

UNDERDOG TACTICS

GIANT KILLER Play before the first round. +1XP for taking enemy models Out of Action. UNDERDOG TACTICS 1 - Underdog Deck 2019 N23	WELCOME STRANGER Play before determining crews. Immediately hire 1 Hired Gun worth up to 200 credits for free. Note: There are 2 of this card, potentially allowing 2 Hired Guns to be fielded. UNDERDOG TACTICS 2 - Underdog Deck 2019	WELCOME STRANGER Play before determining crews. Immediately hire 1 Hired Gun worth up to 200 credits for free. Note: There are 2 of this card, potentially allowing 2 Hired Guns to be fielded. UNDERDOG TACTICS 3 - Underdog Deck 2019
DECOY Play before the first round. Secretly select a friendly fighter to be the decoy. If the decoy is taken Out of Action by an enemy Leader or Champion, gain the following: • 2D6x10 credits. • +D3 XP (to the decoy fighter). UNDERDOG TACTICS 4 - Underdog Deck 2019 N23	HARD TRAINING Play before deployment. A friendly fighter gains a Primary skill and a Secondary skill (for this battle). UNDERDOG TACTICS 5 - Underdog Deck 2019	PAID IN FULL Play after the battle. +D6x10 credits per friendly fighter taken Out of Action. UNDERDOG TACTICS 6 - Underdog Deck 2019
SECRET STASH Play after the battle. Gain 3D6x10 credits if at least 1 friendly fighter survived (not Out of Action). UNDERDOG TACTICS 7 - Underdog Deck 2019	OLD WOUND Play before the first round. Choose an enemy fighter to begin the battle with a Flesh Wound. UNDERDOG TACTICS 8 - Underdog Deck 2019 N23	WANDERING DOC Play after the battle. Make 1 Medical Escort action for free (not paying the Doc's fee of 2D6x10). UNDERDOG TACTICS 9 - Underdog Deck 2019

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GRATEFUL TRADER Play before first round. A fighter gains a Wargear from the Trading Post with a value up to 3D6x10 and Rarity of 10 or less. If the battle is won, the fighter may keep the item. UNDERDOG TACTICS 10 - Underdog Deck 2019 N23	SUDDEN DEATH Play before the first round. Select a friendly fighter. If this fighter takes an enemy Leader or Champion Out of Action, gain +6 Reputation. UNDERDOG TACTICS 11 - Underdog Deck 2019 N23	MIRACULOUS RECOVERY Play before deployment. Swap a a fighter In Recovery for another fighter in the crew (makes a sudden recovery). UNDERDOG TACTICS 12 - Underdog Deck 2019
SURVIVALIST Play before the first round. Secretly select a friendly fighter to be the survivalist. If the survivalist is not taken Out of Action (or succumbed to their injuries) after the battle, gain the following: +D6 XP (to the survivalist). UNDERDOG TACTICS 13 - Underdog Deck 2019 N23	HARD LESSONS LEARNT Play after the battle. +1XP to each friendly model that took part in the battle. UNDERDOG TACTICS 14 - Underdog Deck 2023	PRIME SALVAGE Play after the battle. +D6x10 credits per enemy vehicle taken Out of Action. UNDERDOG TACTICS 15 - Underdog Deck 2023
FORCED AWAKENING Play before the first round. A friendly fighter becomes a psyker: - Unsanctioned. - Any single Wyrd Power. If the battle is won, the fighter may keep these changes and increase its rating by 20 credits. UNDERDOG TACTICS 16 - Underdog Deck 2023	TREMORS Play instead of activating a model. D3 enemy fighters are Pinned. HOUSE RULE Only applies to Active enemies. UNDERDOG TACTICS 17 - Underdog Deck 2023	BACK INTO THE FRAY Play instead of activating a model. D3 Pinned friendly fighters become Active. UNDERDOG TACTICS 18 - Underdog Deck 2023

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EMERGENCY EXTINGUISHERS Play instead of activating a model. All models remove Blaze (friend & foe). UNDERDOG TACTICS 19 - Underdog Deck 2023	AN OUNCE OF COURAGE Play before the first round. Automatically pass all friendly Bottle checks (can still voluntarily Bottle). UNDERDOG TACTICS 20 - Underdog Deck 2023	ONE RULE - NO ONE RUNS Play before models test to flee the battlefield. A single model can make the Cool test to flee the battlefield, if successful all friendly models on the battlefield automatically pass their tests. UNDERDOG TACTICS 21 - Underdog Deck 2023
STRIP MINING Play after the battle. Double any income generated from a single Territory. UNDERDOG TACTICS 22 - Underdog Deck 2023	DESPERATE STAND Play before the first round. +2 Cool to all friendly models. UNDERDOG TACTICS 23 - Underdog Deck 2023	READY TO RUMBLE Play before the first round. Friendly models can immediately make a free Move (Simple) action. UNDERDOG TACTICS 24 - Underdog Deck 2023
CRACK-SHOT Play before the first round. A friendly fighter can make Aim (Basic) actions for free (can only make one Aim action per activation). UNDERDOG TACTICS 25 - Underdog Deck 2023	SCHOOL OF HARD KNOCKS Play before a friendly fighter suffers a Lasting Injury roll (after being taken Out of Action). Suffer Lesson Learnt instead of rolling (D3 XP & Convalescence). UNDERDOG TACTICS 26 - Underdog Deck 2023	TITLE Desc UNDERDOG TACTICS 27 - Originates from?

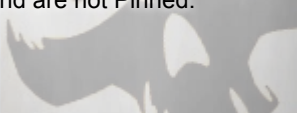
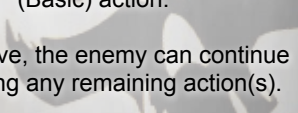
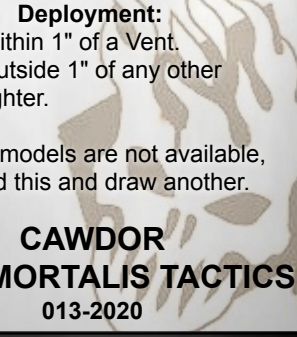
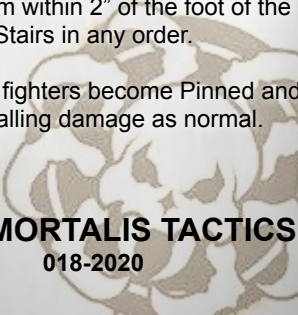
ZONE MORTALIS TACTICS

