

### BOOBY-TRAP

Target any Model which just completed any Move or Run Action. The target Model receives a St15 Autohit instantly after finishing its Move or Run Action.

CONDITIONAL

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### COVERING FIRE!

Target any Tile within LoS of any Marine Model. Roll a D20 for every Model moving onto the target Tile until the end of the Game Turn. On a roll of 1-10 the Model receives a St12 Autohit.

ACTIVE

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### DURALLOY ARMOUR

Target any Marine Model about to make an Armour Test. The target Model receives a +4 modifier to this Armour Test.

CONDITIONAL

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### EMERGENCY MEDPACH

Target any Marine Model immediately after it receives a wound. Roll a D20, on a roll of 1-15 ignore the wound.

CONDITIONAL

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### FIRE TEAM

Target any Unactivated Marine Model. The target Marine Model receives a +1 modifier to RS for every other Marine Model on the same Tile Until the end of the Game Turn.

ACTIVE

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### FLASH BANG

Remove up to 2 Sentry Tokens from play.

ACTIVE

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### GRENADE!

Target a Tile up to 2 range away from any Marine Model with LoS. If the target Tile is within range of the Ping! Special Skill ignore LoS requirement. Every Model on the Target Tile receives a St14 Autohit.

ACTIVE

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### LASER TARGETER

Target any Unactivated Marine Model. The target Marine Model receives a +1 modifier to RoA and a +2 modifier to its Ranged Combat weapon St. for the remainder of its activation.

ACTIVE

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### MARKSMAN

Target Marine Model gains the Guided Fire (P) Special Skill until the end of the Game Turn.

ACTIVE

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### MOVE IT! MOVE IT!

Target Marine Model may move 1 additional Tile when using a Move or Run Action Until the end of the Game Turn.

ACTIVE

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### NOW OR NEVER!

Target Model receives one additional Action Point. May not be played on deactivated Models.

ACTIVE

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### PERFECT TIMING

Immediately place a Sentry Token next to any two Marine Models which do not already have a Sentry Token. Sentry Tokens may be spent on Move, Shooting or Close Combat Action. May not be played on deactivated Models.

ACTIVE

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### RIGHT ON TIME

Immediately place a Sentry Token next to any Marine Model. A Model may have a maximum of 1 Sentry Token at any time. This extra Sentry Token may be used to make Move, Shooting or Close Combat Action. May not be played on deactivated Models.

ACTIVE

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### SHUT IT!

Target any Marine Model performing a Seal the Bulkhead (A) Special Action. The Model automatically passes the required Close Combat Test.

CONDITIONAL

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### STIMULANT PACK

Target any Unactivated Marine Model. The target Marine Model receives a +1 modifier to RoA and a +2 modifier to its Close Combat weapon St for the remainder of its activation.

ACTIVE

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### SUPPRESSIVE FIRE

Target any Tile within LoS of any Marine Model. Until the end of the Game Turn, any Model moving onto the target Tile is instantly deactivated.

ACTIVE

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### TACTICAL ADVANTAGE

When you draw Tactical Advantage, reveal the card to all players and place it in your discard pile. Draw 5 cards, then discard down to 5 cards. Shuffle your discard pile into your deck. It does not count towards the limit of cards you may play in a turn.

CONDITIONAL

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### THROWN OFF BALANCE

Target any enemy Model that is using any Close Combat Attack. The target Model receives a -4 modifier to Close Combat Tests until the end of the Game Turn.

CONDITIONAL

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## WATCH OUT!

Target any Marine Model. The Model receives the Dodge (P) Special Skill until the end of the Game Turn.

ACTIVE

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## WEAK SPOT

Target any enemy or Predator Model that is about to make an Armour Test. The target Model receives a -4 modifier to this Armour Test.

CONDITIONAL

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