

BARBED WIRE

Use before activation of enemy figures. Select 2 enemy figures in range up to 4 hexes from your unit.
 Selected 2 enemy figures get Slow 3.



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COVERING FIRE

Use before you attack on a target enemy figure.
 Add 2 green (light range) dices to the roll.



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FIND A COVER

Use before a result of an attack on your unit.
 Selected unit get bonus of protection of terrain 1. Add 1 to protection of terrain if selected unit is standing on the cover terrain (green terrain)..



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HURRICANE BATTLEWALKER


Use before you attack on a target enemy figure as a 1 action.
 Attack on the enemy figure with 2 blue (heavy range) dices. This dices are not add to the attack - this is count as a special attack action, which is not count as a normal action. (figure attack first with 2 blue dices and then attack with his normal dices) This attack is Armor piercing.



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LAST STRIKE

Use when you activate selected figure.
 Selected figure can use all his actions to attack. Target enemy figure have to be in distance 1 or 2 hexes.



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POWER OF MASSES

Use after death of your figure. Only if dead figure was in range up to 4 hexes from acting figure.
 You can put this dead figure in your starting zone without any wound tokens. This dead figure must have lower rank than acting figure.



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RECROUP

Use as a 1 action. Select 2 of your units in range of view of active unit. These units must have lower rank than active unit.
 These unit can be moved by 2 hexes.



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RUN SOLDIER, RUN

Use as a 2 Actions. Use before move action of the selected unit.
 Selected unit get bonus +2 Speed.
 All IMPERIAL units in range of view of selected unit have bonus +1 to Speed until end of the your next phase.



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