

TACTICAL ASSET

SABOTAGE

The enemy cannot fight fire with fire, if he has none

Play this card at the start of any of your opponents' movement phases from turn 2 onwards. You can play this upon a single enemy non-vehicle unit of your choice. Place this card next to that unit.

Every time the unit shoots, note how many rolls of a '1' there are in the unit's rolls to hit. If it ever rolls more 1s to hit than 6s then after the shooting is resolved, it runs out of ammunition and cannot fire any more ranged attacks for the rest of the game.

TACTICAL ASSET

RECOVER AND REPAIR

Its Machine Spirit shall yet live

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

You can immediately either bring back onto the battlefield a single non-super-heavy vehicle that has been destroyed previously in the game, or repair a single lost damage point to one of your super-heavy vehicles. If you are Tyranids then you may heal D3 wounds lost by a monstrous creature, or bring back on a killed monstrous creature – but with only D3 starting wounds. These enter play as if Strategic Reserves.

TACTICAL ASSET

TELEPORT LOCK

Beam me out' ta here, Scotty!

Play this card on an independent character that has just been killed.

The character senses his predicament and uses his personal teleport lock to beam himself out just in time. In his next turn's movement phase he can re-enter the battle by Deep Strike, but will only have one wound remaining. One use only.

SPECIAL ISSUE

DISPLACER FIELD

It makes me feel sick, using this thing, but sick is better than dead

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 the unit uses the special issue equipment for the first time.

The unit receives a 3+ invulnerable save against all shooting. However each time at least one successful save is made with the Displacer Field, every model in the unit is immediately moved D6" in a random direction (roll once for the whole unit).

Any model that moves on top of another model, into impassable terrain, or within 1" of an enemy model is killed!

The Field does not work if the unit is in assault.

SPECIAL ISSUE

MINE MISSILE

They don't make 'em like they used to...

Play this card on a non-vehicle unit armed with at least one heavy weapon 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.

The heavy weapon trooper in this unit has been given a one-shot launcher equipped with the very rare mine missile. He can fire the missile instead of his heavy weapon. The mine missile has the following profile:
Range 48" Strength 3, AP 5, Heavy 1, 10" blast,
Pinning. One shot only.

SPECIAL ISSUE

BLIND GRENADES

We're like sitting ducks here – do something Smithy!

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 when you use the special issue equipment.

The unit throws its compliment of blind grenades which blind unprotected eyes and sensor equipment alike, making accurate shooting incredibly difficult. The unit receives a 4+ cover save until its next turn in the same way as a vehicle using smoke launchers, but can still shoot in the shooting phase. One use only.