in addition to the normal number it would score, even if it could not normally score any VPs.

SECRET MISSION

KILL THEM ALL

To destroy your enemy utterly – that is the meaning of victory

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 secret mission at any time, or as soon as the unit kills a unit (takes the final wound of a unit). If the unit is killed, this card is removed too.

Keep a tally of all units killed by this unit on this card (takes the final wound of a unit). At the end of the battle each unit killed by this unit scores a bonus 1 VP.

SPECIAL ISSUE

OVER-CHARGED POWER CELLS

Just one decisive attack, that's all it could take...

Play this card on a non-vehicle unit at the start of any shooting phase.

For this Shooting Phase the units ranged weapons receive +1 to hit, and may re-roll to wound. However, after firing weapons using the power cells, the unit may not launch an assault, regardless of the unit's weapon types.

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IMMENSE HATRED

On my honour, I swear, I shall destroy them

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 engaged in an assault.

This unit has the Preferred Enemy Universal Special Rule against any and all enemy units.

TACTICAL ASSET

ORBITAL SUPPORT

Death shall rain from the heavens

Play this card at any point during any one of your shooting phases from turn 2 onwards.

You can fire an additional Orbital Bombardment as detailed in the Apocalypse Rulebook (see Strategic Assets). One use only.

TACTICAL ASSET

METEOR SHOWER

We may hit our own troops, but we'll hit theirs as well...

Play this card at any point during one of your own shooting phases from turn 2 onwards.

Your orbiting support craft detonate a vast asteroid above the battlefield, hoping the falling debris will sow confusion and death amongst your enemies. You get D3+1 5" templates to place anywhere on the tabletop. Roll a D6 for each, on a 1 the other side get to place it. For each template roll a scatter dice - each template will scatter 2D6" on a 'HIT', or 3D6" on an arrow. Each template is Strength 8, AP 3.