

4

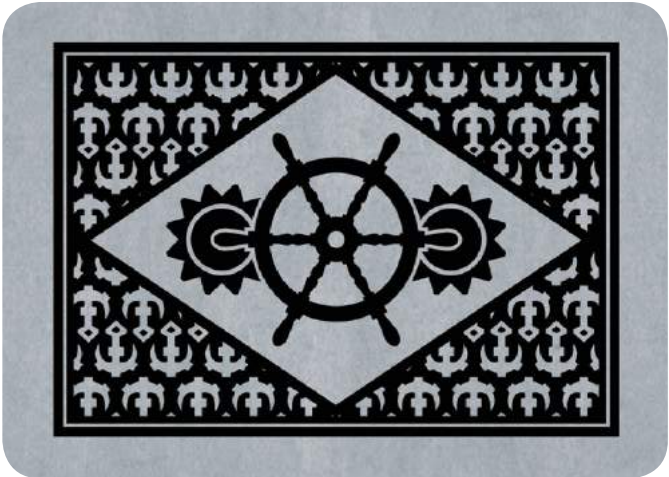
VALOUR

Reveal this card and discard it at any time to gain the following:
Initial Target receives -1 to its Citadel Attribute against a single Attack.

VICTORY

Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.

4



3

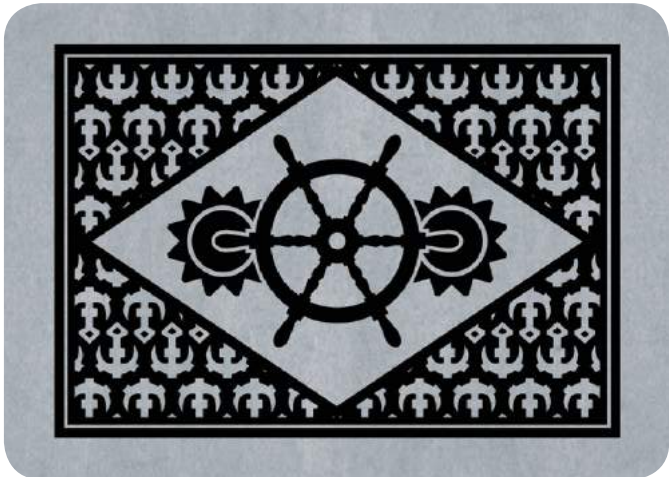
VALOUR

Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

VICTORY

Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.

3



2

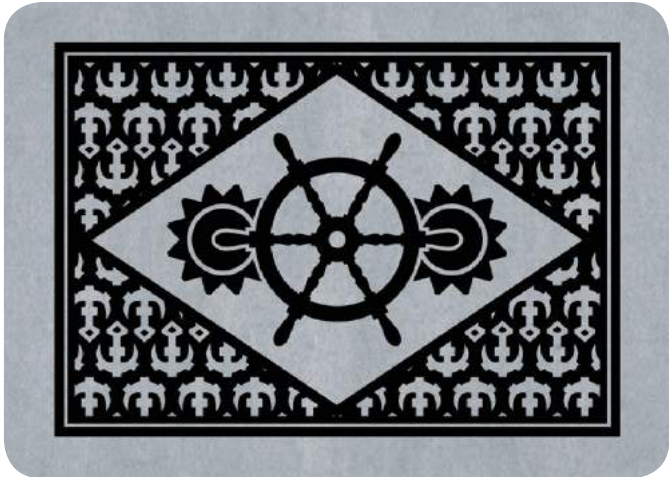
VALOUR

Reveal this card and discard it at any time to gain the following:
Initial Target receives -1 to its Citadel Attribute against a single Attack.

VICTORY

Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.

2



1

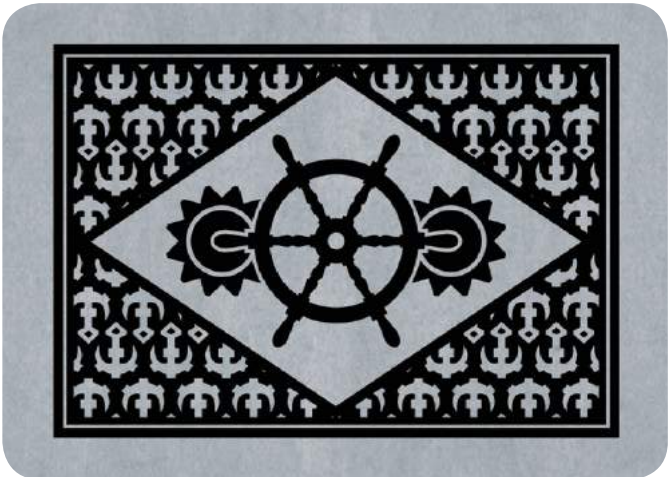
VALOUR

Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

VICTORY

Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.

1



7

VALOUR

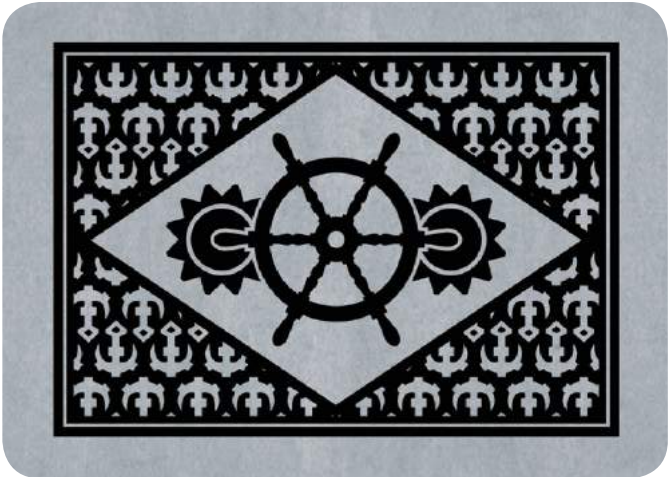
Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

OR

7

VICTORY

Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.



8

VALOUR

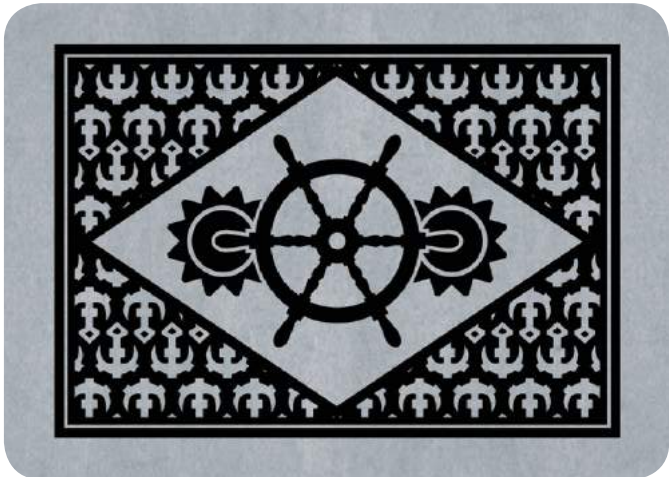
Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

OR

8

VICTORY

Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.



6

VALOUR

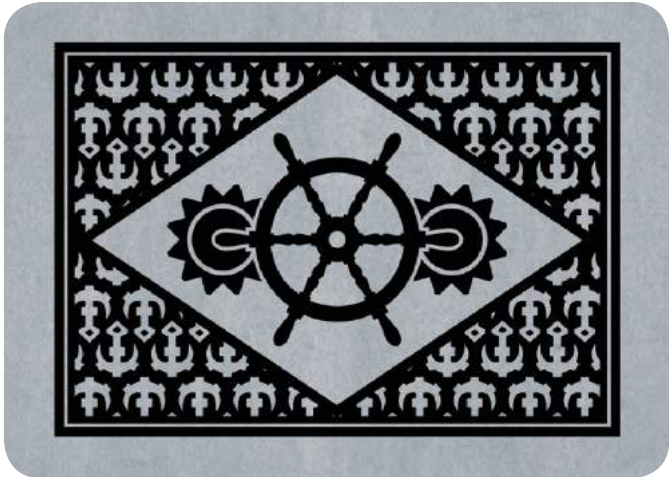
Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

OR

6

VICTORY

Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.



5

VALOUR

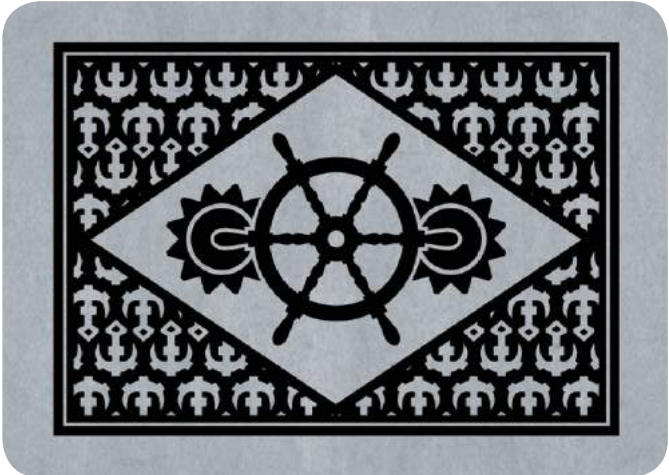
Reveal this card and discard it at any time to gain the following:
Count each Exploding Hit as a Heavy Counter in a Defence roll.

