

SECRET MISSION

ARMoured DOMINANCE

Its weaponry brought justice to its foes and its enemies were crushed beneath its armoured treads. It proudly stood defiant before its cowering enemies, basking in righteous victory...

Play this card on a 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 game. If the unit is destroyed, this card is removed too.

At the end of the game the vehicle unit scores 2 bonus VPs if it is on an uncontested objective (1 bonus VP if part of a squadron and/or a Fast Attack choice, or a super-heavy vehicle).

SPECIAL ISSUE

ABLATIVE ARMOUR

She can take much worse than that...

Play this card in any one of the enemy's shooting phases, immediately after one of your non-super-heavy vehicles has been wrecked or destroyed, or one of your super-heavy vehicles has lost a structure point.

If played on a non-super-heavy vehicle, it is not destroyed – instead it remains in play but instead suffers an immobilised result.

If played on a super-heavy vehicle the structure point is not lost (this will also prevent a chain reaction) but instead suffers a drive damaged result.

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.