

...CLICK

Play this card after an enemy fighter completes an attack with a ranged weapon.

The weapon immediately runs Out of Ammo, as if it had failed an Ammo check.

GANG TACTICS

A GOOD DAY

Play at the start of the game after both sides have set up.

Choose a Champion or Leader model in your crew. Tuck this card under that fighter's card. For the duration of the game, Cool checks for other fighters from your gang have a +2 modifier if they are within 3" of the chosen Champion or Leader.

GANG TACTICS

ADRENALINE SURGE

Play when activating a fighter.

The fighter can make one additional action this turn.

GANG TACTICS

BAIT AND SWITCH

Play this card instead of activating a fighter.

Take a Ready marker from any of your fighters and place it on a fighter who has already activated this round.

GANG TACTICS

BATTLE MADNESS

Play instead of activating a fighter.

Choose a Broken Fighter from either gang. They immediately make a ranged attack against the closest fighter they can see, friend or foe. If they are in base contact with another fighter, they make close combat attacks instead.

GANG TACTICS

BEAST LURE

A fighter can spend an action to play this card.

Place the Beast's Lair marker within 3" of this fighter. Then, they can move up to D6". If they end the action within 6" of the lair, there is a chance they will be attacked as normal.

GANG TACTICS

BEAST REPELLENT

Play this card when activating a fighter.

For the duration of this fighter's activation, they do not risk rousing the Beast, regardless of how close they are to the Beast's Lair.

GANG TACTICS

BLACKOUT

Play this card at the start of any round.

For the duration of this round, ranged attacks have an additional -1 modifier if made against targets between 6" and 12" away, or a -2 modifier if made against targets more than 12" away. Attackers using an infra-scope or photo goggles, or targeting a fighter with a Blaze marker, ignore these penalties.

GANG TACTICS

BLAZING FURY

Play this card when activating a fighter.

For the duration of this fighter's turn, the Shoot action is treated as Simple rather than Basic.

GANG TACTICS

BLOOD DEBT

Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.

For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker. Tuck this card under the attacker's Fighter card as a reminder.

GANG TACTICS

BREACH AND CLEAR

Play after a friendly fighter makes an Operate Door (Simple) action or successful Force Door (Basic) action.

Note: Zone Mortalis only.

The fighter may immediately make a free Shoot (Basic) action.

GANG TACTICS

BULLET MAGNET

Play this card when a fighter fires a weapon with the Rapid Fire trait.

Add 1 to the number of hits rolled on each Firepower dice.

GANG TACTICS

BURST OF COURAGE

Play this card when making a Cool check for a fighter.

The fighter automatically passes the check, and any more Cool checks they are required to make until the end of the round.

GANG TACTICS

CHAIN ATTACKS

Play when a fighter takes an enemy Out of Action with a Melee attack.

The activating fighter can move up to D6" and make a Fight Basic action. Their activation then immediately ends.

GANG TACTICS

CLOSE TO RETIREMENT

Play at the start of any round.

Until the End phase of this round, your opponent's Leader suffers a -2 modifier to any Cool checks they must make. If your opponent's Leader is not available for this battle, discard this card.

GANG TACTICS

COMBAT DRUGS

Play when a fighter makes a melee attack.

For the duration of this turn, the fighter gains D3 additional attacks. However, should the fighter gain the full 3 additional attacks, they will automatically suffer a Flesh Wound at the end of their activation.

GANG TACTICS

COUNTER-ASSAULT

Play this card when one of your fighters makes a Reaction attack.

The fighter's Reaction attacks are made at +1 to Hit. In addition, they automatically pass the Initiative check required to make Reaction attacks against disengaging enemy.

GANG TACTICS

CROSSFIRE

Play this card when a fighter makes a ranged attack against a target who has already been shot at by a friendly fighter.

The hit roll succeeds automatically.

GANG TACTICS

CUT THEIR SUPPLY

Play at the start of the game after both sides have deployed.

Choose a weapon possessed by an enemy fighter. For the duration of the game, this weapon loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.

GANG TACTICS

DANGEROUS FOOTING

Play when your opponent activates a fighter.

Immediately place a Pitfall Crater marker beneath the fighter. The fighter must take an Initiative test. If the test is passed, the fighter makes a Move action to safety and their activation continues. If the Initiative test is failed, the fighter falls into the crater and is immediately taken Out of Action. The pitfall Crater remains in place for the duration of the battle.

GANG TACTICS

DEADLOCK

Play this card at the start of any round.

Note: Zone Mortalis only.

Choose a closed door anywhere on the board. For the duration of this round, the door cannot be opened in any way.

GANG TACTICS

DEATH TRAP

Play this card when an enemy fighter makes an Operate Door action to either open or close a door.

Note: Zone Mortalis only.

The fighter must test to see if they are struck by the door, as if they were standing in a doorway when the door is closed.

GANG TACTICS

DEDICATED TO DUTY

Play during the End phase, before you make a Bottle test.

Your gang automatically passes their Bottle test.

GANG TACTICS

DESPERATE EFFORT

Play when it is your turn to activate a fighter, but none of your fighters have Ready markers.

Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned.

GANG TACTICS

DISORIENTING SHADOWS

Play at the start of any round, after rolling for Priority.

Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Ballistic Skill and Movement characteristics.

GANG TACTICS

DISTRACTION

Play when your opponent activates a fighter.

The opposite player must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn, instead of two.

GANG TACTICS

DOUBLE TIME

Play this card when activating a fighter.

This fighter can perform a free Move (Simple) action during its activation. This free action is in addition to its two normal actions.

GANG TACTICS

DOUBLE-FISTED

Play when a fighter makes a ranged attack.

For the duration of the ranged attack, the fighter can attack with two ranged weapons, resolving a full attack with each, one after the other. Both must be made against the same target.

GANG TACTICS

DUCK AND COVER

Play this card when activating a fighter.

This turn, the fighter may make two Fire (Basic) actions, provided they use the same Basic or Pistol weapon for both. After resolving these actions, the fighter may move D3".

GANG TACTICS

EMERGENCY SEAL

Play instead of activating a fighter.

Note: Zone Mortalis only.

Ductways cannot be used for the duration of this round – they are treated as not being on the board at all.

GANG TACTICS

FALL BACK

Play this card when activating a fighter.

This fighter may immediately make a Retreat (Basic) action without having to make an Initiative check. Additionally, each enemy fighter that was Engaging them is unable to make any Reaction attacks.

GANG TACTICS

FEARSOME REPUTATION

Play after one of your fighters puts an enemy Out of Action.

For the rest of the game, any nerve checks made for enemy fighters within 8" of them have a -2 modifier.

GANG TACTICS

FIRE DISCIPLINE

Play this card at the start of the battle, after setting up your gang.

For the duration of the battle, ranged attacks made by your fighters only trigger an Ammo check if the Firepower dice rolls an Ammo symbol and the hit roll is a success.

GANG TACTICS

FORWARD PLANNING

Play at the start of the game, after both gangs have been deployed.

Choose up to three fighters. These fighters may immediately make a free Move (Simple) action.

GANG TACTICS

FRAG TRAP

Play this at the start of the battle, when setting up your gang.

Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action:

Set Frag Trap (Double)

– Place a Frag Trap marker within 1" of the fighter. Then they can move up to D6".

If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Frag Trap marker where the fighter stood. On a 4+, discard this card.

GANG TACTICS

GOT YOUR BACK

Play at the start of any round.

Until the End phase of this round, fighters in your gang can provide assists even if they are Engaged with any other fighters from the same gang as the target of the attack. Only one fighter can provide an assist this way for each close combat attack.

GANG TACTICS

GRENADE BOUQUET

Play this card when a fighter makes an attack with a grenade that has a Blast trait.