OR

5

VICTORY

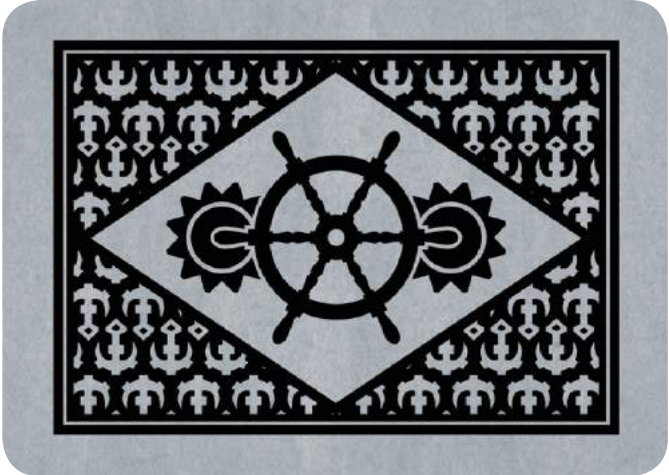
Achieve the following: Destroy a Mass 1 Unit in a Shooting attack this turn and score +1 VP when you do so.



12 **VALOUR**

Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

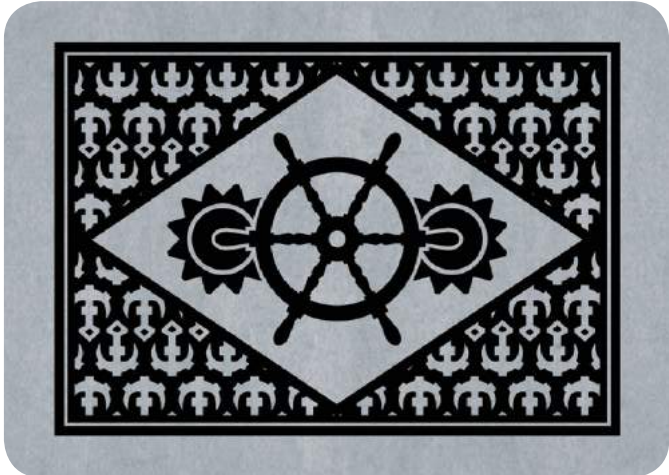
VICTORY
Achieve the following: Destroy a Mass 1 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.



11 **VALOUR**

Reveal this card and discard it at any time to gain the following:
Remove a single Condition token from a Model in your Unit.

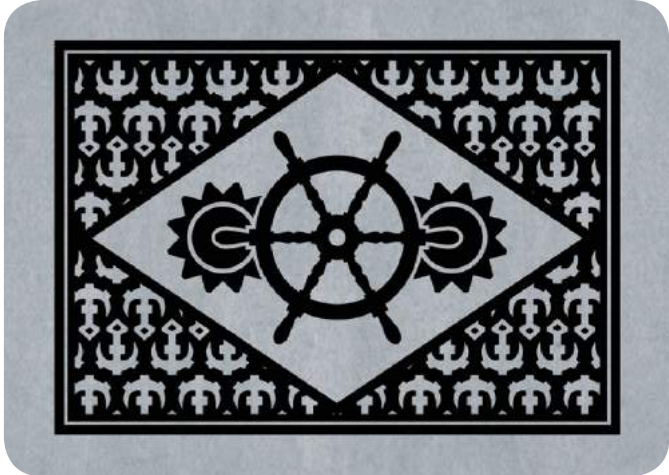
VICTORY
Achieve the following: Destroy a Mass 1 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.



10 **VALOUR**

Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

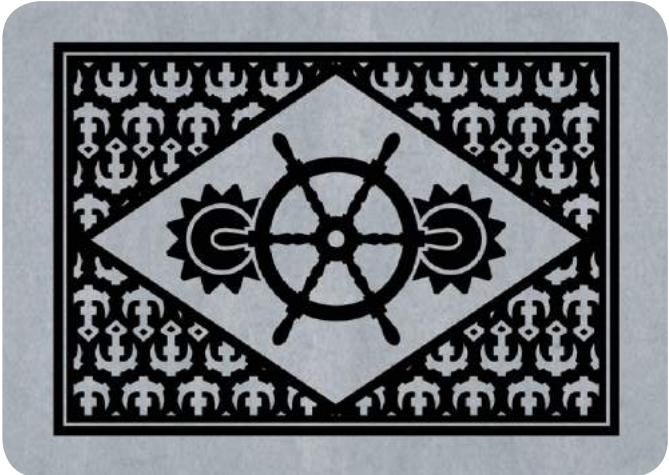
VICTORY
Achieve the following: Destroy a Mass 1 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.



9 **VALOUR**

Reveal this card and discard it at any time to gain the following:
Count each Exploding Hit as a Heavy Counter in a Defence roll.

VICTORY
Achieve the following: Destroy a Mass 1 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.

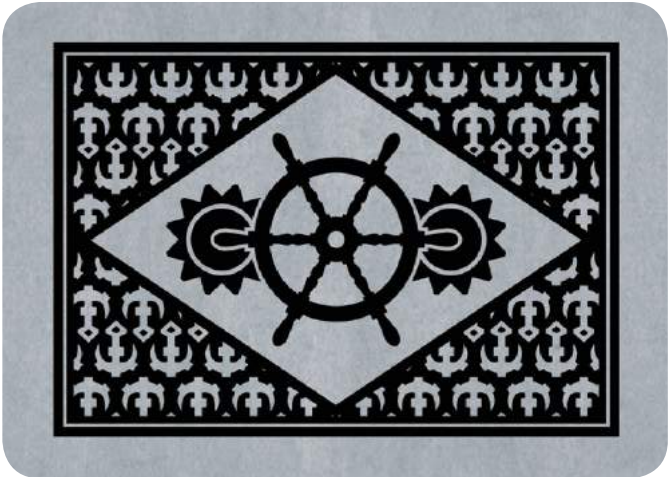


16 VALOUR

Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

VICTORY

Achieve the following: Cause an enemy Unit to take two damage in a single Assault or SRS Attack this turn and score +1 VP when you do so.

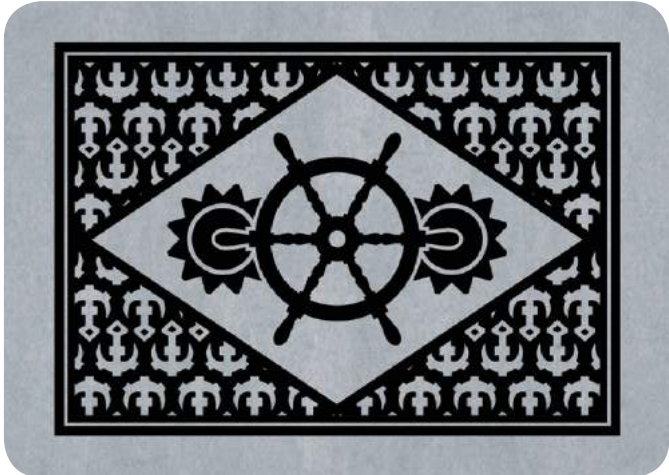


15 VALOUR

Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

VICTORY

Achieve the following: Cause an enemy Unit to take two damage in a single Assault or SRS Attack this turn and score +1 VP when you do so.

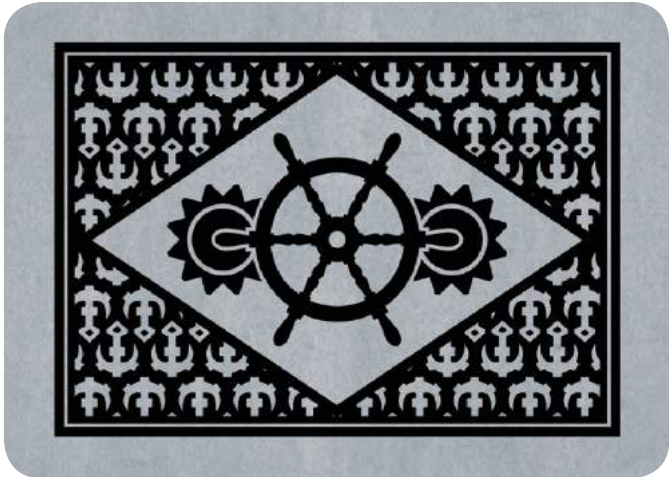


14 VALOUR

Reveal this card and discard it at any time to gain the following:
Gain +2 to your Fray Attribute for the Assault.

VICTORY

Achieve the following: Destroy an enemy Model through Ramming or Collision this turn and score +1 VP when you do so.

