

Block!	5
	
<p><i>Your combat shards have anticipated the enemy's intentions enabling you to block his move this time.</i></p> <p>The Order Dice drawn from the bag is returned and another random dice is drawn. This dice stands and cannot be blocked!</p> <p>Use once and discard.</p> <p>You can buy as many 'Blocks!' as you are allowed Auxiliary units in your army.</p>	

Superior Shard	15
	
<p><i>The combat shards of both sides are in constant competition to accumulate data and out think their opponents – man or machines.</i></p> <p>At the start of the turn you can remove 1 of your opponent's Order Dice from the dice bag. This dice isn't used that turn and is returned into the dice bag at the start of the following turn. This means your opponent will have to fight without one of his dice that turn.</p> <p>Use once and discard.</p> <p>You can only buy one 'Superior Shard' regardless of the size of your army.</p>	

Extra Shot	10
	
<p><i>Good fortune is not just a matter of luck – time and resources spent maintaining equipment and training troops always pays off.</i></p> <p>If you score a Lucky Hit with any shot you can make one more shot with that model using the same weapon with exactly the same score required to hit the same target. Roll one more shot to score a hit.</p> <p>Use once and discard.</p> <p>You can buy as many 'Extra Shots' as you are allowed Auxiliary units in your army.</p>	

Well Prepared	5
	
<p><i>Success comes from good preparation, study of the enemy, and understanding your own capabilities.</i></p> <p>If you take any single re-roll – for example a re-rolled Res fail for a Leader – you can add plus one to the value tested against. For example, instead of testing against a Res of 7 you would test against a Res of 8.</p> <p>Use once and discard.</p> <p>You can buy as many 'Well Prepared' as you are allowed Auxiliary units in your army.</p>	

Get Up!	10
	
<p><i>Leadership is a vital factor in combat and a determined, inspiring leader can make all the difference in the heat of battle.</i></p> <p>When making a Recovery Test (to put a down order dice back into the dice bag) you will succeed on the roll of anything but a 10 regardless of the value you would normally have to test against. A roll of a 10 is still a fail and no pin markers are removed – as standard.</p> <p>Use once and discard.</p> <p>You can buy as many 'Get Ups!' as you are allowed Auxiliary units in your army.</p>	

Marksman	15
	
<p><i>Fire accuracy is not just down to training but also the effectiveness of a unit's combat shard – eliminating wasted shots and ensuring maximum effectiveness.</i></p> <p>If you shoot with a unit and don't like the result take all the shots again. You must take all the shots again regardless of whether they hit or miss, and whatever result you roll the second time stands with no further re-rolls allowed.</p> <p>Use once and discard.</p> <p>You can only buy one 'Marksman' regardless of the size of your army.</p>	

Pull Yourself Together!	15
	
<p><i>Good training strengthens the bonds of loyalty within a fighting unit enabling them to maintain their focus on the job at hand.</i></p> <p>At the end of any turn you can expend a Pull Yourself Together! to remove 1 pin from one unit.</p> <p>Use once and discard.</p> <p>You can buy as many 'Pull Yourself Together!' as you are allowed Auxiliary units in your army, but you can only use one per turn.</p>	