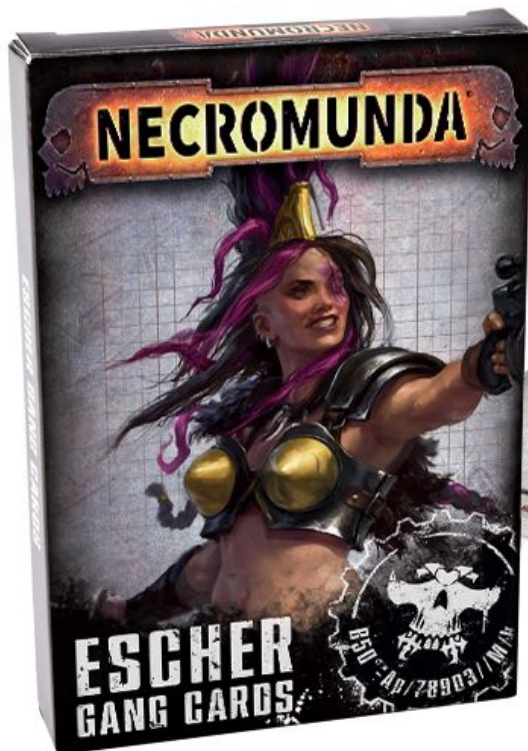


ESCHER

GANG CARDS



By Stiletto

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

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

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

THREE-POINT LANDING

Play when a fighter falls.

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.

This card can only be used in Sector Mechanicus battles. If it is randomly drawn in a Zone Mortalis battle, discard it and draw a new one.

ESCHER TACTICS

TUNNEL RUNNERS

Play at the start of any round.

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.

This card can only be used in Zone Mortalis battles. If it is randomly drawn in a Sector Mechanicus battle, discard it and draw a new one.

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

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

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

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 ATTACK

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

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

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

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

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

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

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









