

<p>Battle Focus (1-3 or 4-5) Shooting</p> <p>Add Two Attack Dice. If the Unit is Hearthguard or has a Weapon Platform add 4 Dice.</p>	<p>Combined Efforts (4-5 or 6) Activation</p> <p>Choose up to Three of your Non-Exhausted Units. Each Gains a Fatigue.</p> <p>Roll as Many SAGA Dice as Units Selected and Add them to Your Combat Pool or Instead Add that Many Dice to Your Magic Pool.</p>	<p>Path of the Aspect Warrior (1-3 and 1-3) Melee or Shooting or Reaction</p> <p>Choose a Unit of Hearthguard.</p> <p>If the Unit is Equipped for Close Combat Gain One Defence Dice and One Attack Dice per Miniature in the Unit.</p> <p>If the Unit is Equipped for Ranged Combat Gain One Attack Dice per Miniature in the Unit and Inflict One Fatigue on the Target Unit.</p> <p>If the Unit is Equipped for Jump Combat Immediately Interrupt your Opponents Turn and Make a Range M Move.</p> <p>After Resolving the Effects Gain One Fatigue.</p>
<p>Fleet of Foot (1-3, 4-5 or 6) Activation</p> <p>Choose a Unit (Two is a 6 was used) and make a range M Move. This can be used even if exhausted and does not generate fatigue or count as an activation. This Move Ignores All Rough Terrain Movement Penalties.</p>	<p>Sustained Attack (4-5)</p> <p>Melee, Shooting or Shooting/Reaction</p> <p>Gain Two Attack Dice for Each of the Enemy Unit's Fatiuges.</p> <p>Gain Two Defence Dice for Each of Your Unit's Fatiuges.</p>	<p>Survival is Paramount (4-5 or 6) Melee</p> <p>If you Have More Attack Dice than Defence Dice then Add One to All Your Defence Rolls.</p> <p>If a 6 is Used you may Also Re-Roll 1's and 2's When Attacking.</p> <p>Many an Enemy has Felt their limbs Grow Tired and Muscles Ache as they Attempted to Strike an Eldar Warrior.</p>
<p>Sharp Eyes (1-3 or 4-5) Activation</p> <p>Choose a Friendly Unit. Each Enemy Unit within S of the Unit must Roll a D6. If the roll is higher than their armour they suffer a casualty.</p>	<p>Psychic Attacks (4-5+6) Melee</p> <p>Place a Fatigue on the Enemy Unit. If You Used a 6 Place a Second Fatigue on an Enemy Unit Within M.</p>	
<p>Precognition (6+6) Orders</p> <p>Choose an enemy unit. Until the Start of Your Next Turn all Defence Dice Which Cancel a Hit must be Re-Rolled. The Target Unit Also Gains Two Fatigue.</p>	<p>PLATFORMS</p> <p>A Platform does not count as a miniature for any special rules and is always removed with the last squad member. A unit takes a casualty in an assault will automatically ignore the first casualty and instead remove the platform..</p> <p>Aggression 0 (3) Range: L</p>	
<p>Psychic Shield (1-3 or 4-5) Melee</p> <p>Discard Attack or Defence Dice Equal to Your Current Armour to Increase Your Armour by One.</p>		