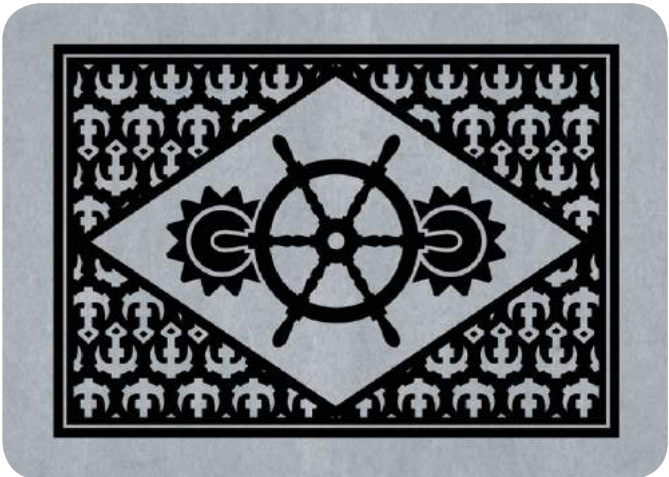


13 VALOUR

Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

VICTORY

Achieve the following: Destroy an enemy Model through Ramming or Collision this turn and score +1 VP when you do so.



20

VALOUR

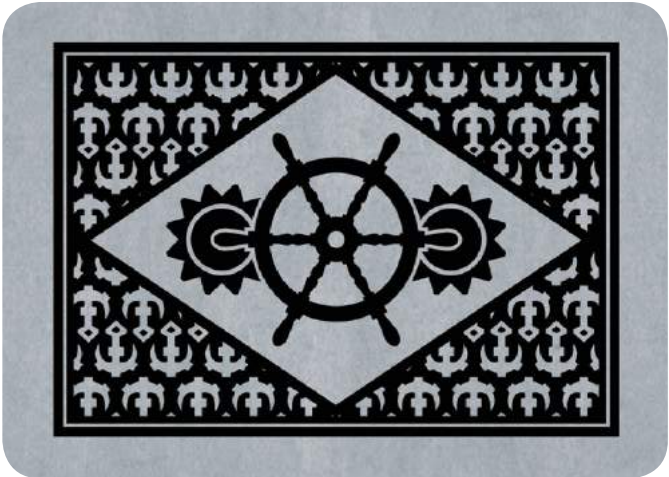
Reveal this card and discard it at any time to gain the following:
Gain +2 to your Play Attribute for the Assault.

VICTORY

Achieve the following: At the end of their Activation if one of your Mass 2 Units is within 5" of the centre of the Area of Play score +1 VP.

OR

101a



19

VALOUR

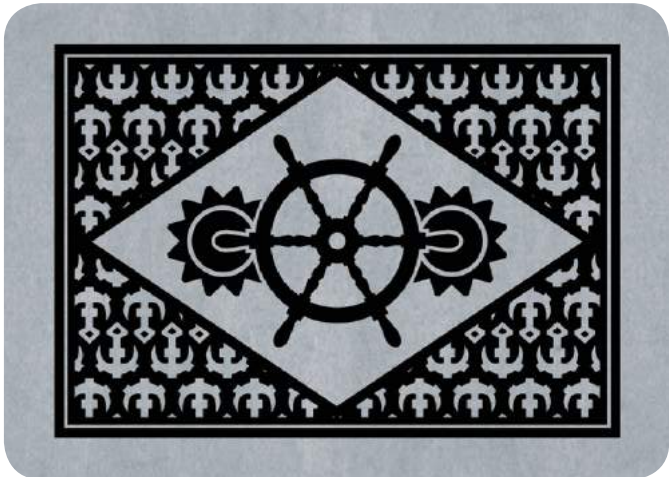
Reveal this card and discard it at any time to gain the following:
Remove a single Condition token from a Model in your Unit.

VICTORY

Achieve the following: At the end of their Activation if one of your Mass 1 Units is in the enemy deployment zone score +1 VP.

OR

101a



18

VALOUR

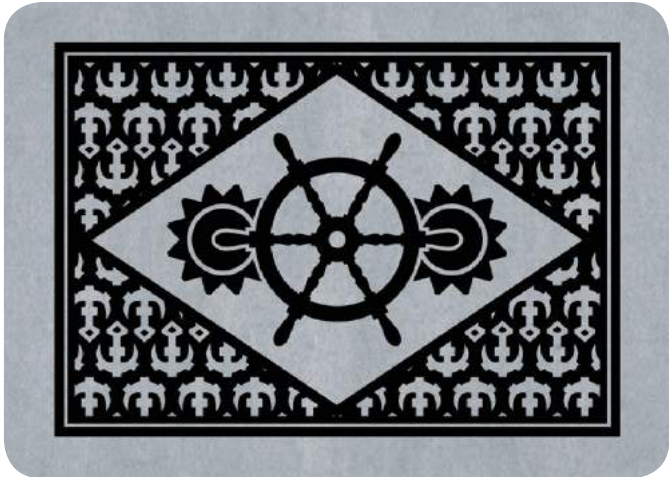
Reveal this card and discard it at any time to gain the following:
Initial Target receives -1 to its Citadel Attribute against a single Attack.

VICTORY

Achieve the following: At the end of their Activation if one of your Mass 1 Units is in the enemy deployment zone score +1 VP.

OR

101a



17

VALOUR

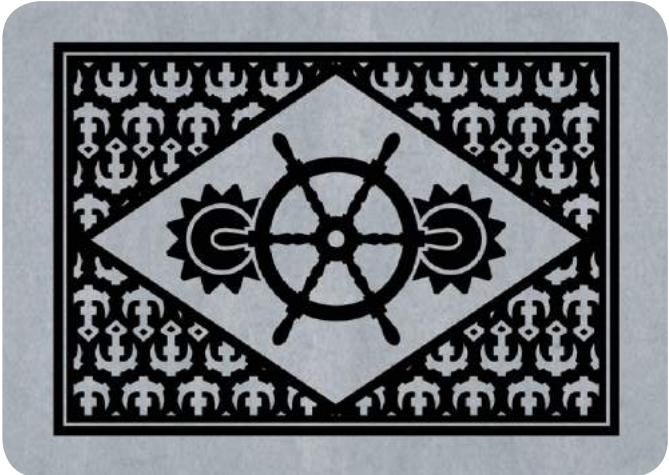
Reveal this card and discard it at any time to gain the following:
Apply the Generator Offline Critical Damage token to the Initial Target of a single Attack during your Activation. This is in addition to any Critical Damage Effects generated from the attack.

VICTORY

Achieve the following: Cause an enemy Unit to take two damage in a single Assault or SRS Attack this turn and score +1 VP when you do so.

OR

101a



24

VALOUR

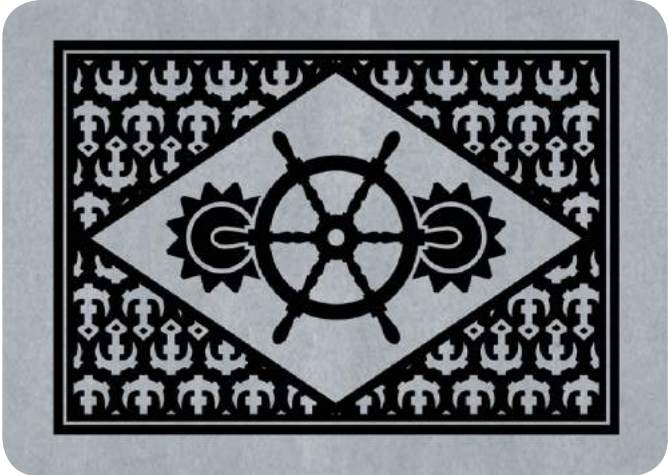
Reveal this card and discard it at any time to gain the following:
Count each Exploding Hit as a Heavy Counter in a Defence roll.

24

VICTORY

Achieve the following: At the end of their Activation if one of your Mass 2 Units is in the enemy deployment zone score +1 VP.

1071a



23

VALOUR

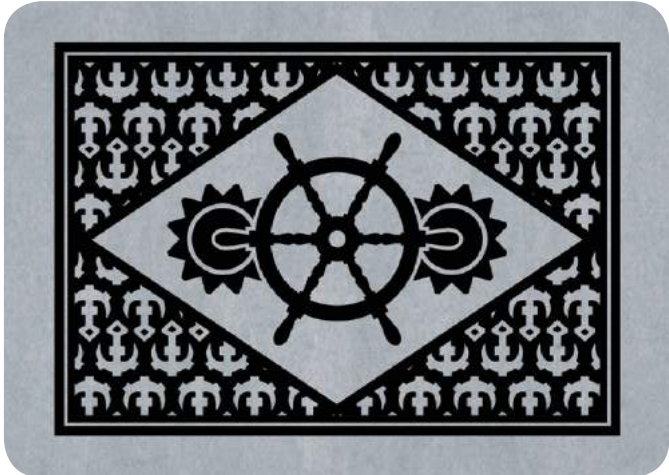
Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

23

VICTORY

Achieve the following: At the end of their Activation if one of your Mass 2 Units is in the enemy deployment zone score +1 VP.

1071a



22

VALOUR

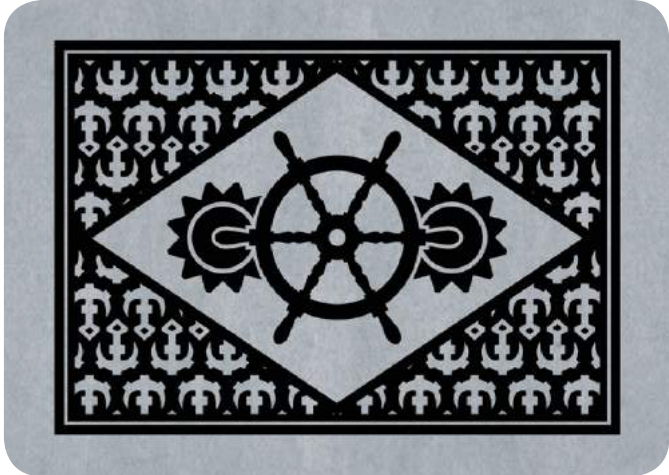
Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

22

VICTORY

Achieve the following: At the end of their Activation if one of your Mass 2 Units is in the enemy deployment zone score +1 VP.