The fighter may immediately make three attacks with this type of grenade, rather than the usual one. Each of these attacks counts as a miss and so will automatically scatter. Once all three attacks are resolved, the fighter will automatically fail the Ammo check and run out of grenades of that type.

GANG TACTICS

GROUP TACTICS

Play this card when it is your turn, before activating any fighters.

Instead of activating one fighter, activate up to three fighters (in the same way as making a Group activation).

GANG TACTICS

HARD STOP

Play when one of your fighters becomes Engaged as part of an enemy Charge (Double) action.

Your fighter may immediately make a free Fight (Basic) action, interrupting the opposing fighter's activation.

GANG TACTICS

HAVING A BAD DAY

Play at the start of the game after both sides have set up.

Choose a Champion or Leader model in your opponent's crew. For the duration of the game, Cool checks for other fighters from the opposing gang have a -2 modifier while that fighter is within 3" of the chosen Champion or Leader.

GANG TACTICS

HEALTHY PARANOIA

Play when activating a fighter.

For the rest of the battle, the fighter have 360° vision arc.

GANG TACTICS

HIDDEN BLADE

Play when a fighter makes a Fight (Basic) action.

The fighter adds D3 to their Attacks characteristic for the duration of this action.

GANG TACTICS

HIDDEN PASSAGE

Play this card at the start of your turn, immediately before activating a fighter.

Note: Zone Mortalis only.

Place an unused Ductway marker anywhere on the board, following the normal rules for placing a ductway.

GANG TACTICS

HISTORY OF VIOLENCE

Play during the pre-battle sequence, during Step Five: Choose Crews.

That fighter is unwilling to face your gang in combat and so may not be selected for this battle. Your opponent must immediately discard that fighter and select another, following the same crew selection method as already used.

GANG TACTICS

HIVE TREMORS

Play at the start of any round.

Every Active fighter on the table must make an Initiative test – any who fail are Pinned.

After all fighters have tested, place D3 additional loot caskets anywhere on the table not within 6" of a fighter. Finally, if the game uses a Zone Mortalis scenario, place D3 spare ductways across any walls of your choice. If the game uses a Sector Mechanicus scenario, remove D3 ladders of your choice.

GANG TACTICS

JUST ADD NAILS

Play when making an attack with a frag grenade, before rolling to hit.

The grenade's Blast (3") trait becomes Blast (5").

GANG TACTICS

LAST GASP

Play this card when one of your active fighters is taken Out of Action.

Before the fighter is removed from play, they can immediately make an attack. This is a close combat attack if they are Engaged, otherwise it is a ranged attack. If they are equipped with a grenade that has the Blast trait, and the Blast marker is centred on them, it will not scatter. As soon as the attack has been resolved, the fighter is removed from play.

GANG TACTICS

LAST ROUND

Play this card when activating a fighter that has one or more Out of Ammo markers on them.

Choose one of this fighter's ranged weapons that is Out of Ammo. The fighter immediately performs a Shoot (Basic) action with that weapon that will hit automatically. Do not roll an Ammo Die - the weapon remains Out of Ammo. Weapons with the Rapid Fire (X) trait make only one shot.

GANG TACTICS

LONG ARM

Play at the start of any round.

Until the End phase of this round, friendly fighters count as having +1 Strength for the purposes of determining the Long range of a grenade.

GANG TACTICS

LOOK THE OTHER WAY

Play this card when a sentry spots an attacker.

The sentry does not gain a Ready marker. In addition, you may change the sentry's facing as you wish.

GANG TACTICS

LOOSE CANNON

Play when activating a fighter.

Until the End phase of this round, the fighter treats the Shoot action as (Simple) rather than (Basic). However, until the End phase of this round, the fighter suffers a -1 to their Ballistic Skill.

GANG TACTICS

LOUD AND CLEAR

Play during the pre-battle sequence, during Step 8. Deployment.

Tuck this card under a fighter's card. Until the end of the battle, this fighter has stun grenades.

GANG TACTICS

LUCKY FIND

Play this card when activating a fighter with a weapon that is Out of Ammo.

One of the fighter's weapons is automatically reloaded at the cost of one action - no Ammo check is required.

GANG TACTICS

LUCKY LHO-STICK CASE

Play this card when a friendly fighter fails an armour save.

The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Piercing).

GANG TACTICS

LUCKY SHOT

Play this card after making either a hit roll, a wound roll or an injury roll.

You may immediately re-roll all of the dice for the roll you have just made. You must accept the result of the second roll, even if it is worse than the first.

GANG TACTICS

MACHINE CURSE

Play this card instead of activating a fighter.

Choose an enemy fighter. They must immediately make an Ammo check of each of their ranged weapons.

GANG TACTICS

MAKESHIFT ARMOUR

One of your fighters can spend an action to play this card.

Tuck this card under the fighter's card; while it is there, their armour save is treated as one point better than it is. If any save roll for the fighter is a 1 (before modifiers), discard this card after resolving the attack(s).

GANG TACTICS

MAKESHIFT COVER

Play this card at the start of any round.

Place D3 barricades or similar pieces of terrain anywhere on the battlefield within 3" of one of your fighter

GANG TACTICS

MASTER SWITCH

Play this card instead of activating a fighter.

Note: Zone Mortalis only.

Every door on the board that does not have a door terminal either opens or closes. They must all do the same, i.e., this card cannot be used to open some doors and close others.

GANG TACTICS

MELTA TRAP

Play this at the start of the battle, when setting up your gang.

Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action:

Set Melta Trap (Double) – Place a Melta Trap marker within 1" of the fighter. Then they can move up to D6".

If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Melta Trap marker where the fighter stood. On a 4+, discard this card.

GANG TACTICS

NERVES OF STEEL

Play when a fighter makes a ranged attack.

The fighter may ignore normal Target Priority rules and may instead target any eligible enemy fighter they wish without having to pass a Cool check.

GANG TACTICS

OPENING VOLLEY

Play at the start of the game, after both gangs have been deployed.

Choose up to three fighters. These fighters may immediately make a free Shoot (Basic) action. Note that this does not apply if the action would be (Simple) or (Double) for any reason.

GANG TACTICS

POINT-BLANK SHOT

Play this card when a fighter makes a Fight action or a Charge action.

Pick one of the fighter's ranged weapons that does not have the Blast trait or Template trait. For the duration of this turn, that weapon can be used in close combat in the same way as a pistol.

GANG TACTICS

PREEMPTIVE MEASURES

Play at the start of any round, before rolling for Priority.

Up to two of your fighters may immediately make a free Move (Simple) action.

GANG TACTICS

PROPER PREPARATION

Play this card before setting up the gang at the start of the battle.

Pick one of your fighters and put this card under their Fighter's card. For the duration of the battle, this fighter's weapons gain the Plentiful trait unless they already have the Scarce trait, in which case their weapons are counted as not being Scarce.

GANG TACTICS

QUICK TIME

Play this card when activating a fighter.

Tuck this card under the fighter's card. While it is there, the fighter's Move is increased by 2. In each End phase, roll a D6. On a 1, the card is discarded.

GANG TACTICS

RAPID FIRE

Play this card when activating a fighter.

This turn, the fighter may make two Fire (Basic) actions, provide they use the same weapon for both and make no other actions for any reason. However, at the end of their activation, the weapon counts as automatically having failed an Ammo check.

GANG TACTICS

RAPID HEALING

Play this card instead of activating a fighter. Choose one of your fighters.

This fighter either recovers one Wound or removes one Flesh Wound.

GANG TACTICS

REACTION FIRE

Play when an enemy fighters is activated, before they make their first action.

Pick a fighter from your gang – that fighter can immediately make a Shoot (Basic) action against the activating enemy model, as long as they are in range and line of sight.

GANG TACTICS

RECKLESS CHARGE

Play this card when a fighter makes a Charge (Double) action.

