ACE IN THE MAKING

Area: Global

Play: During a friendly Fast Mover Squad's Activation

Target: One Unit in this friendly Squad

Effect: Weapons fired by this unit hit on a 2+ this turn - this may not be modified. Enemy weapons firing on this unit suffer a +1 modifier to their Ac value for the remainder of this turn (to a maximum of 6+).



FIGHTER ESCORT

Area: Global

Play: During the Cleanup Stage of the Initiation Phase

Target: One friendly Aerial Transport

Effect: This Unit may not be targeted by Fast Movers and gains the following weapon for the remainder of the turn:

Archangel Attack

•										
Е	SH	Ac	R (f)	R (c)	MF	Arc	Special			
7	2	3+	00	00	00	F (Narrow)	AA			



"We're clearing a path for you Big Bird. D-Squadron out"

BLACK PROJECT

Area: Global

Play: When a friendly Aircraft Unit activates

Target: This friendly Squad

Effect: Weapons targeting this unit will only hit on a roll of a 6 for the remainder of this turn.



"This ought to give us an edge..."

Area: Sphere of Influence

Play: During the activation of a single friendly Battlegroup

Target: One Squad in this Battlegroup

Effect: You may ignore the 'LZ is Hot' rule for this Squad's Actions this turn. Aircraft in this squad may use an LZ template one size smaller (to a minimum of 'small') than they would normally be allowed to when landing this turn.



"Besides, I know a few manoeuvres..."

CORE OVERLOAD

W VI

Area: Sphere of Influence

Play: During the activation of a friendly Battlegroup

Target: One vehicle or aircraft Unit in this Battlegroup with 1Dp remaining. This Unit may move out of coherency before this card takes effect.

Effect: Place an E12 Area Marker over the centre of this Unit. Use a Small Area marker if this Unit had 1Dp originally, Medium if it had 2-3 and Large if it had 4 or more. This Unit is destroyed, as are all Units onboard.



W VA

Area: Sphere of Influence

Play: During the activation of a single friendly Battlegroup

Target: One Squad in this Battlegroup

Effect: You may ignore the 'LZ is Hot' rule for this Squad's Actions this turn. Aircraft in this squad may use an LZ template one size smaller (to a minimum of 'small') than they would normally be allowed to when landing this turn.



"Never underestimate their willingness to get in harm's way!"

MEAVE JINK AND

Area: Sphere of Influence

Play: On the activation of a friendly Battlegroup

Target: One Squad in this Battlegroup which contains skimmers and/or aircraft

Effect: All enemy weapons suffer a +2 Ac modifier (to a maximum of 6+) when firing against skimmers and aircraft in this Squad until they are next activated.



COUNTERMEASURES HACK

Area: Global

Play: On the activation of a friendly Battlegroup

Target: One friendly Squad in this Battlegroup and one enemy Unit.

Effect: Weapons fired by Units in this friendly Squad may use the R(F) value of their weapons against this enemy Unit for the remainder of the turn.



"Damn, the system's down again!" - last words of Gunnery Sgt. Davies

Area: Sphere of Influence

Play: During the activation of a single friendly Battlegroup

Target: One Squad in this Battlegroup

Effect: You may ignore the 'LZ is Hot' rule for this Squad's Actions this turn. Aircraft in this squad may use an LZ template one size smaller (to a minimum of 'small') than they would normally be allowed to when landing this turn.



"Tough aircraft, tougher pilots..."

DRIVE HACK

Area: Sphere of Influence

Play: When an enemy vehicle Squad is about to complete a Movement Action on the ground (not including 3" disembark placements)

Target: This enemy Squad

Effect: Each vehicle in this Squad may not move further this turn on a roll of 4+ (roll separately for each Vehicle).



"I'll have a talk with the engineers back at base about this one!"

WEAPON HACK

Area: Sphere of Influence

Play: When an enemy vehicle Unit is about to complete a Shooting Action

Target: This enemy vehicle Unit

Effect: You may pick a new target for one weapon on this vehicle - this may be another enemy Unit! The usual rules for range, line of sight etc. still apply. Weapons of E12 or above and/or with the Area-L rule are not affected by this card.



"What the hell just happened?!"

Area: Sphere of Influence

Play: During the activation of a single friendly Battlegroup

Target: One Squad in this Battlegroup

Effect: You may ignore the 'LZ is Hot' rule for this Squad's Actions this turn. Aircraft in this squad may use an LZ template one size smaller (to a minimum of 'small') than they would normally be allowed to when landing this turn.



"They'll risk eternity for honour"

ELDRITCH ENERGIES

Area: Sphere of influence

Play: On the activation of a friendly Battlegroup

Target: One vehicle or aircraft Unit in this Battlegroup

Effect: This Unit gains a weapon with the following stats for the remainder of the turn:

Е	Sh	Ac	R(F)	R(C)	MF	Arc
4	4	3+	6"	6"	6"	F/S/R

This weapon has the Flame special rule



"Suddenly, my whole squad was wiped out in a coruscating storm of crackling energy"

RAISE SHIELDS

Area: Sphere of influence

Play: During the activation of a single friendly Battlegroup

Target: One Squad in this Battlegroup

Effect: Units in this Squad gain a -2 modifier to any Passive Countermeasures they possess for the remainder of the turn (e.g. P5+ becomes P3+). This may not be combined with any other modifier. This Squad may not shoot this turn, and this card may not target a Squad containing weapons which have reaction fired this turn.



"It didn't seem to matter what we threw at them!"