



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.



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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.

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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.

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