The fighter counts as having rolled a 3 on the D3 to determine their maximum charge range.

GANG TACTICS

REJUVE STIMM

Play this card instead of activating a fighter.

Choose any friendly fighter who has suffered at least one Wound. This fighter immediately regains any lost Wounds.

GANG TACTICS

RELOAD!

Play this card in the End phase of any round.

Immediately make a Reload (Simple) action for any or all of your fighters.

GANG TACTICS

RICOCHET

Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.

Pick another fighter within 5" of the target, even if they are not visible to the attacker, and roll to hit against them. Do not roll the Firepower dice again.

GANG TACTICS

RIGGED DOOR

Play this card immediately after an enemy fighter makes an action.

Note: Zone Mortalis only.

Pick any door on the board and either close or open it. If closing a door and there is a fighter standing in the doorway, they must test to see whether they avoid closing door as normal.

GANG TACTICS

ROGER THAT

Play at the start of any round.

Pick a Ganger with a Ready marker. For this turn only, that fighter is treated as a Champion for the purposes of activating group, in other words, if they are activated, you can activate up to one other fighter within 4" of them.

GANG TACTICS

SACRIFICE

Play this card when a fighter is hit by a ranged attack.

Nominate a friendly fighter within 2" of the fighter who has been hit. The nominated fighter becomes the target of the ranged attack instead.

GANG TACTICS

SECRET CACHE

Play this card instead of activating a fighter.

Set up an ammo cache anywhere on the battlefield.

GANG TACTICS

SEIZE THE INITIATIVE

Play this card at the beginning of any round, before rolling for Priority.

You immediately take Priority this turn without any dice being rolled

GANG TACTICS

SERVICE TUNNELS

Play when deploying your gang.

One fighter chosen by you from your starting crew gains the Infiltrate skill for the duration of this battle and may be deployed accordingly.

GANG TACTICS

SHIELD WALL

Play this card instead of activating a fighter.

Tuck this card under a fighter's card. For the remainder of the battle, add 1 to fighter's armour save, and any friendly fighter in base contact with this fighter, to a maximum of 2+, against attack that originate from within this fighter's vision arc.

GANG TACTICS

SLIPPERY

Play this card when activating a fighter.

Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter treats the Crawl Through action as (Basic) rather than (Double).

GANG TACTICS

SNAP FIRE

Play this card after an enemy fighter completes an attack with a ranged weapon.

A readied fighter in your gang may immediately take a shot at the enemy fighter with a Pistol or Basic weapon. However, they must subtract 1 from the hit roll.

GANG TACTICS

SPEEDY RECOVERY

Play this card when making a Recovery test.

One of your fighters can re-roll a single Recovery dice.

GANG TACTICS

SPIKED DRINKS

Play during the pre-battle sequence, during Step Five: Choose Crews.

Nominate one fighter from your opponent's starting crew. For the duration of this battle, that fighter suffers -1 to their Ballistic Skill, Weapon Skill, and Intelligence, but gains +2 to their Cool.

GANG TACTICS

SPREADING CONFLAGRATION

Play this card at the start of any round.

For the duration of this round, fighters activating within 3" of a fighter that is subject to the Blaze condition must test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.

GANG TACTICS

STAND FIRM

Play this card instead of making a Bottle test.

This round, your gang automatically passes its Bottle test.

GANG TACTICS

STEEL FURY

Play this card at the start of any round.

For the duration of this round, fighters from this gang count the Fight (Basic) action as a Fight (Simple) action.

GANG TACTICS

STERNER STUFF

Play this card instead of activating a fighter.

Make a Rally check for each Broken fighter in your gang, as though it was the End phase.

GANG TACTICS

STOP RESISTING

Play this card when a friendly Standing and Engaged fighter makes a Fight (Basic) action (including as part of a Charge (Double) action).

Until the End phase of this round, enemy fighters cannot make Reaction attacks against this fighter.

GANG TACTICS

SUMP SLUMP

Play at the start of any turn.

Immediately remove D3 Barricades of your choice from anywhere on the board.

GANG TACTICS

SUPPRESSING FIRE

Play this card after making an unsuccessful hit roll for a ranged weapon.

The target is Pinned, even though they were not hit by the attacks.

GANG TACTICS

SWIFT JUSTICE

Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.

A friendly fighter can immediately make a free Shoot (Basic) action against the attacker.

GANG TACTICS

TACTICAL DEPLOYMENT

Play during the pre-battle sequence during Step 5. Choose Crews.

If the scenario uses Random (X) crew selection, you may re-select any fighters of your choice. Shuffle the cards back into your deck and redraw that number of cards. The second draw stands, even if the same fighters are drawn again.

GANG TACTICS

TAKE THE INITIATIVE

Play this card at the start of the round before rolling for Priority.

Your gang has Priority this round. If multiple gangs play this card then they must roll off to see who has Priority as normal.

GANG TACTICS

TECH OVERRIDE

Play this card when a friendly fighter makes an Access Terminal action or Bypass Lock action, or when rolling to see if a friendly fighter triggers a booby trap.

If making an Access Terminal action or Bypass Lock action, the intelligence check is passed automatically. If rolling to see whether a booby trap is triggered, you can choose the result instead of rolling.

GANG TACTICS

THEY'RE EVERYWHERE!

Play this card instead of activating a fighter.

Each enemy fighter who is within 4" of two or more fighters from your gang must make a Cool check. If the check is failed, the enemy fighter is Pinned.

GANG TACTICS

THUNDERING CHARGE

Play when a fighter makes a Charge action, before they move.

Double the fighter's Move instead of adding D3".

GANG TACTICS

TRAP CHUTE

Play when an enemy model crawls through a ductway.

The enemy model is placed by the enemy player within 1" of a randomly chosen ductway with 18" of their current location. If there are no other ductway markers in this then the model is removed for D3 rounds. When they return to play, place them within 1" of the ductway they were crawling through.

GANG TACTICS

TRAPPED CONSOLE

Play this card when an enemy fighter interacts with a console, before the end of the action.

Centre the 3" blast marker on the enemy fighter. All models under the marker suffer a Strength 3, AP -, Damage 1 hit.

GANG TACTICS

TRUSTY BACKUP

Play this card when activating a fighter.

Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter has an additional stub gun.

GANG TACTICS

UNSTABLE ENERGY

Play this card when an enemy fighter armed with a las, plasma or melta weapon of any type makes an attack with that weapon.

For the remainder of this round, all enemy weapons of the same type (las, plasma or melta) gain the Unstable trait if they do not already have it. If they already have the Unstable trait, they gain the Scarce trait.

GANG TACTICS

VACUUM CHAMBER

Place this card when a door is opened.

Note: Zone Mortalis only.

All models within 12" of the opening door are immediately moved D6" toward the doorway.

GANG TACTICS

VIOLENT-MINDED

Play this card when activating a fighter.

This turn, the fighter can make an additional action (usually three rather than two), as long as at least one of their actions is Shoot or Fight.

GANG TACTICS

WHAT'S A FEW TEETH?

Play this when a friendly fighter suffers a Flesh Wound.

The Flesh Wound is ignored. Any other effects of the injury still apply.

GANG TACTICS

WRONG AGAIN

Play when one of your fighters is hit by a ranged attack.

Choose any other friendly fighter within range and line of sight of the attacking model. This chosen fighter becomes the new target for the attack, which is resolved as normal.

GANG TACTICS

YOU!

Play this card when activating a fighter.

Choose an enemy model with line of sight to the fighter you have just activated. For the remainder of the game, any ranged or melee attacks made by this fighter against the nominated enemy gain +1 on the wound roll. The fighter can only make ranged and melee attacks against the nominated enemy until that enemy has been taken Out of Action.

GANG TACTICS

YOU'RE COMING WITH ME!