1071a



21

VALOUR

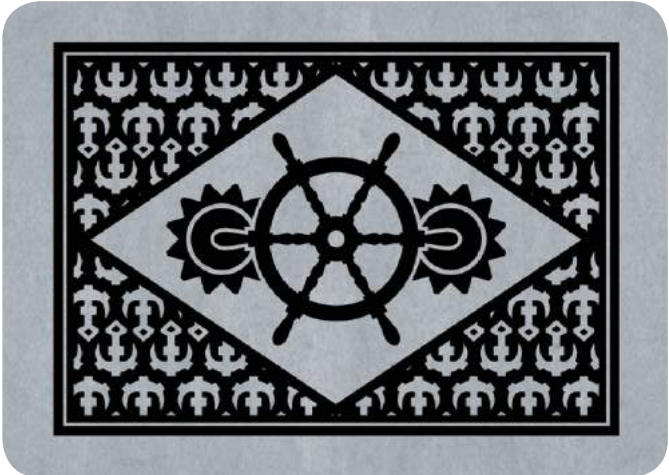
Reveal this card and discard it at any time to gain the following:
Remove a single Condition token from a Model in your Unit.

21

VICTORY

Achieve the following: At the end of their Activation if one of your Mass 2 Units is within 5" of the centre of the Area of Play score +1 VP.

1071a



28

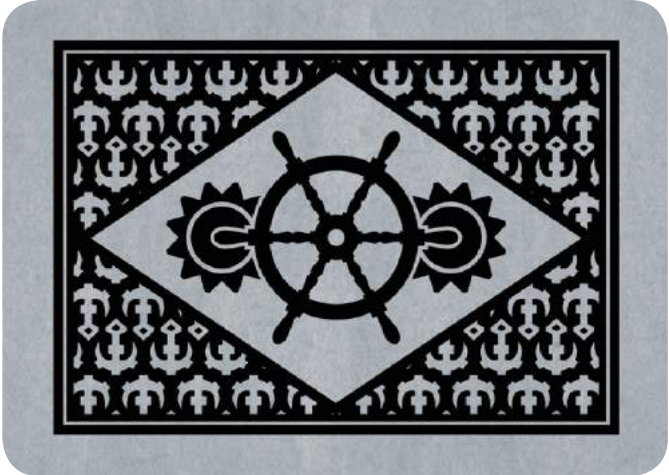
VALOUR

Reveal this card and discard it at any time to gain the following:
Remove a single Point of Damage from a Battle Ready Model.

VICTORY

1071a

Select one of your Units of at least Mass 3, if it is in the enemy deployment zone at the end of its Activation score +1 VP.



27

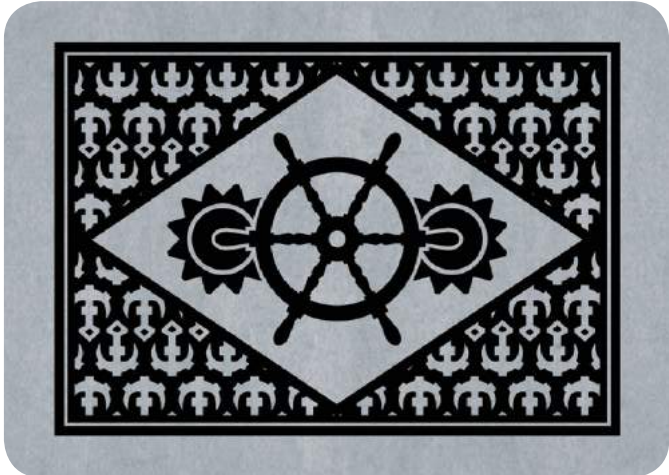
VALOUR

Reveal this card and discard it at any time to gain the following:
Gain +2 to your Play Attribute for the Assault.

VICTORY

1071a

Achieve the following: At the end of their Activation if one of your Mass 3 Units or larger is within 5" of the centre of the Area of Play score +1 VP.



26

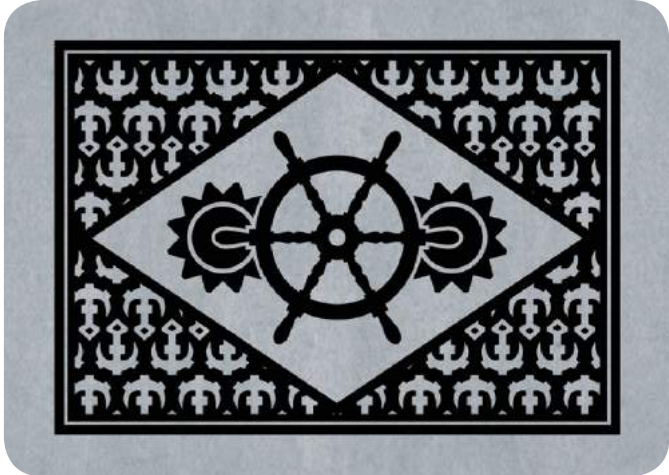
VALOUR

Reveal this card and discard it at any time to gain the following:
Remove a single Condition token from a Model in your Unit.

VICTORY

1071a

Achieve the following: At the end of their Activation if one of your Mass 2 Units is in the enemy deployment zone score +1 VP.



25

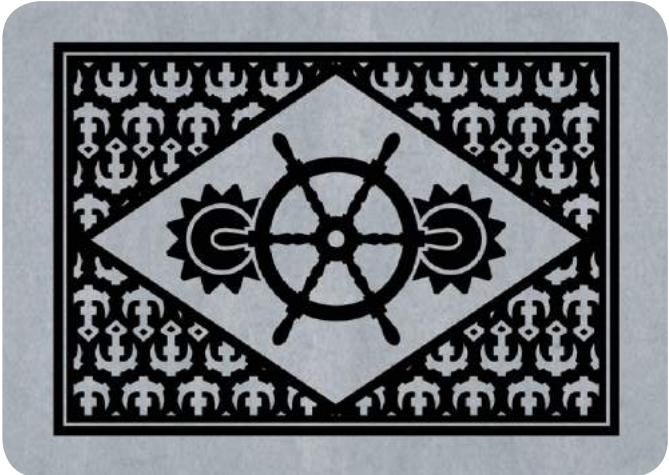
VALOUR

Reveal this card and discard it at any time to gain the following:
Remove a single Point of Damage from a Battle Ready Model.

VICTORY

1071a

Achieve the following: At the end of their Activation if one of your Mass 2 Units is in the enemy deployment zone score +1 VP.



32

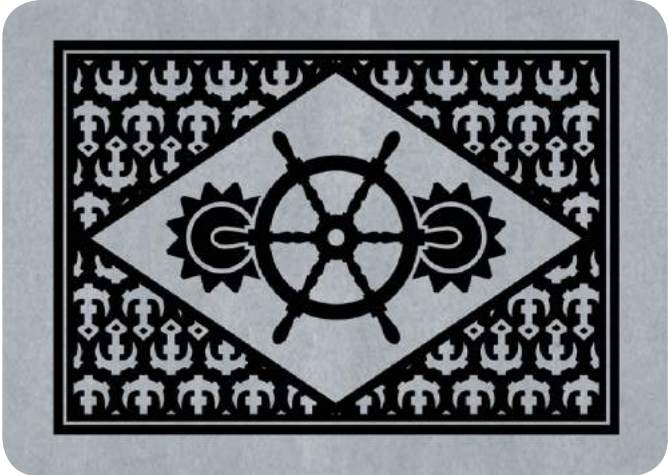
VALOUR

Reveal this card and discard it at any time to gain the following:
Remove a single Condition token from a Model in your Unit.

OR

VICTORY

Achieve the following: Destroy a Mass 2 Unit in a Shooting attack this turn and score +1 VP when you do so.



31

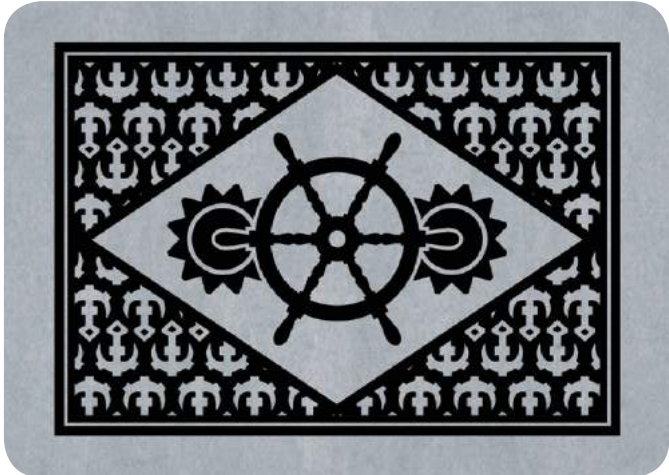
VALOUR

Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

OR

VICTORY

Achieve the following: Destroy a Mass 2 Unit in a Shooting attack this turn and score +1 VP when you do so.



