

DELAQUE

GANG CARDS



By Stiletto

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

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

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

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

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

HISTORY OF VIOLENCE

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

Nominate one fighter from your opponent's crew. 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

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

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

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

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