NB: ALSO AVAILABLE IN THE NORMAL TACTICS

CALL THE BEAST ZONE MORTALIS Play when an enemy fighter makes a Move (Simple) action. After the movement, nominate a Vent anywhere on the battlefield. For the rest of the battle, this vent counts as a Beast's Lair. ZONE MORTALIS TACTICS 001-2020	UNDERHIVE GLOOM ZONE MORTALIS Play at the start of the battle (after deployment). For this battle, apply an additional -2 hit modifier to ranged attacks in any of the following situations: • Through open doorways. • Against fighters on a different level than the attacker. ZONE MORTALIS TACTICS 002-2020	FROM BELOW ZONE MORTALIS REINFORCEMENTS Play after rolling for Reinforcements (before placing fighters on the battlefield). Friendly fighters arriving as Reinforcements can be deployed as if having the Infiltrate skill, if deployed within 2" of a Pipe or Vent: • Outside 6" of any enemies. • Outside LOS of any enemies. • (Within 2" of a Pipe or Vent) ZONE MORTALIS TACTICS 003-2020
TRIP WIRE ZONE MORTALIS Play when an enemy fighter ascends or descends a ladder or Stairs. After the movement, become Pinned. ZONE MORTALIS TACTICS 004-2020	LOCK DOWN ZONE MORTALIS Play at the start of any Action phase. All open Doors become closed & locked. ZONE MORTALIS TACTICS 005-2020	LUCKY RICOCHET ZONE MORTALIS Play when a friendly fighter hits with a ranged attack against a target within 2" of impassable terrain. After resolving the hit, if the fighter has not been taken Out of Action, roll for Stray Shot to determine if the fighter is hit a second time (by the same weapon). ZONE MORTALIS TACTICS 006-2020
IMPROVISED COVER ZONE MORTALIS Play instead of activating a model. Immediately place a barricade anywhere within 2" of a friendly fighter. ZONE MORTALIS TACTICS 007-2020	RAT WARREN ZONE MORTALIS Play after an enemy fighter has activated, if that fighter does not have LOS to any other fighters from that gang. The enemy fighter must pass an Initiative check, or you can place that fighter anywhere within 6" of the current location. Cannot be placed within 3" of any friendly fighters. ZONE MORTALIS TACTICS 008-2020	HIDDEN VENT ZONE MORTALIS Play when a friendly fighter makes a Move (Simple) action. During the movement, the fighter can pass through Impassable terrain (provided the movement is ended with no part of the base within the Impassable terrain). ZONE MORTALIS TACTICS 009-2020

ZONE MORTALIS TACTICS

NB: ALSO AVAILABLE IN THE NORMAL TACTICS

WALL BREACH ZONE MORTALIS Play when a friendly fighter makes a ranged attack. Choose any targets outside LOS, provided the weapon is not Template/Blast. Apply a -2 hit modifier.  ZONE MORTALIS TACTICS 010-2020	EMERGENCY REPULSORS ZONE MORTALIS Play when a friendly fighter falls or jumps down from a ledge (before working out the effects of the fall or jump). Place a 5" Blast anywhere on the battlefield (remains for the rest of the round). Fighters falling or jumping down onto this marker take no damage and are not Pinned.  ZONE MORTALIS TACTICS 011-2020	AMBUSH ALLEY ZONE MORTALIS Play when an enemy fighter performs one of the following actions: • Operate Door (Simple) • Access Terminal (Basic) • Force Door (Basic) After the action is completed, choose a friendly fighter with LOS to that enemy. Immediately perform a free Shoot (Basic) action. If still Active, the enemy can continue performing any remaining action(s).  ZONE MORTALIS TACTICS 012-2020
UNWASHED HORDE ZONE MORTALIS Play at the start of the first round (before determining Priority). Deploy D3 Juvies equipped with reclaimed autopistol and knife for free. They leave the gang after the battle. Deployment: • Within 1" of a Vent. • Outside 1" of any other fighter. If these models are not available, discard this and draw another.  CAWDOR ZONE MORTALIS TACTICS 013-2020	LONG SHADOWS Play at the start of any round (after determining Priority). For this round, enemy fighters using a ranged attack to target any friendly fighters in both Long range and cover must pass an Intelligence test to do so.  DELAQUE ZONE MORTALIS TACTICS 014-2020	WALL WALKING Play at the start of any Action phase. Until the End phase of this round, all friendly fighters in the gang gain Clamber (when climbing vertical distances, the move is not halved).  ESCHER ZONE MORTALIS TACTICS 015-2020
KNOCK! KNOCK! ZONE MORTALIS Play instead of activating a model. Remove a Door within 2" of a friendly fighter from the battlefield.  ZONE MORTALIS TACTICS 016-2020	FIGHTING RETREAT ZONE MORTALIS Play when the gang fails a Bottle test. For the rest of the battle, all friendly fighters in the gang can perform the Operator Door (Simple) action for free once during the activation.  ZONE MORTALIS TACTICS 017-2020	STAIRS TRAP ZONE MORTALIS Play instead of activating a model. Choose a set of Stairs anywhere on the battlefield. All fighters on the chosen Stairs immediately fall: Place them within 2" of the foot of the Stairs in any order. The falling fighters become Pinned and suffer falling damage as normal.  ZONE MORTALIS TACTICS 018-2020

ZONE MORTALIS TACTICS

NB: ALSO AVAILABLE IN THE NORMAL TACTICS

HIDDEN SWARM ZONE MORTALIS REINFORCEMENTS Play during the End phase (before deploying any Reinforcements). Immediately deploy up to D3 fighters from those available as Reinforcements. Deployment: • Within 3" of a friendly Leader or Champion. • Within 1" of a vent. • Outside 1" of any enemies. If a fighter cannot be placed in this manner, it is deployed as normal instead. No additional Reinforcements can arrive this round. GENESTEALER CULT ZONE MORTALIS TACTICS 019-2020	RISE UP, BROTHERS & SISTERS! Play at the start of any Action phase. Until the End phase of this round, all crew fighters gain Spring Up (if Pinned when activated, pass an Initiative check to make a free Stand Up (Basic) action). CHAOS ZONE MORTALIS TACTICS 020-2020	COMETH THE HARVEST LORD! ZONE MORTALIS Play when activating a fighter within 1" of a closed Door. The fighter can perform a free Fight (Basic) action against one enemy within 1" of the other side of the Door. CORPSE GRINDER CULT ZONE MORTALIS TACTICS 021-2020
KLAXON Play at the start of any round (after determining Priority). For this round, enemy fighters cannot initiate or take part in Group Activations unless having LOS to their Gang Leader. ENFORCER ZONE MORTALIS TACTICS 022-2020	HUNTER IN THE DARK Play at the start of any round (after determining Priority). Choose a 12"x12" area of the battlefield. Any fighters within or moving into that area immediately become Hidden (as if affected by the Pitch Black rules). Fighters moving out of the area are no longer Hidden (in addition to standard rules for losing Hidden). A fighter who lost the Hidden condition cannot gain it again in the same round. This effect lasts until the End phase of this round (fighters are no longer Hidden). BOUNTY HUNTER ZONE MORTALIS TACTICS 023-2020	SPARKY... SMASH! ZONE MORTALIS Play when a activating a friendly fighter within 1" of a closed Door. Remove the Door from the battlefield. Any fighter within 2" of the other side of the door must pass an Initiative check or become Pinned. This fighter's activation then ends. SLAVE OGRYN ZONE MORTALIS TACTICS 024-2020
TITLE A B ZONE MORTALIS TACTICS 025-202?	TITLE A B ZONE MORTALIS TACTICS 026-202?	TITLE A B ZONE MORTALIS TACTICS 027-202?