30

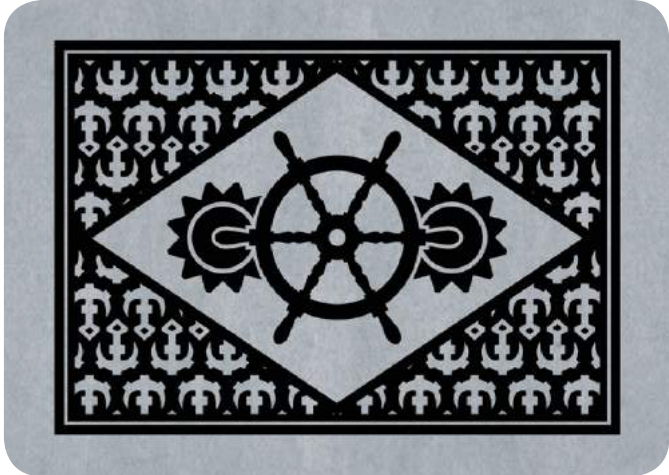
VALOUR

Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

OR

VICTORY

Achieve the following: Destroy a Mass 2 Unit in a Shooting attack this turn and score +1 VP when you do so.



29

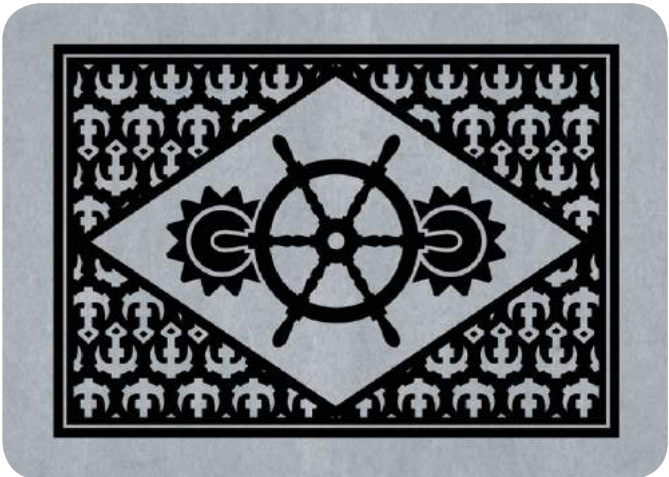
VALOUR

Reveal this card and discard it at any time to gain the following:
Remove a single Point of Damage from a Battle Ready Model.

OR

VICTORY

Select one of your Units of at least Mass 3, if it is in the enemy deployment zone at the end of its Activation score +1 VP.



36

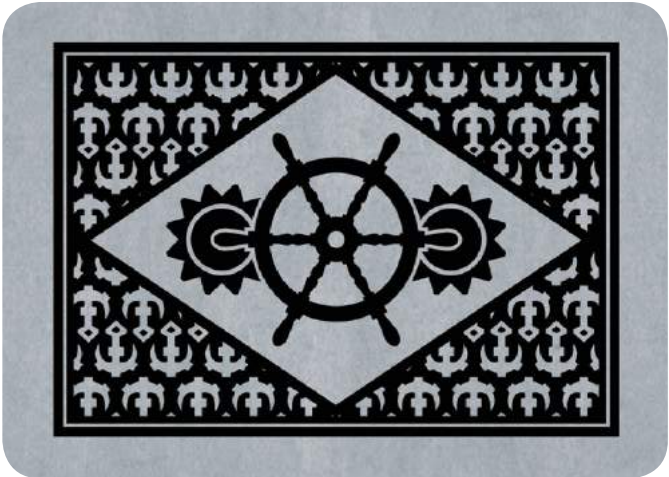
VALOUR

Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

36

VICTORY

Achieve the following: Destroy a Mass 2 Unit in a Shooting attack this turn and score +1 VP when you do so.



35

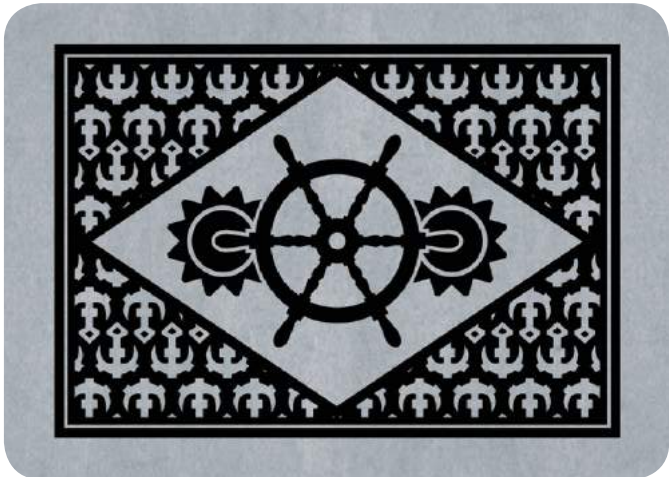
VALOUR

Reveal this card and discard it at any time to gain the following:
The Unit does not need to make a Drift Movement.

35

VICTORY

Achieve the following: Cripple a Mass 2 Unit in a Shooting attack this turn and score +1 VP when you do so.



34

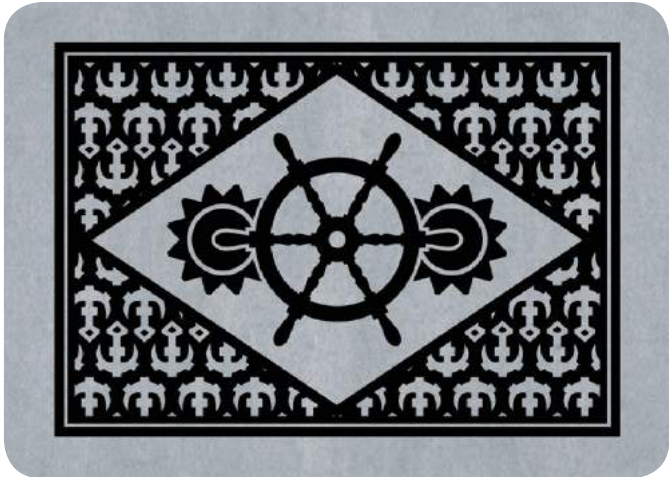
VALOUR

Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

34

VICTORY

Achieve the following: Cripple a Mass 2 Unit in a Shooting attack this turn and score +1 VP when you do so.



33

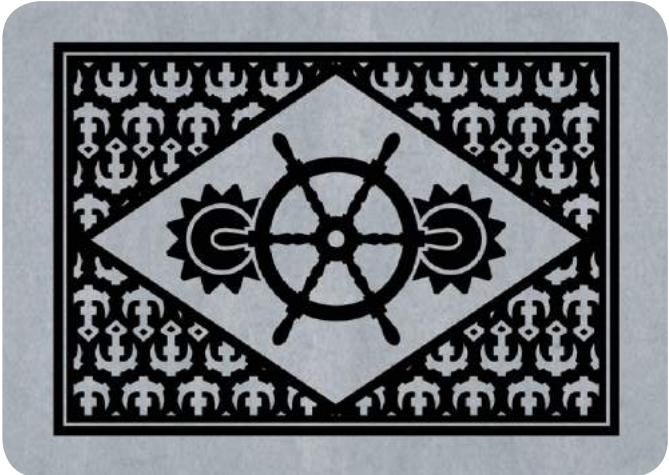
VALOUR

Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

33

VICTORY

Achieve the following: Destroy a Mass 2 Unit in a Shooting attack this turn and score +1 VP when you do so.




40

VALOUR

Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

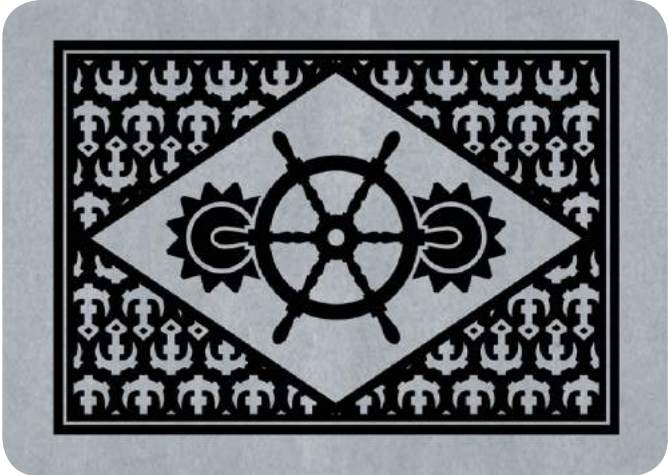
OR



10 VP

VICTORY

Achieve the following: Cripple a Mass 2 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.



39

VALOUR

Reveal this card and discard it at any time to gain the following:
Gain +1 to your Speed Attribute for the Movement Phase.

