

ORDER

+FIRE!+



Each of your Troops may fire twice. They may fire, move, and then fire again, OR fire twice before or after moving. Discard this card after use.

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+HEAVY WEAPON!+



Your heavy weapon troop may move twice and fire twice. This may be done in any order. Discard this card after use.

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+TAKE AIM!+



Any of your troops that shoot this turn may re-roll one die after firing, to try to improve the score. Discard this card after use.

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+CLOSE ASSAULT!+



Any of your troops may fire and then attack in hand-to-hand combat this turn. Discard this card after use.

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+OVER WATCH!+



Mark one, more or all your troops, these marked troops may not Fire in your turn. However they may Fire once during the Alien Player's Turn, at any model that moves into their Line of Sight.

FORGE FATHERS



Taking to the field in sophisticated suits of Aesir armour, Forge Fathers Squads carry the best weapons this technologically advanced race has at its disposal. Those who do not succumb to the deadly fire of their hailstorm rifles and unique and devastating heavy weapons, quickly succumb to the strength and bravery Steel Warriors exhibit in melee.