TACTICS

BLOOD DEBT Play when a friendly fighter is taken Out of Action by an enemy fighter's action. +1 hit modifier to friendly models when targeting the enemy fighter (for the rest of the battle). YAQ: Blasts only get +1 to hit when directly targeting the enemy fighter. Note: Should probably apply to any ranged attack. GANG TACTICS  GT-001-2017-NU	GROUP TACTICS Play instead of activating a model. Activate up to 3 fighters, however all must make the same actions. GANG TACTICS  GT-002-2017-NU	LUCKY FIND Play when activating a model with a weapon that is Out of Ammo. A weapon is automatically reloaded (no Ammo test needed). YAQ: Scarce can be reloaded. Limited, Grenade and Single Shot cannot. GANG TACTICS  GT-003-2017-NU
LAST GASP Play when a friendly fighter is taken Out of Action. Before being removed, make a free Shoot or Fight action. GANG TACTICS  GT-004-2017-NU	MAKESHIFT ARMOUR Play during a friendly fighter's activation. Spend an action to gain the following: • +1 save. If any save roll is 1 (before modifiers), this effect is discarded, after resolving the attack(s). GANG TACTICS GT-005-2017-NU	FRAG TRAP Play at the start of the battle (after deployment). A friendly fighter gains the frag trap. Can make the following action once during the battle: Set Frag Trap (Double) Place a Frag Trap marker within 1" of the fighter. Then move up to D6". If going Out of Action before placing the trap, roll a D6: • 1: The trap is triggered (centred on the fighter's base). • 2-3: Place the trap where the fighter was. • 4+: Discarded (no effect). GANG TACTICS  GT-006-2017-NU
MELTA TRAP Play at the start of the battle (after deployment). A friendly fighter gains the melta trap. Can make the following action once during the battle: Set Melta Trap (Double) Place a Melta Trap marker within 1" of the fighter. Then move up to D6". If going Out of Action before placing the trap, roll a D6: • 1: The trap is triggered (centred on the fighter's base). • 2-3: Place the trap where the fighter was. • 4+: Discarded (no effect). GANG TACTICS  GT-007-2017-NU	...CLICK Play after an enemy model completes a Shoot action. The weapon runs Out of Ammo, as if failing an Ammo check. Note: Should probably apply to any ranged attack. GANG TACTICS  GT-008-2017-NU	HIDDEN PASSAGE Zone Mortalis Play at the start any friendly turn. Place an unused Ductway marker anywhere (following the normal rules). GANG TACTICS GT-009-2017-NU

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RIGGED DOOR Zone Mortalis Play after an enemy fighter makes an action. Close or open a door on the battlefield. If closing a door and a fighter is standing in the doorway, test against “mind the doors” as normal: Pass an Initiative check to move up to 2” (cannot end within 1” of an enemy fighter). If failed or the move is insufficient movement to clear the doorway, suffer a hit causing D3 wounds (no saves allowed), then move the minimum distance to clear the door. GANG TACTICS GT-010-2017-NU	DESPERATE EFFORT Play at the start of any friendly turn if no more friendly models are Ready. Activate a friendly fighter as if being Ready. Become Pinned after the activation. GANG TACTICS GT-011-2017-GHD	DEADLOCK Zone Mortalis Play at the start of any round. For this round, a single door (anywhere on the battlefield) cannot be opened in any way. GANG TACTICS GT-012-2017-GHD
DISTRACTION Play when an enemy fighter activates. The fighter must pass a Willpower check or lose 1 action this turn. GANG TACTICS GT-013-2017-GHD	RICOCHET Play after failing a hit roll (unsuccessful) for a ranged attack (not Blast/Template). Roll to hit against another fighter within 5” of the original target (even if the new target is not visible to the attacker). Keep the original Firepower result (do not roll again). GANG TACTICS GT-014-2017-GHD	LUCKY LHO-STICK CASE Play when failing an armour save. Re-roll the armour save, treating AP as -. GANG TACTICS GT-015-2017-GHD
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”). YAQ: Thrown frag grenade only. GANG TACTICS GT-016-2017-GHD	HEALTHY PARANOIA Play when activating a fighter. For the rest of the battle, the fighter have 360° vision arc. GANG TACTICS GT-017-2017-GHD	A GOOD DAY Play at the start of the battle (after all deployment). For this battle, a single friendly Champion or Leader (in the crew) gives other friendly fighters +2 modifier to Cool while within 3”. GANG TACTICS GT-018-2017-GHD

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FEARSOME REPUTATION Play after one of your fighters puts an enemy Out of Action. For the rest of the battle, any nerve checks made for enemy fighters within 8" of them have a -2 modifier. GANG TACTICS GT-019-2017-GHD	ADRENALINE SURGE Play when activating a fighter. +1 action this activation. GANG TACTICS GT-020-2017-GHD	EMERGENCY SEAL Zone Mortalis Play instead of activating a model. For this round, Ductways cannot be used (treated as not being on the battlefield at all). GANG TACTICS GT-021-2017-GHD																		
THUNDERING CHARGE Play when a fighter activates. If making a Charge this activation, double the Move (instead of adding D3"). GANG TACTICS GT-022-2017-GHD	PROPER PREPARATION Play before deployment. For this battle, a friendly fighter gains one of the following for all weapons (determined individually per weapon): - If Scarce: Lose Scarce. - Otherwise (not Scarce and not Plentiful): Gain Plentiful. GANG TACTICS GT-023-2017-EHD	SUPPRESSING FIRE Play after failing a hit with a Shoot action. The target is Pinned (even if not hit). YAQ: Can only be used with Blast weapons if the fighter is directly targeted. GANG TACTICS GT-024-2017-EHD																		
TRUSTY BACKUP Play when activating a fighter. For this battle, the fighter has an additional Stub gun. YAQ: Can be used regardless of available weapon slots. <table><tr><th colspan="2">Rng</th><th colspan="2">Acc</th><th rowspan="2">D</th><th rowspan="2">Am</th><th rowspan="2">Traits</th></tr><tr><th>S</th><th>L</th><th>S</th><th>S</th></tr><tr><td>6"</td><td>12"</td><td>+2</td><td>3</td><td>1</td><td>4+</td><td>Plentiful, Sidearm</td></tr></table> GANG TACTICS GT-025-2017-EHD	Rng		Acc		D	Am	Traits	S	L	S	S	6"	12"	+2	3	1	4+	Plentiful, Sidearm	HAVING A BAD DAY Play at the start of the battle (after all deployment). For this battle, a single enemy Champion or Leader (in the crew) gives enemy fighters -2 modifier to Cool while within 3". GANG TACTICS GT-026-2017-EHD	BATTLE MADNESS Play instead of activating a model. Choose any Broken fighter. If Active, make a ranged attack against the closest visible model (friend or foe). Otherwise, if Engaged, make a Fight action against a random fighter they are Engaged with. YAQ: The one who used this card makes all decisions for which weapon is used or which fighters to target if there are more than one within the same distance. Can use Versatile weapons. Blasts and Templates are centered on the closest visible fighter. GANG TACTICS GT-027-2017-EHD
Rng		Acc		D				Am	Traits											
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6"	12"	+2	3	1	4+	Plentiful, Sidearm														

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BEAST LURE Play when activating a fighter. For this activation, the fighter can spend a Basic action (Beast Lure): Place the Beast's Lair within 3", then move up to D6". If ending the activation within 6" of the lair, there is a risk of being attacked as normal. GANG TACTICS GT-028-2017-EHD	BLACKOUT Play at the start of any round. For this round, ranged attacks suffer the following modifiers (depending on range from attacker to target): • 6"-12": -1 • 12"+: -2 This is ignored for attackers with/when: • Infra-scope. • Photo-goggles. • Targeting a fighter with Blaze. GANG TACTICS GT-029-2017-EHD	BLAZING FURY Play when activating a fighter. The Shoot action is treated as Simple rather than Basic (this activation). GANG TACTICS GT-030-2017-EHD
BURST OF COURAGE Play when a friendly model makes a Cool check (before rolling). For this round, the model automatically passes all Cool checks. GANG TACTICS GT-031-2017-EHD	CHAIN ATTACK Play when a fighter takes an enemy fighter Out of Action with a melee attack. Make a free Charge action up to D6" (instead of M+D3"). YAQ: Can move to Engage enemy fighters. Can disengage without risking Reaction Attacks (if already Engaged and moving out of close combat). GANG TACTICS GT-032-2017-EHD	REACTION FIRE Play when an enemy fighter activates. A friendly fighter can immediately make a free Shoot action against the enemy (if in range and line of sight). GANG TACTICS GT-033-2017-EHD
CROSSFIRE Play 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. YAQ: The ranged attack must take place during the same round. GANG TACTICS GT-034-2017-EHD	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 battlefield is Zone Mortalis, place D3 spare ductways across any walls of your choice. If the battlefield is Sector Mechanicus, remove D3 ladders of your choice. GANG TACTICS GT-035-2017-PO	YOU'RE COMING WITH ME Play when a fighter is taken Out of Action by a close combat attack. The fighter taken Out of Action can make a single close combat attack against the enemy that took them Out of Action. They are then removed from play as normal. YAQ: Cannot be used during Coup de Grace (unless that was a free action granted by a close combat attack that left the fighter Seriously Injured). Versatile may be used if the target is not B2B. GANG TACTICS GT-036-2018-OHD