Play when a fighter is taken Out of Action by a close combat attack.

The chosen fighter may make a single close combat attack against the enemy that took them Out of Action. They are then removed from play as normal.

GANG TACTICS

AUTHORITY BREAKDOWN

Play this card during any Action phase, after Fleeing the Battlefield but before Activate Fighters.

For the duration of this round, the range of Leading by Example for your opponent's Leader is decreased to 3". If your opponent's leader is not available for this battle, discard this card.

GANG TACTICS

BLADE FOR EVERY OCCASION

Play this card when activating a fighter.

Tuck this card under the fighter's card. Until the end of the battle, this fighter has an additional axe.

GANG TACTICS

BLOODLUST

Play this card when a friendly fighter makes a Charge (Double) action.

Choose a friendly visible fighter with a Ready marker within 8" of the charging fighter. Once the charging fighter's charge is fully resolved, the chosen fighter may immediately make a Charge (Double) action. Remove their Ready marker once this is resolved.

GANG TACTICS

BLOOD-DRENCHED CHAMPION

Play this card instead of activating a fighter.

An enemy fighter of your choice that is visible to your leader must pass a Nerve test, subtracting 2 from the result, or become Broken.

GANG TACTICS

BLOOD FURY

Play when one of your fighters loses a Wound.

Tuck this card under the fighter's card; for the rest of the battle, that fighter has the Berserker skill.

GANG TACTICS

BLOOD SURGE

Play this card when activating a fighter.

For the duration of the round, the fighter is treated as if they had used a stim-slug stash. However, during the End phase, they do not need to check for a stim overload.

GANG TACTICS

BORN TO SLAUGHTER

Play this card immediately after it has been drawn during step 7 of the pre-battle sequence.

Nominate one fighter from your starting crew. For the duration of this battle, that fighter gains +1 to their Weapon Skill and Cool but -1 to their Ballistic Skill and Willpower.

GANG TACTICS

EAGER FOR BATTLE

Play this card during the End phase, before drawing any cards to determine which fighters become available as Reinforcements.

Add D3 to the number of Reinforcements you receive this turn. The enemy player deploys these extra Reinforcements on a 1-4, instead of the usual 1-2.

GANG TACTICS

FEAR OF BETRAYAL

Play this card instead of activating a fighter.

An enemy fighter of your choice with a Ready marker must pass a Cool check or immediately make a Shoot (Basic) action against the closest visible fighter from their own gang, as if they were an enemy fighter. They then lose their Ready marker.

GANG TACTICS

GRIPPED BY FEAR

Play at the start of any round, after rolling for Priority.

Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Weapon Skill and Cool characteristics.

GANG TACTICS

KEEN EDGE

Play at the start of the game after both sides have deployed.

Choose a Melee weapon possessed by a friendly fighter. For the duration of the game, increase its AP by 1. For example, a weapon with an AP of -1 will now have an AP of 0.

GANG TACTICS

MARKED FOR DEATH

Play this card instead of activating a fighter.

Choose an enemy fighter. For the rest of the battle, add 1 to result of any hit rolls for fighters from your gang when they target that fighter with a Melee weapon.

GANG TACTICS

NO MERCY FOR THE WEAK

Play this card instead of activating a fighter.

For the remainder of the round, add 1 to the result of any wound rolls for fighters from your gang when they target fighters with one or more Flesh Wounds.

GANG TACTICS

TAINTED MEAT

Play this card immediately after it has been drawn during step 7 of the pre-battle sequence.

Nominate one fighter from your opponent's starting crew. That fighter starts this battle with one Flesh Wound.

GANG TACTICS

UNNERVING WHISPERS

Play this card instead of activating a fighter.

An enemy fighter of your choice must pass a Willpower check at -2 or become subject to the Insanity condition. Place an Insanity marker on the fighter and immediately roll a D6 on the Insanity table.

GANG TACTICS

VEILED THREAT

Play this card during any Action phase, after Fleeing the Battlefield but before Activating Fighters.

Choose a friendly fighter. For the remainder of this round, that fighter cannot be targeted by a ranged attack unless they are the only visible target.

GANG TACTICS

A PRESENT FOR YOU

Play this card when your opponent activates one of their fighters, even if the fighter was activated as part of a Group Activation.

Centre the 3" blast marker on the fighter who has just activated, then roll the Scatter dice and a D6 to see where the marker moves to. If a Hit is rolled on the Scatter dice, the marker remains where it is. Roll a D6 on the table below to determine what kind of Traits the Blast has: [1-2 Concussion, 3-4 Flash, 5-6 Fear, Gas). Any fighters under the marker immediately suffer a hit with the Trait(s) listed.

GANG TACTICS

DECOY

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

If, at the end of the battle, this fighter has been taken Out of Action by an enemy Champion or Leader, this fighter gains D3 Experience points and 2D6x10 credits are added to your gang's Stash.

UNDERDOG TACTICS

GIANT KILLER

Play this card at the start of the battle, before the first round.

For the duration of the battle, all of your fighters gain 1 extra Experience point for taking an enemy fighter Out of Action.

UNDERDOG TACTICS

GRATEFUL TRADER

Play this card during Step 7 of the pre-battle sequence.

Choose one item of Wargear from the Trading Post, up to a value of 3D6x10 credits with a Rarity of 10 or less. For the duration of this game, you may equip one of your fighters with the item. If you win the battle, that fighter may keep the item.

UNDERDOG TACTICS

HARD TRAINING

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

When the fighter activates for the first time, reveal this card. You may immediately give this fighter one Primary skill and one Secondary skill of your choice. These skills last until the end of the battle.

UNDERDOG TACTICS

MIRACULOUS RECOVERY

Play this card during Step 7 of the pre-battle sequence.

Choose one of your fighters who is in recovery. The fighter makes a sudden recovery and is no longer in Recovery. You may immediately swap this fighter for another fighter in your crew.

UNDERDOG TACTICS

OLD WOUND

Play this card during Step 7 of the pre-battle sequence.

Choose one of your opponent's fighters. This fighter begins the game with a Flesh Wound.

UNDERDOG TACTICS

PAID IN FULL

Play this card during Step 3 of the post-battle sequence.

For each friendly fighter who was taken Out of Action, add D6x10 credits to your gang's Stash.

UNDERDOG TACTICS

SECRET STASH

Play this card during Step 3 of the post-battle sequence.

If at least one of your fighters survived the battle without going Out of Action, add 3D6x10 credits to your gang's Stash.

UNDERDOG TACTICS

SUDDEN DEATH

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

Should this fighter take an enemy Champion or Leader Out of Action, your gang gains +6 Reputation.

UNDERDOG TACTICS

SURVIVALIST

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

If, at the end of the battle, this fighter has not gone Out of Action or succumbed to their injuries, they gain D6 Experience points.

UNDERDOG TACTICS

WANDERING DOC

Play this card during Step 5 of the post-battle sequence.

You may make one Medical Escort action without having to pay the Doc's fee of 2D6x10 credits from your gang's Stash.

UNDERDOG TACTICS

WELCOME STRANGER

Play this card during Step 7 of the pre-battle sequence.

Your gang may immediately hire a single Hired Gun worth up to 200 credits for free. This fighter is added to your crew prior to deployment. If no suitable model is available, discard this card and draw another.

*Note that this card is included twice in this deck, potentially allowing two Hired Guns to be fielded.

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UNDERDOG TACTICS

UNDERDOG TACTICS – RULES

Underdog Tactics cards are special cards accessible to those gangs who find themselves heavily outmatched by their opponents. A player's gang is classed as an Underdog if their Gang Rating is less than their opponent's, and the difference is 400 credits or greater. If a gang is classed as an Underdog, they can use Underdog Tactics in addition to any other Gang Tactics cards they have access to. Underdog Tactics cards are shuffled into a separate card deck known as the Underdog deck. The Underdog player may draw one Underdog card instead of drawing two regular Gang Tactics cards.

