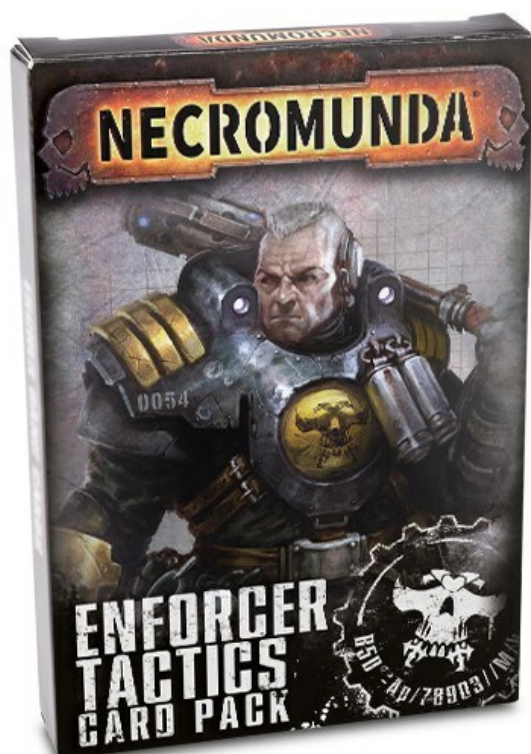


ENFORCER TACTICS

CARD PACK



By Stiletto

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

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 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 fighter of your choice cannot be subject to the Broken condition.

ENFORCER TACTICS

BREACH AND CLEAR

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

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

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

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

DEDICATED TO DUTY

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

Your gang automatically passes their Bottle test.

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 in this way for each close combat attack.

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

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

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

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

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

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

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









