



**WITHOUT FEAR!**  
Each of your Marines may move twice as many spaces to attack. If they do not attack or if they have already attacked their movement will be normal. Discard this card after use.



**FIRE!**  
Each of your Marine miniatures may fire twice. They may fire, move and then fire again, OR fire twice before or after moving. Discard this card after use.



**HEAVY WEAPON!**  
One of your heavy weapon Marines may move twice and fire twice. This may be done in any order. Discard this card after use.



**BERSERK!**  
Any of your Marines armed with Bolters can conduct hand-to-hand combat twice this turn: they can partially move, attack, and then finish their movement to attack again. Discard this card after use.





**IMPROVED WEAPON**  
 A Commander miniature can re-roll one die in ranged combat to try to improve the result.  
 Remains in use for the entire Mission.




**ADAMANTINE CLOAK**  
 A Commander defeated in close combat, only loses life points if the difference between the results was greater than one. This card has no effect in a tie or if a commander is victorious.  
 Remains in use for the entire Mission.




**GRENADES**  
 Any Marine miniatures, instead of conducting a normal attack, can attack 3 separate targets with a heavy weapon die OR attack a single target with two heavy weapon dice.  
 Discard this card after use.




**SWORDS**  
 All marines armed with Bolters roll one extra heavy weapon die when attacking in hand-to-hand combat, and roll one extra light weapon die when defending in hand-to-hand combat.  
 Remains in use for the entire Mission.




**TARGETER**  
 Mark one of the four weapon boxes on your Scanner. Any of your Marines who uses this weapon may try to improve his score by re-rolling one die after firing.  
 Remains in use for the entire Mission.




**TARGETER**  
 Mark one of the four weapon boxes on your Scanner. Any of your Marines who uses this weapon may try to improve his score by re-rolling one die after firing.  
 Remains in use for the entire Mission.




**BLIND GRENADES**  
 Play this card at the end of your turn. The Alien player may not attack any of your miniatures on his next turn.  
 Discard this card after use.




**MELTA BOMB**  
 Any of your Marine miniatures may roll two extra heavy weapon dice in a hand-to-hand combat attack.  
 Discard this card after use.





**DARK ANGELS**

**ORDER**



**WITHOUT FEAR!**

This order enables Marines to quickly get close and destroy the enemy.



**DARK ANGELS**

**ORDER**



**FIRE!**

The Fire! Order should be used when there are many aliens in view. This will then maximise the fire effect of your squad and enable you to eliminate a larger alien force.



**DARK ANGELS**

**ORDER**



**HEAVY WEAPONS!**

This enables you to concentrate the fire of a Heavy weapon. This movement allows you to position the weapon or to pull the Marine back after firing.



**DARK ANGELS**

**ORDER**



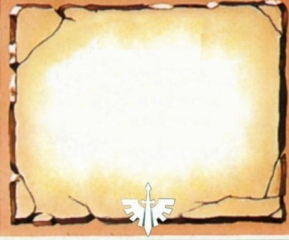
**BERSERK!**

This order allows the Marines to carry out devastating hand-to-hand attacks.

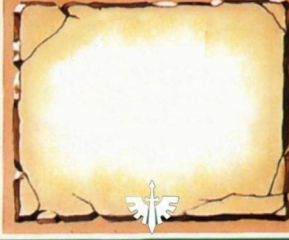


**DARK ANGELS**

**ORDER**



**EQUIPMENT**





**DARK ANGELS**  
EQUIPMENT



**IMPROVED WEAPON**

The Commander possesses weapons perfected by the Chapter's Techmarines, allowing for more accurate ranged fire.



**DARK ANGELS**  
EQUIPMENT



**ADAMANITE CLOAK**

The Commander wears an ancient artefact that protects him in close combat.



**DARK ANGELS**  
EQUIPMENT



**GRENADES**

A Marine carries a bag of explosives. Less powerful than other weapons but useful against many enemies without armour or a single stronger target.



**DARK ANGELS**  
EQUIPMENT



**WORDS**

Marines are equipped with lethal swords for close combat.



**DARK ANGELS**  
EQUIPMENT



**TARGETER**

The targeter is an advanced weapon sight. It combines an image intensifier with a full spectrum scope.



**DARK ANGELS**  
EQUIPMENT



**TARGETER**

The targeter is an advanced weapon sight. It combines an image intensifier with a full spectrum scope.



**DARK ANGELS**  
EQUIPMENT



**BLIND GRENADES**

Blind grenades release a broad spectrum electromagnetic interference that prevents the Marine being seen or detected.



**DARK ANGELS**  
EQUIPMENT



**MELTA BOMB**

This device once attached, explodes, the blast of super-heat atomising the target. It is especially useful against Androids and Dreadnoughts.