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WHAT'S A FEW TEETH? Play when a friendly fighter suffers a Flesh Wound. The Flesh Wound is ignored (other effects of the injury still apply). GANG TACTICS GT-037-2018-OHD	FIRE DISCIPLINE Play at the start of the battle (after friendly deployment). For this battle, friendly fighters' ranged attacks only trigger an Ammo check if the Firepower dice rolls an Ammo symbol and the hit roll is a success. YAQ: No effect on Template weapons and Grenades. GANG TACTICS GT-038-2018-OHD	MASTER SWITCH Zone Mortalis Play instead of activating a model. Apply one of the following for all doors on the battlefield (without a terminal): • Open. • Close. Cannot be used to open some and close others. GANG TACTICS GT-039-2018-OHD
VIOLENT-MINDED Play when activating a fighter. Make an additional action this turn (normally 3 instead of 2), as long as at least one of the actions is Shoot or Fight. GANG TACTICS GT-040-2018-OHD	SECRET CACHE Play instead of activating a model. Set up an ammo cache anywhere on the battlefield. GANG TACTICS GT-041-2018-OHD	POINT-BLANK SHOT Play when a fighter makes a Fight action or a Charge action. For this turn, a single weapon (not Blast/Template) can be used in close combat in the same way as a pistol. YAQ: Temporarily add Sidearm. GANG TACTICS GT-042-2018-OHD
STEEL FURY Play at the start of any round. For this round, friendly fighters count the fight (Basic) action as the Fight (Simple) action. GANG TACTICS GT-043-2018-OHD	STERNER STUFF Play instead of activating a model. Make a Rally check for each Broken friendly fighter, as if it was the End phase. GANG TACTICS GT-044-2018-OHD	TECH OVERDRIVE Play 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 of rolling. GANG TACTICS GT-045-2018-OHD

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THEY'RE EVERYWHERE Play instead of activating a model. Each enemy fighter within 4" of 2+ friendly fighters must pass a Cool check or become Pinned. YAQ: Only applies to Active enemy fighters. GANG TACTICS GT-046-2018-OHD	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. YAQ: Blasts (number of weapons): 1: Target must be a fighter 2: Can choose a point instead of a fighter. Templates (number of weapons): 1: Target must be the centre and "in range". 2: Placed the same way for both attacks. GANG TACTICS GT-047-2018-OHD	COMBAT DRUGS Play when activating a fighter. Roll a D6: 1-2: +1A. 3-4: +2A. 5: +3A. 6: +3A. Suffer a Flesh Wound at the end of the activation. GANG TACTICS GT-048-2018-VHD
DANGEROUS FOOTING Play when an enemy fighter activates. Place a Pitfall Crater marker beneath the fighter. Pass an Initiative test to make a Move action to safety, then the activation continues. Otherwise, if failed, fall into the crater go Out of Action. The Pitfall Crater remains for the rest of the battle. YAQ: The move action costs an action. If Prone, make a Crawl action instead of a Move. If Engaged, attempt a Retreat action instead. GANG TACTICS GT-049-2018-VHD	SUMP SLUMP ZONE MORTALIS Play at the start of any turn. Remove D3 Barricades anywhere on the battlefield. GANG TACTICS GT-050-2018-VHD	NERVES OF STEEL Play when a fighter makes a ranged attack. Ignore normal Target Priority rules and target any eligible targets (no Cool check required). GANG TACTICS GT-051-2018-VHD
SLIPPERY Zone Mortalis Play when activating a fighter. For this battle, the fighter treats the Crawl Through Ductway action as (Basic) rather than (Double). GANG TACTICS GT-052-2018-VHD	RAPID FIRE Play when activating a fighter. This turn, the fighter may make two Fire (Basic) actions, provided 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 GT-053-2018-VHD	SEIZE THE INITIATIVE Play at the start of any round (before determining Priority). Automatically gain Priority this turn (without rolling any dice). YAQ: If used simultaneously by multiple gangs, roll off to determine Priority as normal. GANG TACTICS GT-054-2018-VHD

TACTICS

FALL BACK Play when activating a fighter. The 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 GT-055-2018-VHD	TRAP CHUTE Zone Mortalis Play when an enemy fighter crawls through a ductway. The opponent places the fighter within 1" of a randomly chosen ductway within 18" of their current location. If there are no other ductways in this range then the enemy is removed for D3 rounds. When returned, place the fighter within 1" of the ductway that were crawled through. GANG TACTICS GT-056-2018-CHD	TRAPPED CONSOLE Zone Mortalis Play when an enemy fighter interacts with a console, before the end of the action. Centre a 3" Blast marker on the enemy fighter. All fighters hit suffer a S3 hit. GANG TACTICS GT-057-2018-CHD
VACUUM CHAMBER Zone Mortalis Play when a door is opened. All fighters within 12" of the opening door are immediately moved D6" toward the doorway. GANG TACTICS GT-058-2018-CHD	YOU! Play when activating a fighter. Choose an enemy fighter within line of sight of the fighter. Apply the following for the rest of the battle for the activating fighter against that enemy: +1 modifier to any wound rolls. - Cannot attack other models (until that enemy is taken Out of Action). GANG TACTICS GT-059-2018-CHD	QUICK TIME Play when activating a fighter +2" move. In each End phase, roll a 2+ or this effect is discarded. GANG TACTICS GT-060-2018-CHD
SNAP FIRE Play 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. YAQ: The enemy fighter must be in the LOS. Only applies to Active or Pinned fighters. If Pinned, this is a Blind Fire action. If using a Template weapon, the enemy must be in range and the template must be centered of the enemy fighter. GANG TACTICS GT-061-2018-CHD	DEATH TRAP Zone Mortalis Play when an enemy fighter makes an Operate Door action to either open or close a door. The enemy 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. Make an Initiative check. If it failed, make an Injury roll for them using a Damage characteristic of 3. GANG TACTICS GT-062-2018-CHD	DUCK AND COVER Play when activating a fighter. This turn, the fighter may make 2 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 GT-063-2018-CHD