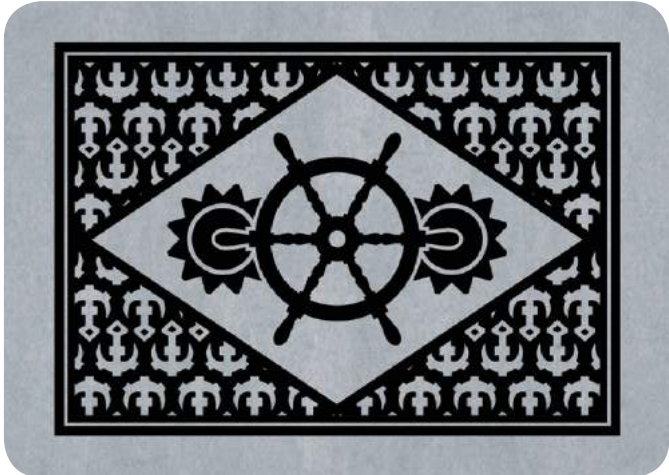
OR



10 VP

VICTORY

Achieve the following: Cripple a Mass 2 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.




38

VALOUR

Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

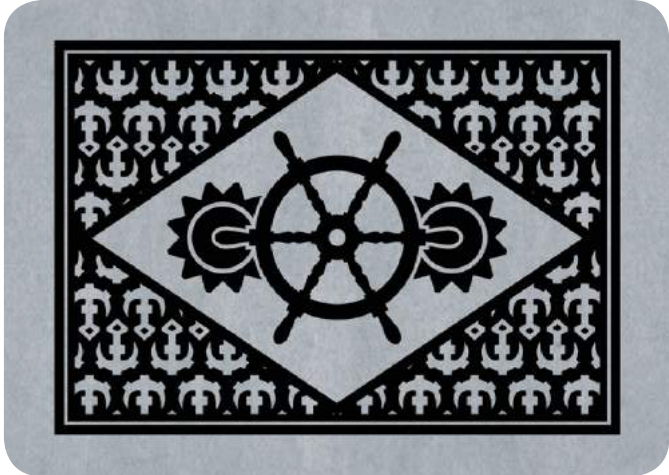
OR



10 VP

VICTORY

Achieve the following: Destroy a Mass 2 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.




37

VALOUR

Reveal this card and discard it at any time to gain the following:
The Unit does not need to make a Drift Movement.

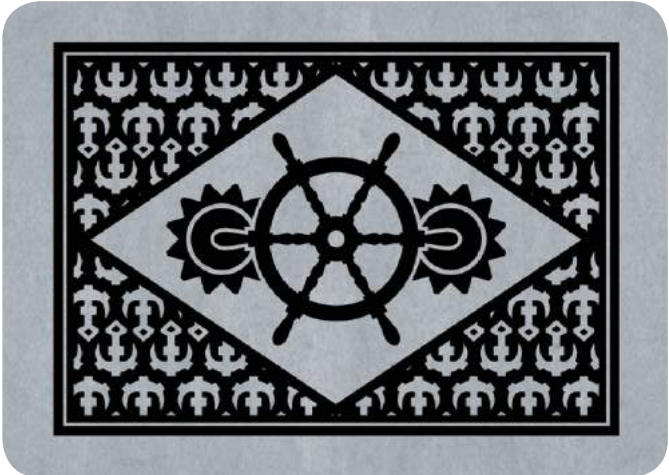
OR



10 VP

VICTORY

Achieve the following: Destroy a Mass 2 Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.



44

VALOUR

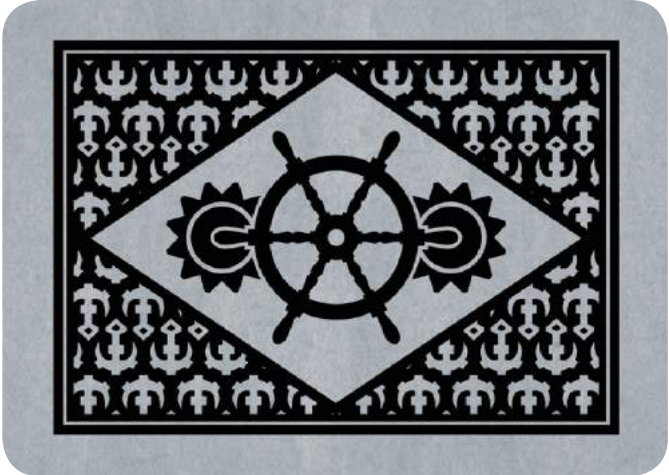
Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

OR

44

VICTORY

Achieve the following: Destroy an enemy Model through Ramming or Collision this turn and score +2 VP when you do so.



43

VALOUR

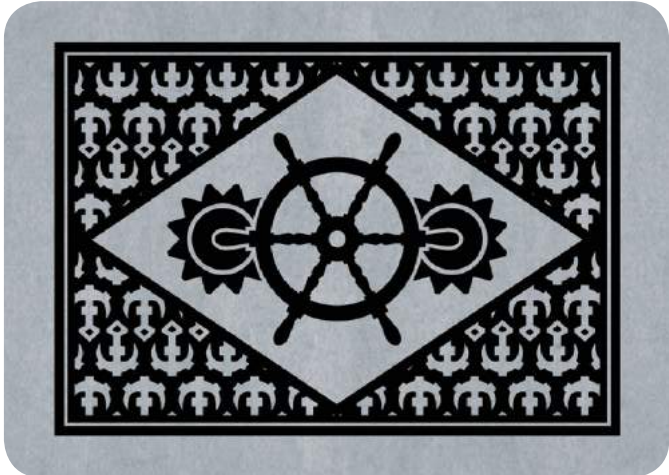
Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

OR

43

VICTORY

Achieve the following: Destroy a Mass 3 Unit or larger in an Assault or SRS Attack this turn and score +1 VP when you do so.



42

VALOUR

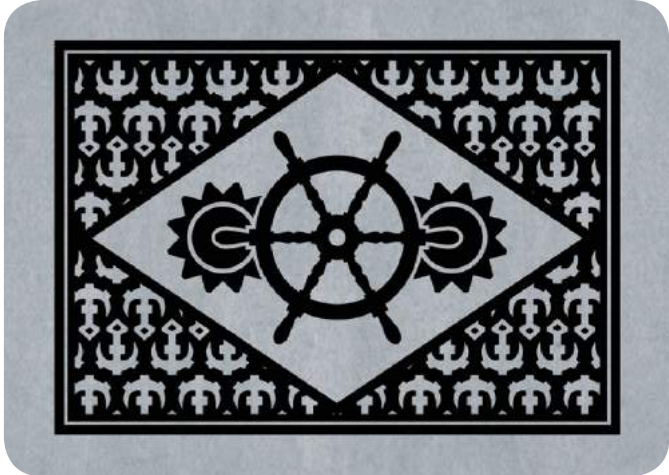
Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

OR

42

VICTORY

Achieve the following: Destroy a Mass 3 Unit or larger in a Shooting attack this turn and score +2 VP when you do so.



41

VALOUR

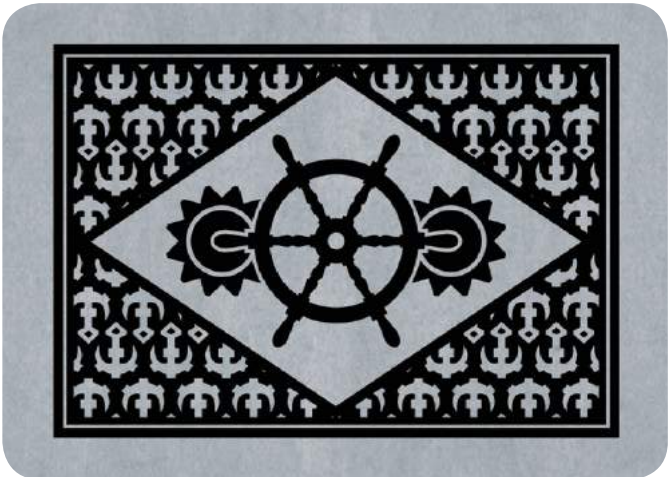
Reveal this card and discard it at any time to gain the following:
Remove a single Point of Damage from a Battle Ready Model.

OR

41

VICTORY

Achieve the following: Destroy a Mass 3 Unit or larger in a Shooting attack this turn and score +1 VP when you do so.



48

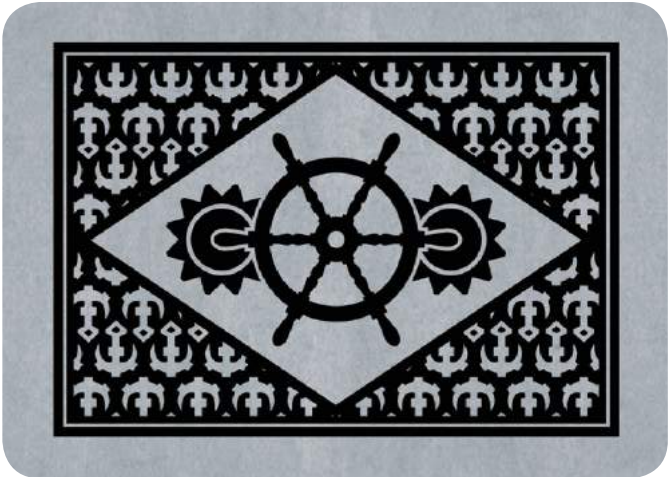
VALOUR

Reveal this card and discard it at any time to gain the following:
The Unit does not need to make a Drift Movement.

