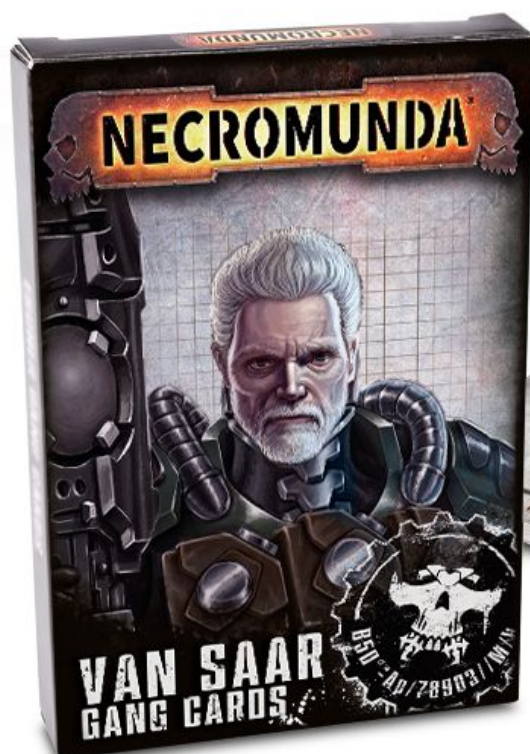


VAN SAAR

GANG CARDS



By Stiletto

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

WARFORGE

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

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

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

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

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

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

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

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

SUMP SLUMP

Play at the start of any turn.

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

GANG TACTICS