TACTICS

FORWARD PLANNING Play at the start of the battle (after deployment). Up to 3 fighters immediately make a free Move (Simple) action. YAQ: Play before deploying Infiltrators (Infiltrating fighters cannot gain this bonus). GANG TACTICS GT-064-2018-DHD	SPIKED DRINKS Play during the pre-battle sequence, when choosing crews. Nominate 1 enemy fighter that is part of the starting crew. That fighter suffers -1 BS, WS and Intelligence, but gains +2 Cool. GANG TACTICS GT-065-2018-DHD	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 GT-066-2018-DHD
SERVICE TUNNELS Play when deploying your gang Choose 1 fighter from the starting crew to gain the Infiltrate skill for the duration of this battle and may be deployed accordingly. GANG TACTICS GT-067-2018-DHD	OPENING VOLLEY Play at the start of the battle (after all deployment). Up to 3 fighters immediately make a Shoot (Basic) action. Note that this does not apply if the action would be (Simple) or (Double) for any reason. YAQ: Play before deploying Infiltrators (Infiltrating fighters cannot gain this bonus). GANG TACTICS GT-068-2018-DHD	WRONG AGAIN... Play when a friendly fighter is hit by a ranged attack. Another friendly fighter (within range & line of sight of the attacker) becomes the target for the attack instead (resolved as normal). YAQ: Cannot be used against Template weapons. Can only be used against Blast weapons if the original target was a fighter and the hit roll was a success. GANG TACTICS GT-069-2018-DHD
HISTORY OF VIOLENCE Play during the pre-battle sequence, when choosing crews. Nominate 1 enemy fighter that is part of the starting crew. That fighter is unwilling to face your gang in combat and so may not be selected this battle. Your opponent must immediately discard that fighter and select another, following the same crew selection method as already used. YAQ: Ignore the original timing! Play after selecting crews, before deployment. GANG TACTICS GT-070-2018-DHD	DISORIENTATING SURROUNDINGS Play at the start of any round (after determining Priority). For this round, D3 enemy fighters suffer -1 to BS and Movement characteristics. GANG TACTICS GT-071-2018-DHD	TAKE THE INITIATIVE Play at the start of any round (before determining Priority). Automatically gain Priority this turn (without rolling any dice). If used simultaneously by multiple gangs, roll off to determine Priority as normal. GANG TACTICS GT-072-2019-WC

TACTICS

STAND FIRM Play instead of making a Bottle test. This round, your gang automatically passes its Bottle test. GANG TACTICS GT-073-2019-WC	LUCKY SHOT Play after making either a hit roll, a wound roll or an injury roll. You may immediately re-roll all of the dice for that roll. The second result must be accepted, even if it is worse than the first. GANG TACTICS GT-074-2019-WC	DOUBLE TIME Play when activating a fighter. The fighter can perform a free Move (Simple) action during its activation. This free action is in addition to its normal actions. GANG TACTICS GT-075-2019-WC
BAIT AND SWITCH Play instead of activating a model. Take a Ready marker from any of your fighters and place it on a fighter who has already activated this round. GANG TACTICS GT-076-2019-WC	RAPID HEALING Play instead of activating a model. Choose one of your fighters. This fighter either recovers one Wound or removes one Flesh Wound. GANG TACTICS GT-077-2019-WC	RECKLESS CHARGE Play when a fighter makes a Charge (Double) action. The fighter counts as having rolled 3 on the D3 to determine their maximum charge range. GANG TACTICS GT-078-2019-WC
STIMM OVERLOAD Play when activating a fighter. This fighter counts a Charge (Double) action as a Basic action this turn. GANG TACTICS GT-079-2019-WC	CUT THEIR SUPPLY Play after deployment. Choose a weapon carried by an enemy fighter. It loses Plentiful (if it has it) and gains the Scarce trait (if it doesn't have it). GANG TACTICS GT-080-2019-PED	STOP RESISTING Play when a friendly fighter makes a Fight (Basic) action (including as part of a Charge). Enemy fighters cannot make Reaction attacks against this fighter until the End phase. GANG TACTICS GT-081-2019-PED

TACTICS

GOT YOUR BACK Play at the start of any round. Until the End phase, friendly fighters can provide assists even if Engaged with more than one enemy fighter. Only one fighter can provide assists in this way for each close combat attack. GANG TACTICS GT-082-2019-PED	SWIFT JUSTICE Play when a friendly fighter 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 GT-083-2019-PED	CLOSE TO RETIREMENT Play at the start of any round. Enemy Leaders suffer a -2 modifier to Cool checks until the End phase. If no enemy Leader are available this battle, discard this and draw another. GANG TACTICS GT-084-2019-PED
LONG ARM Play at the start of any round. Until the End phase, friendly fighters gain +1 Strength when throwing grenades. GANG TACTICS GT-085-2019-PED	PREEMPTIVE MEASURES Play at the start of any round (before determining Priority). Up to 2 fighters can immediately make a free Move (Simple) action. GANG TACTICS GT-086-2019-PED	LOOSE CANNON Play when activating a fighter. Until the End phase: • Treat Shoot (Basic) action as Simple instead. • -1 BS. GANG TACTICS GT-087-2019-PED
DEDICATED TO DUTY Play during the End phase (before making Bottle tests). Automatically pass the Bottle test. GANG TACTICS GT-088-2019-PED	LOOK THE OTHER WAY Sneak Attacks (attacker) Play when a Sentry spots an attacker. The sentry does not become Ready. Change the sentry's facing in any direction. GANG TACTICS GT-089-2019-PED	ROGER THAT! Play at the start of any round. Pick a Readied Ganger. Gain Group Activation (1) this turn. GANG TACTICS GT-090-2019-PED

TACTICS

LOUD AND CLEAR

Play after deployment.

The fighter gains stun grenades for this battle.

Rng	Str	AP	D	Ammo	Traits
Sx3	2	-1	1	4+	Blast (3"), Concussion

GANG TACTICS

GT-091-2019-PED

SHIELD WALL

Play instead of activating a model.

Choose a friendly fighter. For this battle, the fighter and any friendly fighters B2B gains +1 armour save (max 2+) against attacks originating in this fighter's vision arc.

GANG TACTICS

GT-092-2019-PED

HARD STOP

Play when a friendly fighter is Engaged as part of an enemy Charge (Double) action.

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

GANG TACTICS

GT-093-2019-PED

TACTICAL DEPLOYMENT

Random crew selection

Play after randomly selecting crews.

Discard the current crew and randomize a new crew, using the same method as the first time.

GANG TACTICS

GT-094-2019-PED

BREACH AND CLEAR

Play after making an Operate Door (Simple) action or a successful Force Door (Basic) action.

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

GANG TACTICS

GT-095-2019-PED

MACHINE CURSE

Play instead of activating a model.

Choose an enemy fighter to immediately make an Ammo check for each ranged weapon carried.

GANG TACTICS

GT-096-2019-UD

UNSTABLE ENERGY

Play when an enemy attacks with any type of las, plasma or melta weapon.

For the rest of the round, all enemy weapons of the same type (las, plasma or melta) gain the Unstable trait. If already being Unstable, gain Scarce.

GANG TACTICS

GT-097-2019-UD

BULLET MAGNET

Play when a Rapid Fire weapon is fired.

+1 shot per Firepower dice.

GANG TACTICS

GT-098-2019-UD

COUNTER ASSAULT

Play when making a Reaction attack.

+1 1 hit. Automatically pass the Initiative check to make Reaction against a a disengaging enemy.

