Necrotech Upgrade

Play as 3 actions for Golgotha. Attach this card to Golgotha’s reference card.

While Necrotech Upgrade is attached, Golgotha gains Accuracy +2. You may discard Necrotech Upgrade from Golgotha to absorb all damage from a single attack against her.
THE BLOODY SWORD

Play after Alakhai the Cunning has damaged an enemy unit. Attach this card to Alakhai the Cunning’s reference card.

While The Bloody Sword is attached, Alakhai the Cunning gains 2 yellow (heavy melee) dice while attacking.
Plasma Handcannons

Play after Max Steiner is the first unit you activate this round. Attach this card to Max Steiner’s reference card.

While Plasma Handcannons is attached, Max Steiner must be the first unit you activate each round, and gains 3 blue (heavy ranged) attack dice. Discard Plasma Handcannons from play if you activate Max Steiner and he does not make at least 1 attack.
Play after Archinquisitor Nikodemus is attacked. Attach this card to Archinquisitor Nikodemus’s reference card.

While Inquisitor’s Fury is attached, Archinquisitor Nikodemus can take a free attack action against any Bronze or Silver unit that attacks him.
The Commander’s Honor

Play after one of your Capitol units has been destroyed. Attach this card to Mitch Hunter’s reference card.

While The Commander’s Honor is attached, you may remove an order token from any unit you control every time Mitch Hunter leads an attack that destroys an enemy unit.
Play when the chosen unit holds the Communications Station, the Command Bunker, or the Radar Network. Attach this card to that unit’s reference card.

While Command Helmet is attached, the chosen unit can attack as if it were standing on the hex of any friendly unit with a  icon. Discard Command Helmet from play when the chosen unit is no longer holding that Victory Zone.
FORBIDDEN LORE

Play when the chosen unit holds The Relic or Deep Cover. Attach Forbidden Lore to that unit’s reference card.

While Forbidden Lore is attached, you may play an additional $\top$ command card each turn. Discard Forbidden Lore from play when the chosen unit is no longer holding that Victory Zone.
**LASER SUPPORT**

Play when the chosen unit holds the Command Tower or the Sniper Roost. Attach Laser Support to that unit’s reference card.

While Laser Support is attached, all of your units with a ◊ icon gain Accuracy +1. Discard Laser Support from play when the chosen unit is no longer holding that Victory Zone.
SYMBIOTIC SHIELDING

Play when the chosen unit holds The Relic or Deep Cover. Attach Symbiotic Shielding to that unit’s reference card.

While Symbiotic Shielding is attached, all of your units with a ⚫ icon gain Armor +1. Discard Symbiotic Shielding from play when the chosen unit is no longer holding that Victory Zone.
Venom of ‘Dredd

Play as 3 actions for Vahl’dredd the Hunter. Attach this card to Vahl’dredd the Hunter’s reference card.

While Venom of ‘Dredd is attached, whenever Vahl’dredd the Hunter damages a single-based enemy unit, that unit is dealt an additional point of damage that cannot be absorbed by armor or cover.