10 VP

VICTORY

Achieve the following: Destroy an enemy Unit and receive +1 VP when you do so.



47

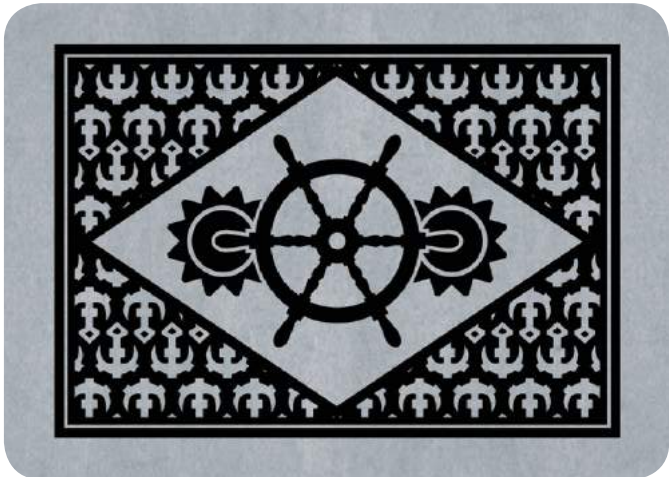
VALOUR

Reveal this card and discard it at any time to gain the following:
Remove a single Point of Damage from a Battle Ready Model.

10 VP

VICTORY

Achieve the following: Destroy an enemy Unit and receive +1 VP when you do so.



46

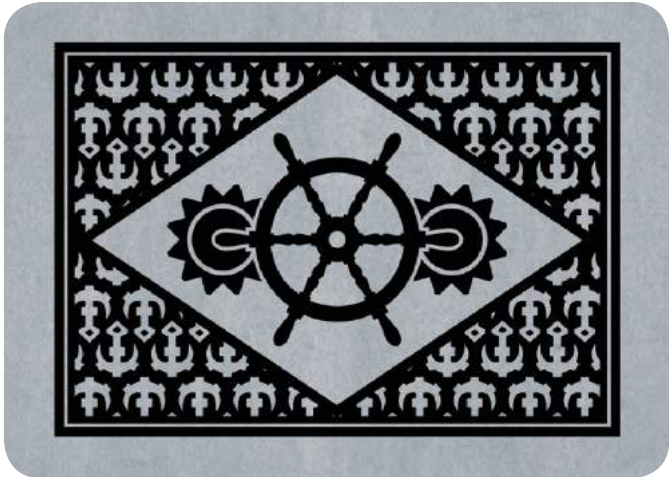
VALOUR

Reveal this card and discard it at any time to gain the following:
Re-roll any dice in one of your Action Dice Pools.

10 VP

VICTORY

Achieve the following: Cripple an enemy Model through Ramming or Collision this turn and score +1 VP when you do so.



45

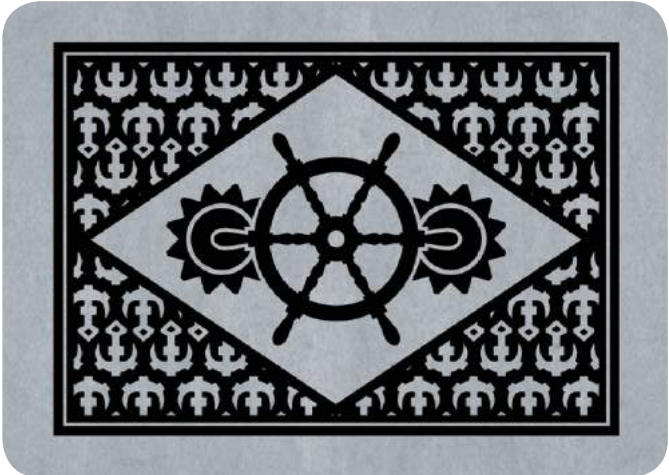
VALOUR

Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

10 VP

VICTORY

Achieve the following: Destroy an enemy Model through Ramming or Collision this turn and score +2 VP when you do so.

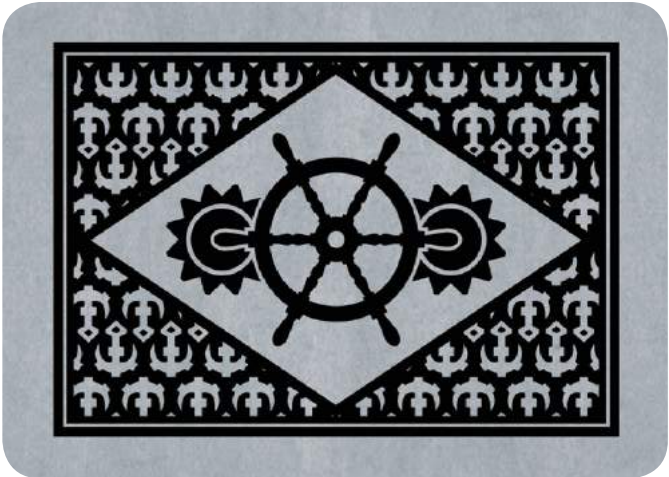


52 VALOUR

Reveal this card and discard it at any time to gain the following:
Count each Exploding Hit as a Heavy Counter in a Defence roll.

VICTORY
Achieve the following: Destroy an enemy Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.

OR

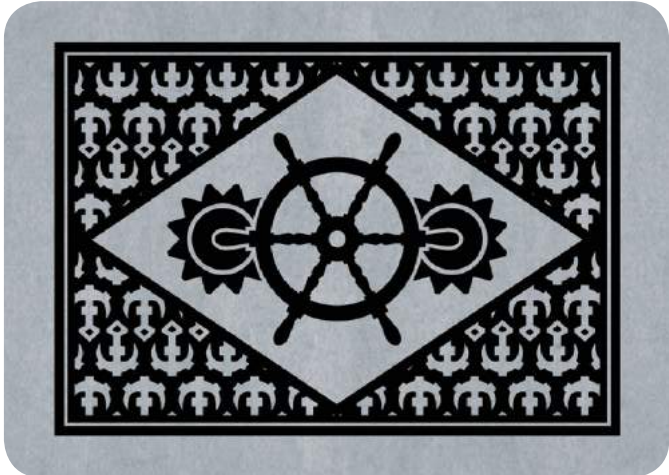



51 VALOUR

Reveal this card and discard it at any time to gain the following:
Immediately remove a Critical Damage token without making a Repair roll.

VICTORY
Achieve the following: Cripple an enemy Unit and receive +1 VP when you do so.

OR

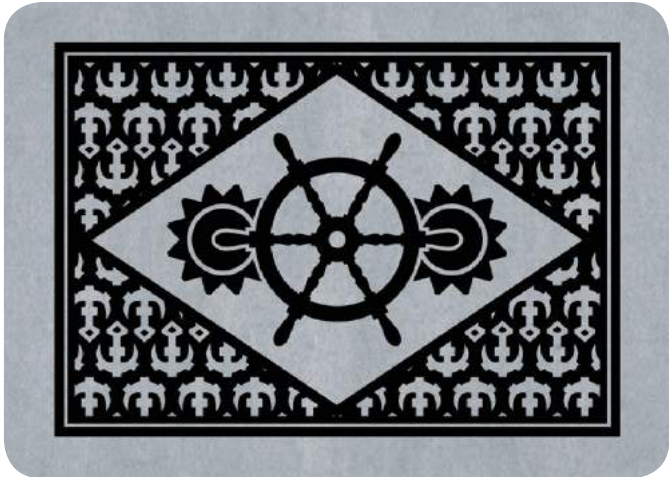


50 VALOUR

Reveal this card and discard it at any time to gain the following:
Count each Exploding Hit as a Heavy Counter in a Defence roll.

VICTORY
Achieve the following: Cripple an enemy Unit and receive +1 VP when you do so.

OR

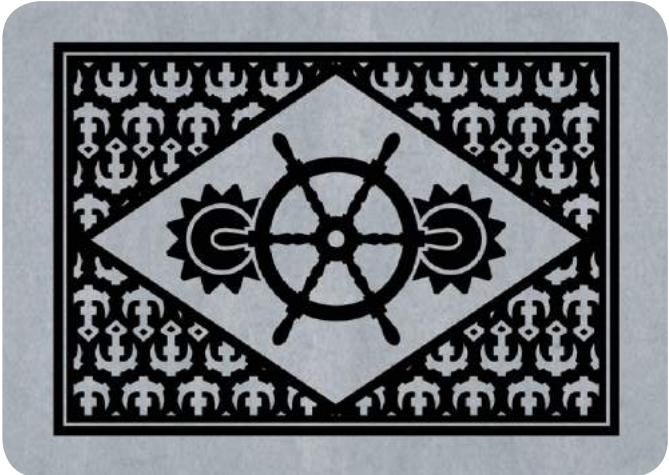


49 VALOUR

Reveal this card and discard it at any time to gain the following:
Apply the Generator Offline Critical Damage token to the Initial Target of a single Attack during your Activation. This is in addition to any Critical Damage Effects generated from the attack.

VICTORY
Achieve the following: Destroy an enemy Unit and receive +1 VP when you do so.