GANG TACTICS

GT-099-2019-UD

TACTICS

GRENADE BOUQUET Play when making an attack with Grenade and Blast. Make 3 attacks instead of 1. Each attack counts as a miss and automatically scatters. Afterwards, automatically run Out of Ammo. GANG TACTICS GT-100-2019-UD	REJUVE STIMM Play instead of activating a model. A fighter immediately heals 1 Wound. GANG TACTICS GT-101-2019-UD	SACRIFICE Play when hit by a ranged attack. A friendly fighter within 2" becomes the target of the attack instead. GANG TACTICS GT-102-2019-UD
MAKESHIFT COVER Play at the start of any round. Place D3 barricades (or similar) anywhere on the battlefield within 3" of one of your fighters. GANG TACTICS GT-103-2019-UD	BEAST REPELLENT Beast's Lair Play when activating a fighter. The fighter never risks rousing the Beast (Beast's Lair) this activation. GANG TACTICS GT-104-2019-UD	SPREADING CONFLAGRATION Play at the start of any round. For this round, fighters activating within 3" of a burning fighter (Blaze) must test against catching fire as if hit by Blaze (4+). GANG TACTICS GT-105-2019-UD
LAST ROUND Play when activating a fighter with one or more weapons that are Out of Ammo. Immediately make a Shoot (Basic) action with a weapon that is Out of Ammo. The attack automatically hits. Do not roll Ammo dice, the weapon remains Out of Ammo. If the weapon has Rapid Fire, it only makes a single shot. GANG TACTICS GT-106-2019-UD	RELOAD! Play at the start of an End phase. Every friendly model can make a free Reload action. GANG TACTICS GT-107-2019-UD	A PRESENT FOR YOU! Play when an enemy fighter activates (even if part of a Group Activation). Centre a 3" Blast on the fighter, then scatter D6". If the Scatter is a hit, it remains where it is. Fighters under the blast immediately suffer a hit. Roll a D6 to determine the effects: 1-2: Concussion 3-4: Flash 5-6: Fear, Gas GANG TACTICS GT-108-2019-WD

TACTICS

BLOOD-DRENCHED CHAMPION Play instead of activating a model. An enemy fighter of your choice that is visible to your Leader must pass a Nerve test with a -2 modifier, or become Broken. GANG TACTICS GT-109-2020-CGD	BLOODLUST Play when making 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 GT-110-2020-CGD	BLOOD FURY Play when a friendly fighter loses a Wound. For the rest of the battle, that fighter gains the Berserker skill (+1A when Charging). GANG TACTICS GT-111-2020-CGD						
BLOOD SURGE Play when activating a fighter. For this round, treat the fighter as if having used a stim-slug stash: • Discard up to 1 Flesh Wound • +2" Move • +2 Strength • +2 Toughness However, the fighter does not risk an Injury roll in the End phase (stimm overload). GANG TACTICS GT-112-2020-CGD	BLADE FOR EVERY OCCASION Play when activating a fighter. For this battle, the fighter has an additional axe. <table> <tr> <th>Str</th> <th>D</th> <th>Traits</th> </tr> <tr> <td>+1</td> <td>1</td> <td>Disarm</td> </tr> </table> Disarm If the hit roll is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round - they make unarmed attacks instead. GANG TACTICS GT-113-2020-CGD	Str	D	Traits	+1	1	Disarm	BORN TO SLAUGHTER Play immediately (before deployment). For this battle, a friendly fighter in the starting crew gains: • +1 WS • +1 Cool • -1 BS • -1 Willpower GANG TACTICS GT-114-2020-CGD
Str	D	Traits						
+1	1	Disarm						
EAGER FOR BATTLE REINFORCEMENTS Play during the End phase, before determining which fighter become available as Reinforcements. Gain +D3 Reinforcements this turn. The opponent deploys these extra Reinforcements on a 1-4 (instead of the usual 1-2). GANG TACTICS GT-115-2020-CGD	AUTHORITY BREAKDOWN Play at the start of the round, after Fleeing the Battlefield, but before activating fighters. For this round, enemy Leaders suffer -3" to Leading by Example range. If no enemy Leaders are available this battle, discard this and draw another. GANG TACTICS GT-116-2020-CGD	KEEN EDGE Play at the start of the battle (after deployment). For this battle, a friendly fighter's Melee weapon gains 1 increased AP (for example AP -1 becomes AP -2). GANG TACTICS GT-117-2020-CGD						

TACTICS

FEAR OF BETRAYAL Play instead of activating a model. An enemy fighter that is Ready must pass a Cool check or immediately make a Shoot (Basic) action against the closest visible fighter from their own gang, as if targeting an enemy. The fighter then loses the Ready condition. GANG TACTICS GT-118-2020-CGD	GRIPPED BY FEAR Play at the start of any round (after determining Priority). For this round, D3 enemy fighters suffer: -1 WS -1 Cool GANG TACTICS GT-119-2020-CGD	NO MERCY FOR THE WEAK Play instead of activating a model. For this round, add a +1 modifier to any wound rolls from friendly fighters when targeting fighters with one or more Flesh Wounds. GANG TACTICS GT-120-2020-CGD
TAINTED MEAT Play immediately (before deployment). An enemy starting crew fighter starts the battle with a Flesh Wound. GANG TACTICS GT-121-2020-CGD	MARKED FOR DEATH Play instead of activating a model. Choose an enemy fighter. For this battle, gain +1 hit modifier when friendly fighters target that fighter with a Melee weapon. GANG TACTICS GT-122-2020-CGD	VEILED THREAT Play at the start of any round. For this round, a friendly fighter cannot be targeted by ranged attacks unless there are no other visible targets. GANG TACTICS GT-123-2020-CGD
UNNERVING WHISPERS Play instead of activating a model. Choose an enemy fighter to pass a Willpower check with a -2 modifier or gain Insanity. Insanity Roll a D6 when activated: 1-2: Immediately become Broken. If already Broken, flee the battlefield (even if the gang has not failed a Bottle test). 3-4: An opposing player can control the fighter this turn. 5-6: Act as normal. After the turn, pass a Willpower to lose Insanity. GANG TACTICS GT-124-2020-CGD	CALL THE BEAST ZONE MORTALIS Play when an enemy fighter makes a Move (Simple) action. After the movement, nominate a Vent anywhere on the battlefield. For the rest of the battle, this vent counts as a Beast's Lair. ZONE MORTALIS GANG TACTICS GT-125-2020-ZM	UNDERHIVE GLOOM ZONE MORTALIS Play at the start of the battle (after deployment). For this battle, apply an additional -2 hit modifier to ranged attacks in any of the following situations: - Through open doorways. - Against fighters on a different level than the attacker. ZONE MORTALIS GANG TACTICS GT-126-2020-ZM

TACTICS

FROM BELOW ZONE MORTALIS REINFORCEMENTS Play after rolling for Reinforcements (before placing fighters on the battlefield). Friendly fighters arriving as Reinforcements can be deployed as if having the Infiltrate skill, if deployed within 2" of a Pipe or Vent: • Outside 6" of any enemies. • Outside LOS of any enemies. • (Within 2" of a Pipe or Vent) ZONE MORTALIS GANG TACTICS GT-127-2020-ZM	TRIP WIRE ZONE MORTALIS Play when an enemy fighter ascends or descends a ladder or Stairs. After the movement, become Pinned. ZONE MORTALIS GANG TACTICS GT-128-2020-ZM	LOCK DOWN ZONE MORTALIS Play at the start of any Action phase. All open Doors become closed & locked. ZONE MORTALIS GANG TACTICS GT-129-2020-ZM
LUCKY RICOCHET ZONE MORTALIS Play when a friendly fighter hits with a ranged attack against a target within 2" of impassable terrain. After resolving the hit, if the fighter has not been taken Out of Action, roll for Stray Shot to determine if the fighter is hit a second time (by the same weapon). ZONE MORTALIS GANG TACTICS GT-130-2020-ZM	IMPROVISED COVER ZONE MORTALIS Play instead of activating a model. Place a barricade anywhere within 2" of a friendly fighter. ZONE MORTALIS GANG TACTICS GT-131-2020-ZM	RAT WARREN ZONE MORTALIS Play after an enemy fighter has activated, if that fighter does not have LOS to any other fighters from that gang. The enemy fighter must pass an Initiative check, or you can place that fighter anywhere within 6" of the current location. Cannot be placed within 3" of any friendly fighters. ZONE MORTALIS GANG TACTICS GT-132-2020-ZM
HIDDEN VENT ZONE MORTALIS Play when a friendly fighter makes a Move (Simple) action. During the movement, the fighter can pass through Impassable terrain (provided the movement is ended with no part of the base within the Impassable terrain). ZONE MORTALIS GANG TACTICS GT-133-2020-ZM	WALL BREACH ZONE MORTALIS Play when a friendly fighter makes a ranged attack. Choose any targets outside LOS, provided the weapon is not Template/Blast. Apply a -2 hit modifier. ZONE MORTALIS GANG TACTICS GT-134-2020-ZM	EMERGENCY REPULSORS ZONE MORTALIS Play when a friendly fighter falls or jumps down from a ledge (before working out the effects of the fall or jump). Place a 5" Blast anywhere on the battlefield (remains for the rest of the round). Fighters falling or jumping down onto this marker take no damage and are not Pinned. ZONE MORTALIS GANG TACTICS GT-135-2020-ZM