UNDERDOG TACTICS

BLESSED VISIONS

Play at the start of the game after both sides have deployed.

For the duration of the game, the gang's fighters may use their normal BS when making Blind Fire ranged attacks or ranged attack through Ductways

CAWDOR TACTICS

CALL THE FAITHFUL

Play this card after both sides have deployed.

You may add an extra D3 fighters to your crew (potentially exceeding the normal crew size for the scenario). These fighters must be chosen randomly from any fighters not already included in your crew.

CAWDOR TACTICS

DEADMEN WALKING

Play at the start of any End phase.

If your gang is required to make a Bottle test during this End phase, it will automatically pass.

CAWDOR TACTICS

DIVINE MOTIVATION

Play at the start of the game after both sides have deployed.

For the duration of the battle, the gang's Leader adds 2 to the dice roll for any Cool checks they are required to take. If the leader is taken Out of Action, all friendly fighters must make an immediate Cool check or become Broken.

CAWDOR TACTICS

EFFIGY OF THE DAMNED

Play at the start of any turn.

Choose a terrain feature at least 6" in diameter or a board tile. For the duration of this turn, any models entering or beginning their turns in the affected area must roll to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.

CAWDOR TACTICS

FAITH THROUGH FEAR

Play this card when a fighter fails a Cool check.

Instead of suffering the normal effects of failing a Cool check, the fighter immediately charges the nearest enemy model. If there are no enemy models in range, they become Pinned.

CAWDOR TACTICS

FAITH THROUGH FIRE

Play at the start of any round.

For the duration of this round, friendly models with a Blaze marker on them may move and take actions as normal - though they still take damage as normal. In addition, all their melee attacks gain the Blaze trait.

CAWDOR TACTICS

FOR THE LOST!

Play at the start of any round.

For every friendly model that has been taken Out of Action in the battle so far, one chosen Champion or Leader can add +1 to their Strength and Attacks characteristic, to a maximum of +3. These effects last until the end of the round.

CAWDOR TACTICS

LET IT BURN!

Play at the start of any round.

For the duration of this round, all ranged weapons used by friendly models gain the Blaze trait.v

CAWDOR TACTICS

NO PRISONERS!

Play at the start of any End phase.

For the duration of the End phase, Seriously Injured enemy models making Recovery tests must roll two Injury dice and pick the worst result.

CAWDOR TACTICS

REDEMPTION

Play when a friendly fighter is taken Out of Action.

Centre the 3" Blast marker on the fighter that has just been taken Out of Action. All models under the marker count as being hit by a frag grenade.

CAWDOR TACTICS

RIGHTEOUS DAY

Play at the start of any round.

For the duration of the round, all successful wound rolls made against friendly fighter must be re-rolled. However, friendly fighters not engaged in melee must charge the nearest enemy model if possible, or use their entire activation to move as close to the enemy as possible.

CAWDOR TACTICS

STIRRING ORATION

Play at the start of any round.

Choose one friendly Leader or Champion model. For the duration of the round, the Leading by Example rule applies as long as the fighter can draw line of sight to the chosen model. For this round, the chosen Leader or Champion cannot benefit from the effects of cover.

CAWDOR TACTICS

BLESSED BY DEATH

Play this card when a fighter from your gang takes an enemy fighter Out of Action with a weapon with the Melee trait.

Tuck this card under the fighter's card; for the remainder of the battle, the fighter gains +1 WS.

CORPSE GRINDER CULT TACTICS

BLOOD SURGE

Play this card when a Standing and Active fighter in your gang is hit by a ranged attack.

The fighter does not become Pinned. Instead, they may immediately make a Move (Simple) action. The fighter may perform this action even if they are not Ready.

CORPSE GRINDER CULT TACTICS

BOUNTIFUL FEAST

Play immediately after a fighter in your gang performs a Coup de Grace (Simple) action.

Remove a number of Flesh Wounds from the fighter equal to the Wounds characteristic of the enemy fighter taken Out of Action by the Coup de Grace.

CORPSE GRINDER CULT TACTICS

FRENZY

Play this card instead of activating a fighter.

Choose a single Ready enemy fighter within 9" and line of sight of one of your fighters. The chosen fighter must make a Cool check.

If they fail, they lose their Ready marker and must immediately make a Move (Simple) action, moving as if subject to the Broken condition.

CORPSE GRINDER CULT TACTICS

INFAMOUS BUTCHER

Play this card at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.

For the duration of this battle, one Corpse Grinder fighter of your choice gains the Fearsome skill.

CORPSE GRINDER CULT TACTICS

REIGN OF BLOOD

Play this card when a Leader or Champion in your gang takes an enemy fighter Out of Action with a weapon with the Melee trait.

Tuck this card under the fighter's card. When this fighter makes a group activation, they may include one more fighter than normal as part of the group.

CORPSE GRINDER CULT TACTICS

REND AND TEAR

Play this card at the start of any Action phase

Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Rending trait.

CORPSE GRINDER CULT TACTICS

SAVAGE BRUTALITY

Play when an enemy fighter is Seriously Injured or taken Out of Action by a Melee attack.

All enemy fighters within 12" that can draw line of sight to the target must take Nerve tests. Any fighters not within 3" become Broken as normal fa if they fail, but automatically rally in the End phase of the round.

CORPSE GRINDER CULT TACTICS

SCENT OF BLOOD

Play this card when a fighter in your gang is taken Out of Action

Choose a friendly Standing and Engaged fighter within 9" and line of sight of the fighter taken Out of Action. They may immediately make a Fight (Basic) action, even if they are not Ready.

CORPSE GRINDER CULT TACTICS

THE RED HUNT

Play this card during any Action phase, after
Fleeing the battlefield but before
Activate Fighters

Each friendly fighter Engaged with an
enemy fighter can take a Reaction attack;
my they do not need to make an
Initiative check

VISIONS OF SLAUGHTER

Play this card at the start of any Action phase

Until the End phase of this round, fighters
from your gang treat the Charge action
as (Basic) rather than (Double). However,
until the End phase of this round, any
fighter from your gang that performs the
Charge (Basic) action reduces their Weapon
Skill characteristic by -1.

WHIRLWIND OF BLOWS

Play this card when activating a fighter in
your gang that is Standing and Engaged.

For the duration of this fighter's activation,
increase their Attacks characteristic by 1 for
each enemy fighter they are Engaged with.

CORPSE GRINDER CULT TACTICS

CORPSE GRINDER CULT TACTICS

CORPSE GRINDER CULT TACTICS

ASSASSINS

Play instead of activating a fighter.

For the remainder of this round, any ranged attacks made by a fighter that is outside of the target's vision arc gains +2 to hit.

DELAQUE TACTICS

DANCING SHADOWS

Play this card when an enemy fighter makes a ranged attack.

The attacking enemy fighter must pass an Intelligence check. If they fail, the attack automatically misses and their activation ends.

DELAQUE TACTICS

DARKNESS DESCENDS

Play at the start of any round other than the first, after rolling for Priority.

At a pre-planned signal, the lights go out and the battlefield is plunged into darkness. For the remainder of the battle, the Pitch Black scenario rules are in effect. During each End phase, your opponent may roll a d6. On a 6, the Pitch Black rules are lifted and the lights come back on.

DELAQUE TACTICS

DIRT ON YOU

Play at the start of the game, after both gangs have been deployed.

Your gang has some information that is making the Leader of the enemy gang particularly twitchy. For the duration of the battle, your opponent's Leader suffers a -1 modifier to any Cool checks they must make. If your opponent's leader is not available for this battle, discard this card.

DELAQUE TACTICS

EYES IN THE DARK

Play at the start of any round, after rolling for Priority.