OR



56

VALOUR

Reveal this card and discard it at any time to gain the following:

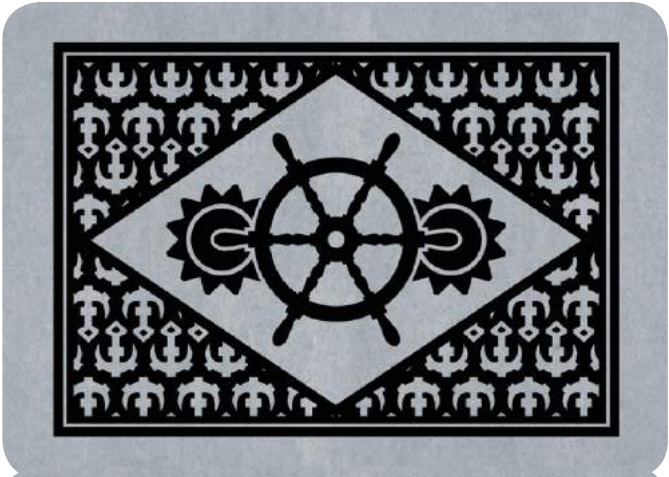
Following your Activation immediately activate another In Play Unit that has not yet activated in this game Round.

OR

56

VICTORY

Achieve the following: Cripple a Mass 3 Unit in an Assault or SRS Attack this turn and score +2 VP when you do so.



55

VALOUR

Reveal this card and discard it at any time to gain the following:

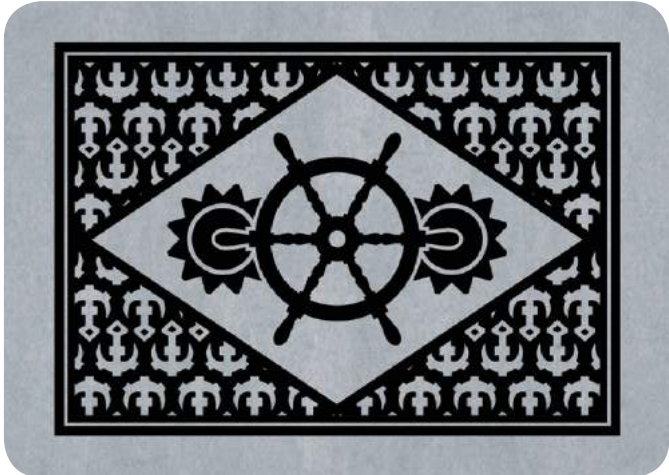
Re-roll any dice in one of your Action Dice Pools.

OR

55

VICTORY

Achieve the following: Destroy a Mass 3 Unit in a Shooting attack this turn and score +2 VP when you do so.



54

VALOUR

Reveal this card and discard it at any time to gain the following:

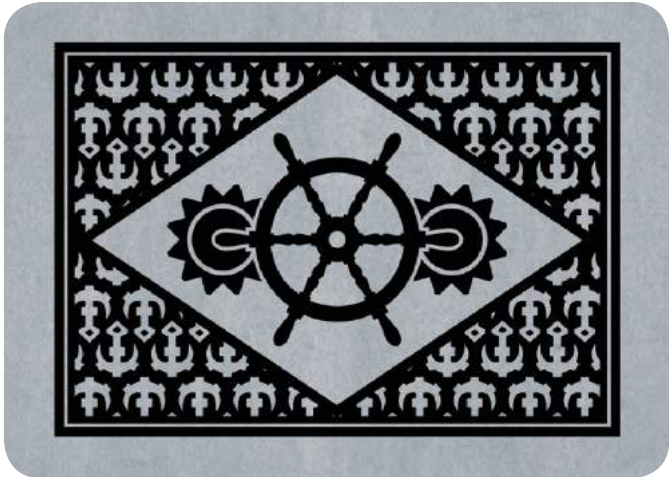
Immediately remove a Critical Damage token without making a Repair roll.

OR

54

VICTORY

Achieve the following: Cripple an enemy Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.



53

VALOUR

Reveal this card and discard it at any time to gain the following:

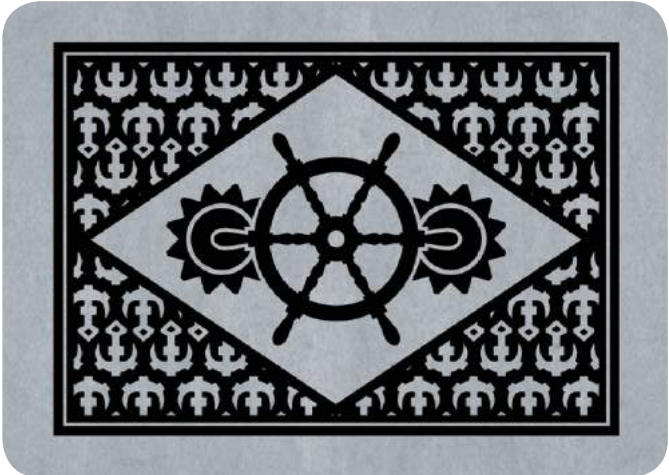
Remove a single Point of Damage from a Battle Ready Model.

OR

53

VICTORY

Achieve the following: Destroy an enemy Unit in an Assault or SRS Attack this turn and score +1 VP when you do so.



60

VALOUR

Reveal this card and discard it at any time to gain the following:

Immediately remove a Critical Damage token without making a Repair roll.

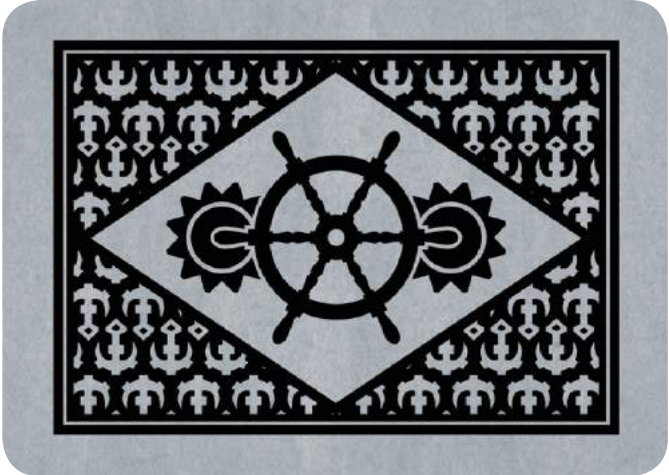
OR



60

VICTORY

Achieve the following: Destroy a Mass 3 Unit or larger in an Assault or SRS Attack this turn and score +2 VP when you do so.




59

VALOUR

Reveal this card and discard it at any time to gain the following:

Following your Activation immediately activate another In Play Unit that has not yet activated in this game Round.

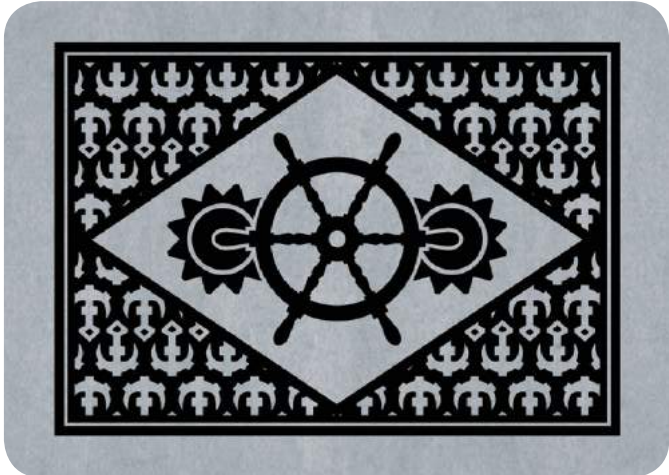
OR



59

VICTORY

Achieve the following: Destroy a Mass 3 Unit in a Shooting attack this turn and score +2 VP when you do so.



58

VALOUR

Reveal this card and discard it at any time to gain the following:

Following your Activation immediately activate another In Play Unit that has not yet activated in this game Round.

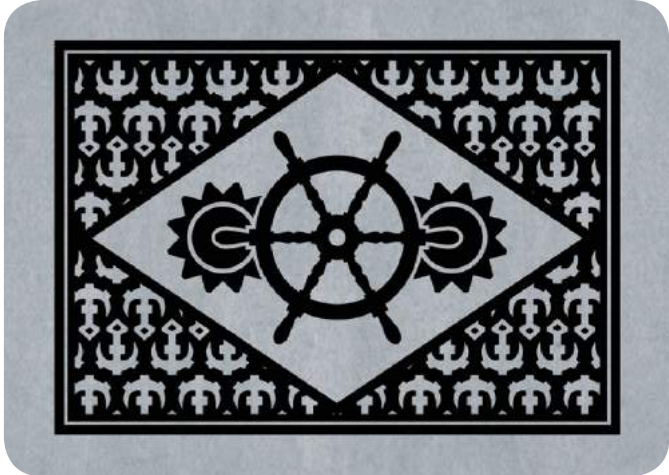
OR



58

VICTORY

Achieve the following: Cripple a Mass 3 Unit in a Shooting attack this turn and score +2 VP when you do so.




57

VALOUR

Reveal this card and discard it at any time to gain the following:

Immediately remove a Critical Damage token without making a Repair roll.

OR



57

VICTORY

Achieve the following: Destroy a Mass 3 Unit in an Assault or SRS Attack this turn and score +2 VP when you do so.