TACTICS

AMBUSH ALLEY ZONE MORTALIS Play when an enemy fighter performs one of the following actions: • Operate Door (Simple) • Access Terminal (Basic) • Force Door (Basic) After the action is completed, choose a friendly fighter with LOS to that enemy. Immediately perform a free Shoot (Basic) action. If still Active, the enemy can continue performing any remaining action(s). ZONE MORTALIS GANG TACTICS GT-136-2020-ZM	ANCIENT VOX BOX <i>A strange archeotech box with a hand crank on the side...</i> Play when activating a fighter. Roll 1-3 D6s, add the result together and apply the corresponding result below. The effect is measured from the activating fighter and applies to all fighters within the specified range (including the activating fighter) this round: 1-4: Grating Harmony: -2 to Cool checks within 12". 5-8 Jaunty Tune: +1"M within 12". 9-12: Clanking Cacophony: Cannot be targeted by Tactics within 18". 13+: Jack in the Box: Pass a Nerve test or become Broken within 12". GANG TACTICS GT-137-2020-WD	GAS TRAP Play at the start of the battle (after deployment). A friendly fighter gains the gas trap. Can make the following action once during the battle: Set Gas Trap (Double) Place a Gas Trap marker within 1" of the fighter. Then move up to D6". If going Out of Action before placing the trap, roll a D6: • 1: The trap is triggered (centred on the fighter's base). • 2-3: Place the trap where the fighter was. • 4+: Discarded (no effect). GANG TACTICS GT-138-2021-UH
A SWIG OF WILD SNAKE Play when activating an active friendly fighter. Spend the activation by making a Template "attack" in any direction (no damage or pinning): All fighters "hit" suffer the following conditions for the rest of the battle: • Intoxicated: -1 BS & WS. • Doused in Alcohol: Automatically catch fire the first time being hit by Blaze. GANG TACTICS GT-139-2021-WD	RAMMING SPEED! VEHICLE Play when a friendly vehicle collide head-on with an enemy vehicle. Improve Strength, AP and Damage by 1 against the enemy vehicle. GANG TACTICS GT-140-2022-VD	ONE WITH THE ROAD VEHICLE Play before a friendly vehicle make a Handling test for Losing Control. The Handling test for Losing Control automatically passes. GANG TACTICS GT-141-2022-VD
GUNK SPILL VEHICLE Play when an enemy vehicle moves within 2" of a friendly vehicle's rear arc. The enemy vehicle must pass a Handling test (-2 modifier) or immediately Lose Control. GANG TACTICS GT-142-2022-VD	IT'LL HOLD! VEHICLE Play when a friendly vehicle suffers a Wound. Suffer one less Wound. GANG TACTICS GT-143-2022-VD	LOOK OUT BELOW! VEHICLE Play when a friendly fighter jump from one vehicle to another. +1 to the Initiative test. GANG TACTICS GT-144-2022-VD

TACTICS

MAG LOCK HANDHOLDS VEHICLE Play at the start of the battle (before determining Priority). 2 friendly fighters automatically pass all Initiative tests to remain on a moving vehicle this battle. GANG TACTICS GT-145-2022-VD	NITRO CELLS OVERLOAD! VEHICLE Play when a friendly vehicle goes Out of Action (wrecked). Place a 5" Blast with the centre anywhere on the vehicle. All models touched suffer a S4 AP-1 hit. GANG TACTICS GT-146-2022-VD	BELCHING SMOKE VEHICLE Play at the start of the battle (before determining Priority). A friendly vehicle gains the following bonus this battle: All shooting attacks made by the vehicle or targeting the vehicle suffer -1 hit modifier. GANG TACTICS GT-147-2022-VD
BACK TO THE FRAY! ROLLING ROADS Play before a friendly model attempts to rejoin the battle in a Rolling Roads scenario. Automatically pass the Intelligence test to rejoin the battle. GANG TACTICS GT-148-2022-VD	ALWAYS CARRY A SPARE Play when activating a model with a weapon that is Out of Ammo. Spend one action to automatically reload one of the model's weapons (no Ammo check is required). YAQ: Scarce can be reloaded. Limited, Grenade and Single Shot cannot. GANG TACTICS GT-149-2022-VD	HIDDEN IN THE ASH Play before deployment. D3 friendly fighters gain Infiltrate. GANG TACTICS GT-150-2022-VD
SURVIVAL GEAR Play at the start of the battle (after deployment). D3 friendly fighters gain Respirator. GANG TACTICS GT-151-2022-VD	FULL NITRO VEHICLE Play when activating a vehicle. +2" Move this activation. GANG TACTICS GT-152-2022-VD	MAD MECHANICS VEHICLE Play when a friendly vehicle goes Out of Action (wrecked). Make 2 Lasting Damage rolls and choose 1 to apply. GANG TACTICS GT-153-2022-VD

TACTICS

SPRING BACK MOUNT Play when activating a pinned Mounted friendly fighter. Spend 1 action to become Active (no Initiative test required). GANG TACTICS GT-154-2022-VD	LIGHTNING STRIKE MOUNT Play before resolving Ride By attacks made by a Mounted friendly fighter. -1 to Reaction attacks. GANG TACTICS GT-155-2022-VD	THE ASH IS IN MY BLOOD ASH WASTES Play at the start of the battle (after deployment). D3 models ignore any Battlefield Surface effects. GANG TACTICS GT-156-2022-VD
BORN TO THE WASTES ASH WASTES Play when activating a model. Ignore difficult & dangerous terrain (treated as open ground). GANG TACTICS GT-157-2022-VD	IMPROVISED TRAP Play when activating a fighter. Place a frag trap within 1" of the fighter. The trap won't trigger during this activation. HIVE SECUNDUS GANG TACTICS GT-158-2024-HS	UNDERHELLS QUAKE Play at the start of the End phase (before Bottle tests). Place a 5" Blast anywhere, then scatter 2D6". Stop before the central hole reaches impassable terrain. Models hit suffer a S5 AP-1 hit. HIVE SECUNDUS GANG TACTICS GT-159-2024-HS
RELENTLESS HUNTERS Play after activating a fighter (before activating a Roaming Horror). A Roaming Horror can be activated even if not Ready. HIVE SECUNDUS GANG TACTICS GT-160-2024-HS	CRUMBLING MASONRY Play when activating a fighter. During this activation, every wall is considered to have a ductway through it. HIVE SECUNDUS GANG TACTICS GT-161-2024-HS	LIGHT 'EM UP! Play after deployment. D3 friendly fighters gain flares (grenades) for this battle. HIVE SECUNDUS GANG TACTICS GT-162-2024-HS

