



RESOURCE

Nano Claymores

Reveal when a friendly unit is charged, tankshocked, or thunderblitzed. The attacking unit immediately suffers D6+3 S6 AP- Rending shooting attacks. Against vehicles these strike on the rear armour. The charged unit then resolves overwatch as normal.

One use only, destroy after revealing.



RESOURCE

HUMINT

Reveal before rolling for deployment order. Add +2 to the result of your roll.

One use only, destroy after revealing.



RESOURCE

Anti-Material Rounds

Reveal when a friendly unit is making a shooting attack. Choose one model in that unit to make a R36 S10 AP1 Heavy 1, Armourbane shooting attack. This attack takes the place of that model's regular shooting.

One use only, destroy after revealing.



RESOURCE

Anti-Air Munitions

Reveal this card before rolling to determine who deploys first and nominate a friendly unit. Throughout the game, that unit *may* apply the Skyfire USR to its shooting attacks. Declare whether or not you are doing so each turn before the unit makes any shooting attacks.

One use only; place this card with the nominated unit during the game and destroy the card afterward.



RESOURCE

Heavy Artillery Support

Reveal during your shooting phase when a friendly character would make a shooting attack. Replace its normal shooting with a S9 AP2 Barrage D3 shooting attack with unlimited range.

One use only, destroy after revealing.



RESOURCE

Experimental Shield Generator

Reveal at any time and nominate a friendly unit to give it a 3++ invulnerable save until the end of the next player turn. This save may not be improved, rerolled, or otherwise modified.

One use only, destroy after revealing.



RESOURCE

Comms Disruptor

Reveal when an enemy unit would arrive from reserve, by any means. It goes into ongoing reserves instead.

One use only, destroy after revealing.



RESOURCE

Precision Munitions

Reveal at any time and nominate a friendly unit to grant it the twin-linked USR until the end of the next player turn.

One use only, destroy after revealing.



RESOURCE

Experimental Combat Drugs

Reveal this card before any deployment begins and nominate a friendly non-vehicle unit. It gains the Feel No Pain USR, or a +1 to its Feel No Pain if it already has the USR, for the game.

One use only; place this card with the nominated unit during the game and destroy the card afterward.



RESOURCE

Reactive Armor

Reveal at any point to immediately cancel a single unsaved wound or hull point.

One use only, destroy after revealing.



RESOURCE

Vortex Grenade

Reveal during your shooting phase when a friendly character would make a shooting attack. Replace its normal shooting with a R8 Strength D AP1 Assault 1, Blast, Vortex shooting attack.

One use only, destroy after revealing.



RESOURCE

Cogitator Guided Munitions

Reveal this card at any time and nominate a friendly unit to give it the Ignores Cover and Relentless USRs until the end of the next player turn.

One use only, destroy after revealing.