For the duration of the round, all friendly fighters are treated as having photo goggles. Friendly fighters already equipped with photo goggles may instead ignore cover when making a Shoot (Basic) action targeting a Standing and Active enemy fighter. Note that this does not apply if the action would be (Simple) or (Double) for any reason.

DELAQUE TACTICS

FACELESS

Play at the start of any round, after rolling for Priority.

Choose two of your fighters anywhere on the board. These fighters swap positions, even if they are Engaged in melee. Leaders, Champions, Brutes, Hired Guns, and Seriously Injured fighters may not be moved using this card.

DELAQUE TACTICS

FRIEND OR FOE?

Play at the start of any round, after rolling for Priority.

Choose one of your fighters. For the duration of the round, fighters on the enemy gang may not target this fighter with any attacks. Additionally, this fighter may move within 1" of enemy fighters, and vice versa. Should this fighter make any attacks targeting an enemy fighter, this card immediately expires.

DELAQUE TACTICS

GHOSTLY

Play this card when activating a figure.

Tuck this card under the fighter's card. While it is there, all ranged attacks targeting this fighter suffer an additional -1 modifier to the hit roll. In each End phase, roll a D6. On a 1, the card is discarded.

DELAQUE TACTICS

LABYRINTH

Play at the start of the game, after both gangs have been deployed.

You may immediately move D6 obstacles up to 3" in any direction. Alternatively, you may either add or remove D3 obstacles.

DELAQUE TACTICS

MASS INFILTRATION

Play this card during deployment. Choose D3 fighters in your crew.

For the duration of this battle, these fighters gain the Infiltrate skill.

DELAQUE TACTICS

OVER HERE...

Play when an enemy model makes a Move (Simply) action.

Instead of moving normally, the chosen enemy fighter moves D6" in a direction chosen by you, stopping if they come into contact with any terrain.

DELAQUE TACTICS

PERFECT DISGUISES

Play during the pre-battle sequence, during Step Five: Choose Crews.

If the scenario uses the Random Selection (X) method for choosing crews, you may add D3 to the number shown in brackets.

DELAQUE TACTICS

VANISH

Play during any End phase, immediately after failing a Bottle test.

Remove all friendly models from the board, even if they are Engaged in melee. The game then ends.

DELAQUE TACTICS

ANKLE HOLSTER

Play this card when activating a fighter.

Tuck this card under the fighter's card. While it is there, the fighter may use their stubgun to make Shoot (Simple) actions as well as or in place of making Shoot (Basic) actions with any other ranged weapon. If the Ammo symbol is rolled on the Firepower dice, the card is discarded.

ENFORCER TACTICS

APPROPRIATE FORCE

Play this card when activating a fighter

If this fighter makes a Fight (Basic) action, they gain one additional attack. This attack must be made with a weapon with the Melee trait and cannot be made with a weapon with the Sidearm trait. Roll for this attack separately and, if it hits, resolved at +1 Damage.

ENFORCER TACTICS

BIG RED KEY

Play at the start of any round.

For the duration of this round, any Force Door (Basic) actions taken by friendly fighters automatically succeed.

ENFORCER TACTICS

CRACKDOWN

Play at the start of any round.

Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Concussion trait.

ENFORCER TACTICS

"DON'T TRIP!"

Play this card when an enemy fighter that has used a Move (simple) action to climb finishes the action.

The enemy fighter must immediately pass an initiative check. If they fail, they will fall and are placed back where they started. If the enemy fighter climbed using a ladder or stairs, they gain a +2 modifier to the Initiative check.

ENFORCER TACTICS

EXTRA VEST

Play this card immediately after a fighter fails a save roll.

Roll a D6. On the roll of a 6, the save roll is passed. On any other result, the failed save roll stands.

ENFORCER TACTICS

EXCELLENT RECONNAISSANCE

Play this card at the start of the Deployment step up of the Pre-battle sequence, before any fighters have been deployed.

For the duration of this battle, one Palanite fighter (i.e., a fighter that is not a Subjugator) gains the Infiltrate skill.

ENFORCER TACTICS

INFORMANT

Play during the pre-battle sequence, during Step 8. Deployment.

Nominate one fighter from the opponent's starting crew. You may remove this fighter and redeploy them as you wish, following the normal deployment rules for the scenario being played.

ENFORCER TACTICS

JADED VETERAN

Play at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.

For the duration of this battle, one fighter of your choice cannot be subject to the Broken condition.

ENFORCER TACTICS

LOCKDOWN

Play at the start of any round.

Every open door on the board that does not have a terminal closes. Every closed door on the board that does not have a door terminal becomes locked and can only be opened with force, either by targeting them with attacks or by performing a Force Door (Basic) action against them. Doors with terminals are unaffected by this card.

ENFORCER TACTICS

SHOCK AND AWE

Play at the start of any round.

For the duration of this round, D3+1 fighters of the controlling player's choice gain the Fearsome skill.

ENFORCER TACTICS

STOP AND SEARCH

Play immediately after a fighter on your gang performs a Coup De Grace (Simple) or Restrain (Simple) action.

The Enforcer rifles through the pockets of their victim. Immediately add D6x10 credits to the gang's Stash.

ENFORCER TACTICS

A NEW STRAIN

Play immediately before rolling to wound with a Gas weapon.

Add 2 to the result of the dice roll to determine whether the target succumbs to the gas.

ESCHER TACTICS

COUNTER-CHARGE

Play this card when an enemy fighter makes a Charge action, after they move but before they make their attacks.

Pick a Readied fighter from your gang. They can make a Standard Move (adding D3" to the distance they can move, as though they were charging) towards the enemy fighter who charged. The counter-charging fighter cannot make any attacks, but they can make Reaction attacks and grant assists/interference as normal.

ESCHER TACTICS

GAS TRAP

Play this at the start of the battle when setting up your gang.

Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action:

Set Gas Trap (Double) – Place a Gas Trap marker within 1" of the fighter. Then they can move up to D6".

If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base).

On a 2-3, place a Gas Trap marker where the fighter stood. On a 4+, discard this card.

ESCHER TACTICS

NOT SO EASY...

Play at the start of any round after the opposing gang has bottled out.

When making Nerve tests for opposing fighters to see if they flee, subtract 2 from the result if they are within 3" of a fighter from this gang.

ESCHER TACTICS

PUT THEM DOWN!

Play at the end of any Action phase.

Any Seriously Injured enemy fighters that are within 2" of an Active fighter from this gang are immediately taken Out of Action.

ESCHER TACTICS

SCRAG

Play this card after one of your fighters puts an enemy out of action in close combat.

Enemy fighters must make a Nerve test if they are within 9" rather than 3" (they must still be visible). In addition, subtract 2 from the result of any Nerve tests made for fighters within 3".

ESCHER TACTICS

SIDE BY SIDE

Play instead of activating a fighter.

Until the end of this round, any assists that are granted by fighters from this gang grant a +2 bonus to the hit roll (instead of +1).

ESCHER TACTICS

SIREN HOWLS

Play at the start of any End phase.

Until the start of the next End phase, add 1 to the result of any Bottle tests made for the enemy gang. In addition, Broken enemy fighters cannot rally.

ESCHER TACTICS

STEALTHY ADVANCE

Play this card after both gangs have been set up at the start of the battle, before the first round begins.

Up to half of the fighters in your crew (rounding up) can immediately make a Standard Move.

ESCHER TACTICS

SWIFT REDEPLOYMENT

Play this card instead of activating a fighter.

Roll a D3. All of your fighters can immediately move that many inches, even if they have already been activated this round.

ESCHER TACTICS

THREE-POINT LANDING

Play when a fighter falls.

Note: Sector Mechanicus only.

The fighter is not Pinned by the fall and does not suffer a hit. If they still have any actions to take, they can take them.

