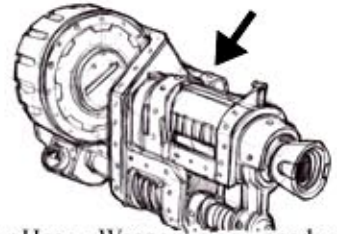


EQUIPMENT**+FORCE DOME+**

Your Commander is wearing a Force Dome Generator which increases his Armour Value to 3. Remains in use for the entire mission.

EQUIPMENT**+FUSION BOMB+**

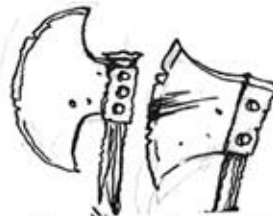
Any one of your troops may roll two extra heavy weapons dice in a hand-to-hand combat attack or instantly destroy 1 Door. Discard this card after use.

EQUIPMENT**+HEAVY WEAPON TARGETER+**

Your Heavy Weapon is equipped with a hi-tech targeting system and thus may re-roll one die after firing, to try to improve the score. Remains in use for the entire mission.

EQUIPMENT**+UTILITY PACK+**

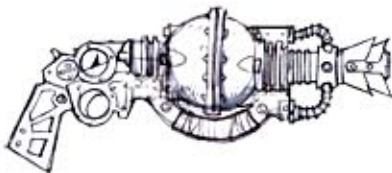
The Utility Pack contains extra ammo and tools for repairing your weapons and equipment. If the Alien Player plays the 'Out of Ammo', 'Weapons Jammed', 'Equipment Malfunction' or 'Communications Malfunction' card on you roll a Red Dice if you score 1, 2 or 3 you are unaffected by the card. Remains in use for the entire mission.

EQUIPMENT**+CLOSE COMBAT WEAPONS+**

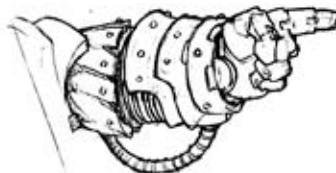
All your Troops armed with Hailstorm Rifles are also carrying close combat weapons such as axes or swords and may roll one extra light weapons die in hand-to-hand combat. Remains in use for the entire mission.

EQUIPMENT**+ARMOUR PIERCING ROUNDS+**

Your Hailstorm Rifles are equipped with special Armour Piercing Rounds and roll 1 Red Dice and 1 White Dice when shooting. Remains in use for the entire mission.

EQUIPMENT**+SPECIAL WEAPON+**

One of your troops is equipped with a Special Weapon. Remains in use for the entire Mission, but can be subject to Out of Ammo like a Heavy Weapon. (see reference sheet for the Special Weapon's rules)

EQUIPMENT**+BIONIC ENHANCEMENTS+**

Your Commander may re-roll one die whenever he attacks, either when firing or in hand-to-hand combat, to try to improve his score. Remains in use for the entire mission.

FORGE FATHERS