

PARTIAL RECALL

Place this Card in your Command Zone.

You may Activate this Card after a failed Roll. Re-Roll a Single, failed, Dice. You must accept the new Result.

MY WILL BE DONE

Place this Card in your Command Zone.

You may Activate this Card after a failed Roll. Choose 1 failed Die and change it's Roll to a number of your choosing.

VICTORY IN DEFEAT

Place this Card in your Command Zone.

You may Activate this Card after a failed Roll. You must immediately flip all Dice to their opposite number. So a 6 becomes a 1 and a 2 becomes a 5.

ADVANCED TARGETTING

Place this Card in your Command Zone.

Before Shooting with a Unit reveal this Card. The Chosen Unit adds 1 to the Result of their Hit Rolls when Shooting for the rest of the Turn.

RINSE AND REPEAT

Place this Card in your Command Zone.

You may Activate this Card after a Successful Roll. Resolve the same Roll/Rollss again and add them to the previous Rolls.

RELINQUISH

Place this Card in your Command Zone.

You may Activate this Card after a Successful Roll. Choose up to 3 successful Rolls from the Roll, and switch them to failures. You may switch this many failed Dice Rolls to Successes later in the Turn. These Rolls do not have to be from same Roll.

When switching to failures treat the new Roll as 1. When switching to successes treat the new Roll as being the Minimum required to be a success.

SABOTAGE

Place this Card in your Command Zone.

Activate this Card when your Opponent Activates an Equipment Card on a Unit. Resolve Direct Damage to the Unit equal to the number of Models in the Unit.

DO AS I SAY

Play this Card from your Hand, or place it in the Command Zone. Immediately remove a single Doom Token from a Unit.

POWER UP

Place this Card face down on a Unit.

Reveal this Card when this Unit is Targetted for Shooting.
This Unit may only be Hit on the Result of a 6+ for the rest of the Turn.

DEFLECTOR FIELD

Place this Card face down on a Unit.

Reveal this Card when this Unit is Targetted for Shooting.
Any Hit Results of a 6+ when Shooting at this Unit deals the Hit against the firing Unit rather than this Unit.

ADVANCED ATTACHMENT

Place this Card face up on a Unit.

For the Rest of the game as long as this card remains active on this Unit, add 1 to the RoF of Light, Medium or Heavy Weapons on this Unit.

ADVANCED SIGHTS

Place this Card face up on a Unit.

For the Rest of the Game as long as this Card remains active on this Unit, add 6" to the Range of Light Weapons, 8" to Medium and 10" to Heavy.

SCRAPING THE BARREL

Play this Card from your Hand, or place it in the Command Zone.

Reveal and Swap this Card with a Card from your Scrap Pile and place the swapped Card back into your Hand.

HIDDEN MINES

Place this Card face down on the Battlefield at least 10" away from any Enemy Unit.

When an Enemy Unit moves within or ends its movement within 3" of this Card reveal it. Deal 1 Dice per Model in the Unit as Direct Damage.

EMERGENCY BEACON

Place this Card face down on the Battlefield at least 10" away from any Enemy Unit.

When an Enemy Unit moves within or ends its movement within 3" of this Card reveal and then remove this Card to the Scrap Pile. If this Card remains face down, in the next Command Phase reveal it and treat this Card as you table edge for Setting Up a single Unit for Deployment. Remove this Card once the Unit has been Deployed.

AMMO DROP

Place this Card face down on the Battlefield at least 10" away from any Enemy Unit.

Reveal this Card when any Unit, friend or foe, moves within or ends its movement within 3" of this Card.

Units with a Model within 3" of this Card may resolve any Shoot Action they have twice. This must be at the same Target. Remove this Card after its effects have been used twice.