ESCHER TACTICS

TUNNEL RUNNERS

Play at the start of any round.

Note: Zone Mortalis only.

For the duration of the round, all friendly fighters can move through pitfalls and ductways as though they were clear terrain. They cannot end their turn on them.

ESCHER TACTICS

ULTRA-VIOLENCE

Play instead of activating a fighter.

For the remainder of the round, all weapons with the Melee trait gain Parry – if they did not already have it – and increase their AP by -1.

ESCHER TACTICS

CULT AMBUSH

Play this card immediately before deployment.

Your gang's deployment area is expanded by 3" (in all directions), though cannot overlap your enemy's deployment area.

GENESTEALER CULT TACTICS

DARK BLESSINGS

Play this card when your Demagogue is Seriously Injured or taken Out of Action but before removing the fighter from the board.

Make a Willpower check for the Demagogue. If the check is passed, replace the Demagogue with a Chaos Spawn. During the Wrap-up step, the Chaos Spawn is removed from play and you must test to see if the Demagogue succumbs their injuries, as if they were Seriously Injured when the battle ended.

HELOT CHAOS CULT TACTICS

BLOOD MONEY

Play this card when an enemy Champion or Leader is taken Out of Action.

Your gang immediately adds a number of credits equal to half the Champion's or Leader's cost (rounding up) to its stash.

VENATOR TACTICS

ANYTHING'S A WEAPON

One of your fighters can spend an action to play this card.

Tuck this card under the fighter's card. While it is there, the fighter's unarmed attacks receive +1 strength and AP -1.

GOLIATH TACTICS

BLADE BREAKER

Play this card when one of your fighters is hit, but not wounded by a close combat weapon that does not have the Power trait.

The close combat weapon (pick one if the fighter was hit but not wounded by more than one) cannot be used for the rest of the battle.

GOLIATH TACTICS

BRUTAL CHARGE

Play this card when one of your fighters makes a Charge action.

For the duration of the action, the fighter's Movement characteristic is increased by 2", and their Attacks characteristic is increased by 1. In addition, any attacks they make gain the Knockback trait.

GOLIATH TACTICS

CERAMITE SKIN

Play this card when a fighter is hit by an attack with the Blaze trait.

The fighter is not pinned and the attack causes no damage.

GOLIATH TACTICS

INHUMAN RESILIENCE

Play this card instead of activating a fighter on your turn.

Each of your Pinned fighters immediately stands up. Then make a Recovery roll for each Injured fighter in your gang, treating Out of Action results as Seriously Injured.

GOLIATH TACTICS

IRONHIDE

Play when one of your fighters is wounded by an attack that causes more than 1 Damage.

The attack only causes 1 Damage. In addition, if the fighter is pinned after the attack has been resolved they return to standing.

GOLIATH TACTICS

KNOCKOUT BLOW

Play this card when a fighter makes close combat attacks before rolling to hit.

Any wound rolls for this fighter's attacks are automatically successful – no dice roll is required.

GOLIATH TACTICS

NOT DONE YET

Play when a fighter from your gang is taken out of action.

Tuck this card under the fighters card, they are not removed from play. If they were prone, they return to standing. They go out of action after they are next activated and take a turn or when they suffer another unsaved wound, whichever comes first.

GOLIATH TACTICS

SECOND WIND

Play instead of activating a fighter.

Remove a flesh wound from any fighter's card.

GOLIATH TACTICS

STEEL CONSTITUTION

Play instead of activating a fighter.

Choose one of your fighters and tuck this card under their fighter card. Until the end of the round, this fighter cannot be affected by weapons with the Gas or Toxin trait, and their Strength and Toughness are used at their full value, regardless of any modifiers (including flesh wounds).

GOLIATH TACTICS

STIMM OVERLOAD

Play this card when activating a fighter.

This fighter counts a Charge (Double) action as a Basic action this turn.

GOLIATH TACTICS

STIMM SURGE

Play this card when activating a fighter.

Tuck this card under the Fighter's card. While it is there, the fighter's Move, Strength and Toughness are each increased by 1. In each End phase, roll a D6. On a 1, the card is discarded and an Injury roll is made for the fighter, using a Damage of 2. On a 2, the card is discarded. On a 3, the fighter suffers a Flesh Wound but the card remains in play.

GOLIATH TACTICS

UNSTOPPABLE BEHEMOTH

Play this card after an attack is made against one of your fighters, before the Injury roll (if any) is made.

The attack has no further effect – no Injury roll is made. In addition, if your fighter is pinned, they immediately stand up.

GOLIATH TACTICS

GENETICALLY GIFTED

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

Choose a House Goliath fighter in your starting crew. Until the end of this battle, that fighter gains one additional genetic upgrade of your choice. This must be from the same category as that fighter's chosen subtype but does not affect their credit cost.

GOLIATH TACTICS

NAMED AND SHAMED

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

Your gang may immediately recruit up to two Goliath (Juves). These fighters are recruited for free but will leave the gang at the end of this battle. Each fighter is equipped with a maul and either a stim-slug stash or a frenzon collar. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.

GOLIATH TACTICS

FIREBORN

Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.

Choose up to three House Goliath fighters in your starting crew. Until the end of this battle, the chosen fighters become immune to both the Blaze and the Rad-phase traits.

GOLIATH TACTICS

WALKING FORTRESS

Play this gang tactic when activating any friendly fighter.

Place a Furnace Barricade (see page 111 of Necromunda: House of Chains) within 1" of the fighter. The fighter's activation then ends.

GOLIATH TACTICS

HAMMER BLOW

Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.

Until the End phase of this round, all friendly House Goliath fighters' weapons with the Melee trait gain the Knockback trait.

GOLIATH TACTICS

SUBCONSCIOUS MNEMONICS

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

Choose a friendly House Goliath (Leader) or (Champion) with two or more skills. For the remainder of this battle, that fighter may exchange one of their skills for another skill of the same skill set (i.e., a Muscle Skill may be exchanged with another Muscle Skill). The controlling player chooses which skill is replaced and which skill it is replaced with.

GOLIATH TACTICS

STIMM RESERVE

Play this gang tactic when activating any friendly fighter

Choose one friendly fighter that is currently on the battlefield. Until the end of this battle, that fighter's Strength characteristic is increased by D3. However, until the end of this battle, that fighter's Toughness characteristic is decreased by 1. Note that if this decrease in Toughness reduces that fighter's Toughness to 0, they will go Out of Action as normal.

GOLIATH TACTICS

VAT TWIN

Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.

Choose two House Goliath fighters in your starting crew to be Vat Twins. If, during the battle, one of these fighters is taken Out of Action, the other fighter removes any Flesh Wounds it has and gains the Berserker, Nerves of Steel and Unstoppable skills until the end of this battle.

If both fighters are targeted by the same attack, fully resolve the attack against both before applying this gang tactic; both fighters may go Out of Action before this card takes effect.

GOLIATH TACTICS

UNLEASH THE FEAR

Play this gang tactic when a friendly Goliath fighter performs the Flex (Simple) action.

All enemy fighters within 6" of, and with a line of sight to, the fighter performing the Flex (Simple) action must immediately make a Cool check. If the check is passed, this gang tactic has no further effect. If the check is failed, they become Broken.

GOLIATH TACTICS

CRUNCH TIME

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the End phase of this round, all unarmed attacks made by friendly fighters gain +1 S and the Pulverise trait.

GOLIATH TACTICS

TEMPERED IN BATTLE

Play this gang tactic when a friendly House Goliath fighter takes an enemy fighter Out of Action with a close combat attack or by performing a Coup De Grace.

For the remainder of this battle, the fighter that took the enemy fighter Out of Action gains the Fearsome skill. In addition, for the remainder of this battle, this fighter gains +1 XP when they take an enemy fighter Out of Action with either a close combat attack or by performing a Coup De Grace.

GOLIATH TACTICS

APPRENTICE

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.

Choose a friendly Goliath (Champion) and a friendly Goliath (Juve) or (Prospect). Until the end of this battle, the (Champion) gains the Overseer skill. However, this skill can only be used to activate the chosen (Juve) or (Prospect). If the chosen (Champion) already has the Overseer skill, the Order (Double) actions becomes an Order (Basic) action when used to activate the chosen (Juve) or (Prospect).

Alternatively, until the end of this battle that (Champion) may gain the Mentor skill. However, this skill can only be used when the chosen (Juve) or (Prospect) gains an Experience point. If the chosen (Champion) already has the Mentor skill, they can use the Mentor skill for any fighter as normal, but automatically pass any Leadership checks made for the nominated (Juve) or (Prospect).

GOLIATH TACTICS

THE HAND THAT FEEDS YOU

Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.

The gang may recruit a House Agent for this battle without needing to make a Petition and without needing to pay a hiring fee (i.e., this House Agent is hired for free). If they do so, during the post-battle sequence the gang gains no credits from scenario rewards. If you do not have a model available to represent this House Agent, you may discard this gang tactic and select another.

GOLIATH TACTICS

BOOST UP

Play this gang tactic when activating a friendly House Goliath fighter.

This fighter can perform a Boost (Double) action:

Boost (Double): Choose a single Standing and Active friendly fighter that is within 2" of this fighter. That fighter may immediately be moved up to 6" vertically and 1" horizontally.

GOLIATH TACTICS

THEY'RE ONLY BULLETS!

Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.

Until the End phase of this round, all friendly House Goliath fighters that are within 6" of, and have a line of sight to, a friendly House Goliath (Leader) or (Champion) gain the Nerves of Steel skill.

GOLIATH TACTICS

ONE LAST GO

Play this gang tactic when one of your House Goliath fighters is taken Out of Action by an attack made with a ranged weapon.

Before removing the fighter from the battlefield, they may immediately make a Charge (Double) action. After this action is resolved, the fighter goes Out of Action as normal.

GOLIATH TACTICS

IMPROVISED PROJECTILE

Play this gang tactic when activating a friendly House Goliath fighter.

Choose one of the fighter's weapons with the Melee trait. Until the end of this fighter's activation, that weapon gains both a Long range characteristic of 4" and the Versatile trait. However, until the End phase of this round, this fighter cannot make a Reaction attack with that weapon.

GOLIATH TACTICS

GET 'EM!

Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.

Until the End phase of this round, all friendly House Goliath fighters activated as part of a Group Activation may add 2" to their Movement characteristic during their Activation.

GOLIATH TACTICS

AMBITION

Play this card when it is your turn to activate a fighter.

Pick a Juve or a Ganger with a Ready marker. For this turn only that fighter is treated as a Leader for the purposes of activating groups – in other words, if they are activated, you can activate up to two other fighters within 4" of them.

ORLOCK TACTICS

BEAT DOWN

Play at the start of any round.

For the duration of the round, all unarmed close combat attacks made by your fighters that hit, automatically inflict a Flesh Wounds unless a save roll is made. No wound roll or injury roll is made.

ORLOCK TACTICS

BOND OF BROTHERHOOD

Play this card at the end of a friendly fighter's turn, when they are within 3" of a friendly fighter who is Seriously Injured.

The fighter can immediately make a Fight (basic) or Shoot (basic) action. This is in addition to the two other actions they can make during their turn.

ORLOCK TACTICS

DIE TRYING

Play at the start of any round.

For the duration of the turn, Seriously Injured fighters in your gang can provide assists and interference as if they were standing.

ORLOCK TACTICS

FOR CLOSE ENCOUNTERS

Play this card when activating a fighter.

Put this card under the active fighter's Fighter card. Until the end of a the battle, this fighter has a sawn-off shotgun in addition to their other equipment.

ORLOCK TACTICS

INTIMIDATION

Play instead of activating a fighter.

Choose an Active fighter from your gang. Each Active enemy fighter within 9" of that fighter must make a Nerve test. If a fighter fails the check, they run for cover as normal, but are not Broken.

ORLOCK TACTICS

LAST GASP

Play this card when activating a Seriously Injured fighter.

This fighter immediately becomes Standing and Active. At the end of this fighter's activation, they go Out of Action and are removed from play.

ORLOCK TACTICS

LEAD BY EXAMPLE

Play this when a Leader or Champion from your gang takes an enemy model Out of Action in close combat.

Any Broken fighter from your gang immediately rally. In addition, any Pinned fighters from your gang within 6" of the Leader or Champion can immediately return to standing.

ORLOCK TACTICS

SOLIDARITY

Play at the start of any round.

For the duration of the round, fighters from your gang automatically pass any Cool checks they make as long as they are within 6" of another fighter from your gang.

ORLOCK TACTICS

AUTO-HEALER

Play this card at the start of any End phase.

Choose one Seriously Injured fighter. Rather than rolling the Injury dice, you can choose to have the fighter suffer a Flesh Wound and become Pinned.

VAN SAAR TACTICS

BLOOD CLEANSERS

Play at the start of any turn.

For the duration of the round, all friendly models count their Toughness as 1 higher when affected by weapons with the Toxin or Gas traits.

VAN SAAR TACTICS

COMM BURST

Play at the start of any turn.

For this round, your gang's Leader can make Rally actions for Broken fighters anywhere on the board. In addition, the range of Leading by Example is increased to 18" for Leaders and 12" for Champions.

VAN SAAR TACTICS

CORTICAL STIMULANTS

Play at the start of the game, after deployment.

One fighter in your gang automatically passes Intelligence checks for the duration of the battle.

VAN SAAR TACTICS

ENHANCED AUSPEXES

Play instead of activating a fighter.

For the remainder of the round, friendly fighters may fire through line of sight blocking terrain such as doors and barricades, but NOT through any impassable terrain. These shots suffer a -2 penalty to hit and the target's armour save is increased by 1.

VAN SAAR TACTICS

EXPERIMENTAL RIG

Play at the start of the game, after both sides have deployed.

Choose a weapon possessed by a friendly fighter. For the duration of the game, this weapon increases its Long range by 6" and its Strength by 1, but loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.

VAN SAAR TACTICS

HYPER AUTO-LOADER

Play when a fighter makes a ranged attack.

If the fighter is using a weapon with the Rapid Fire trait, they may roll 2 extra Firepower dice. After working out the effects of the shot, their ranged weapon automatically counts as having failed an Ammo check, regardless of the results of the Firepower dice.

VAN SAAR TACTICS

MEDICAL PROTOCOLS

Play at the start of any End phase.

For the duration of this End phase, when any fighter assists a friendly fighter's Recovery test, roll an extra Injury dice, then choose one to keep.

VAN SAAR TACTICS

MESH UNDERLAY

Play when a fighter is hit by a ranged attack.

For the remainder of the battle, the chosen fighter's armour saves are not modified by AP when hit by a ranged attack.

VAN SAAR TACTICS

OVERCHARGE

Play when a fighter makes a ranged attack.

For the duration of the fighter's activation, one of their Las or Plasma ranged weapons increases its Strength by 2.

VAN SAAR TACTICS

PNEUMATIC INJECTORS

Play when a fighter makes a melee attack.

For the duration of the fighter's activation, one of their melee weapons increases its Strength by 2.

VAN SAAR TACTICS

RAPID FIRE

Play this card when activating a fighter.

This fighter can perform a free Shoot (Basic) action during its activation. This free action is in addition to its two normal actions.

VAN SAAR TACTICS

WARFORCE

Play at the start of the game, after both sides have deployed.

For the duration of this battle, all friendly models add a +1 modifier to any Ammo checks they are required to take.

VAN SAAR TACTICS