TACTICS

LEGENDARY HUNTER Play after deployment. A friendly fighter gain Fearsome (skill) for this battle. HIVE SECUNDUS GANG TACTICS GT-163-2024-HS	CORRUPTED AMMUNITION Play when a friendly fighter is targeted by a ranged attack. During this activation, ranged weapons suffer -1D (min 1). HIVE SECUNDUS GANG TACTICS GT-164-2024-HS	EMERGENCY DEFENCES Play after deployment. Place a Trazior sentry gun within 3" of a friendly model. HIVE SECUNDUS GANG TACTICS GT-165-2024-HS
LOST THE SCENT Play after activating a fighter (before activating a Roaming Horror). A Roaming Horror loses Ready. HIVE SECUNDUS GANG TACTICS GT-166-2024-HS	LUMEN FLARE Play at the start of any round (before determining Priority). Visibility (+6") this round. HIVE SECUNDUS GANG TACTICS GT-167-2024-HS	ADVANCED RECONNAISSANCE Play after deployment. D3 fighters can make a Move action. Note: Same as Forward Planning. HIVE SECUNDUS GANG TACTICS GT-168-2024-HS
IRRADIATED AMMUNITION Play after deployment. One weapon equipped by a friendly fighter gains Rad-phage. HOUSE RULE For this battle only. HIVE SECUNDUS GANG TACTICS GT-169-2024-HS	LOST SURVIVOR Play before deployment. Add an Ammo-Jack or Rogue Doc to the starting crew (does not take up any crew slot) for this battle (including the post-battle sequence). HIVE SECUNDUS GANG TACTICS GT-170-2024-HS	'TIL THE BITTER END Play after deployment. 3 friendly fighters still on the battlefield when the battle ends gain +D3 XP. HIVE SECUNDUS GANG TACTICS GT-171-2024-HS

TACTICS

DRAW 'EM OUT Play when activating a fighter. For this activation, the fighter can make a Basic action (Place Lure): Place a marker within 1". For the rest of the round, Roaming Horrors that moves must move directly towards this marker. HIVE SECUNDUS GANG TACTICS GT-172-2022-VD	FRESH BLOOD Play after deployment. Add a Juve to the starting crew with up to 50 credits worth of equipment for free (this does not take up a crew slot) for this battle. After the battle, pay an amount equal to the value of the fighter to permanently add the fighter to the gang. HIVE SECUNDUS GANG TACTICS GT-173-2022-VD	PRE-EMPTIVE STRIKE Play when a friendly fighter is charged (before attacks). The defending fighter can make Reaction attacks before the charging model attacks. HIVE SECUNDUS GANG TACTICS GT-174-2022-VD
DESPERATE THROW Play when activating a fighter. +6" range to grenades the fighter is equipped with this activation. HIVE SECUNDUS GANG TACTICS GT-175-2022-VD	TITLE Play when Make GANG TACTICS GT-176-202?-???	TITLE Play when Make GANG TACTICS GT-177-202?-???
TITLE Play when Make GANG TACTICS GT-178-202?-???	TITLE Play when Make GANG TACTICS GT-179-202?-???	TITLE Play when Make GANG TACTICS GT-180-202?-???

TACTICS: CAWDOR

BLESSED VISIONS

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

For the duration of the battle, the gang's fighters may use their normal BS when making Blind Fire ranged attacks or ranged attacks through ductways.

CAWDOR TACTICS
CH-001-2018-CHD

DEADMEN WALKING

Play at the start of any End phase.

Automatically pass a Bottle test during this End phase.

CAWDOR TACTICS
CH-002-2018-CHD

DIVINE MOTIVATION

Play at the start of the battle 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
CH-003-2018-CHD

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 fighters entering or an activation in the affected area must test against Blaze (suffer Blaze on a 4+), just as if being hit by a Blaze weapon.

CAWDOR TACTICS
CH-004-2018-CHD

FAITH THROUGH FEAR

Play 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. If there are no enemies in range, become Pinned.

CAWDOR TACTICS
CH-005-2018-CHD

FAITH THROUGH FIRE

Play at the start of any round.

For the duration of this round, friendly fighters that are ablaze gain the following:

- Can move and take actions as normal (still take damage as normal).
- All melee attacks gains Blaze.

CAWDOR TACTICS
CH-006-2018-CHD

FOR THE LOST!

Play at the start of any round.

For every friendly fighter Out of Action (so far), one chosen Champion or Leader can add +1 to their Strength and Attacks characteristics (max +3). This effect last until the end of the round.

CAWDOR TACTICS
CH-007-2018-CHD

LET IT BURN!

Play at the start of any round.

For the duration of this round, friendly fighters gain Blaze for all ranged weapons.

CAWDOR TACTICS
CH-008-2018-CHD

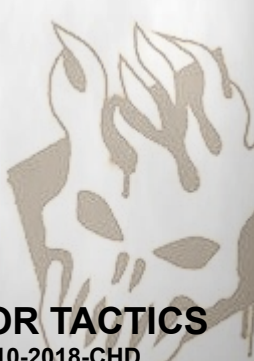
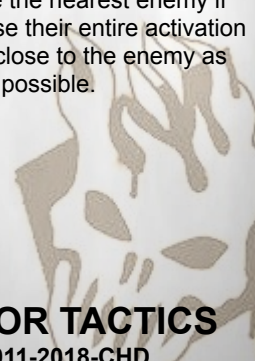
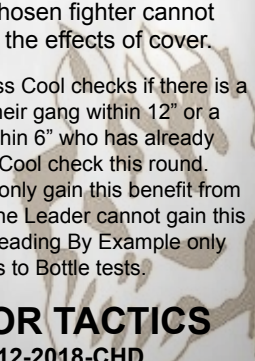
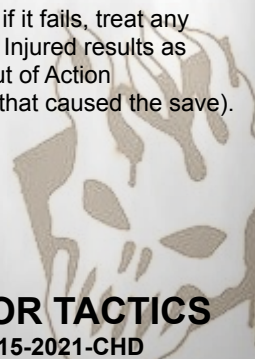
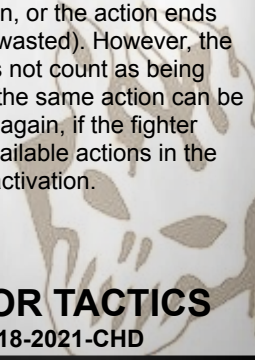
NO PRISONERS

Play at the start of any End phase.

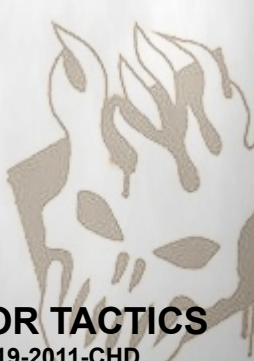
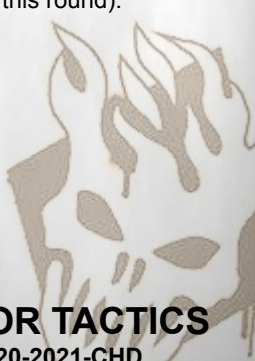
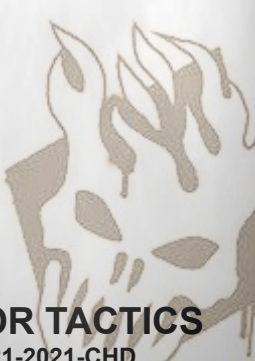
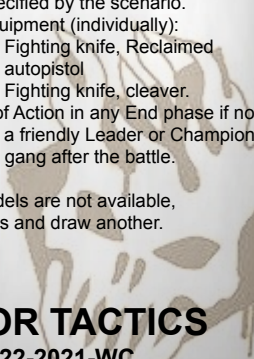
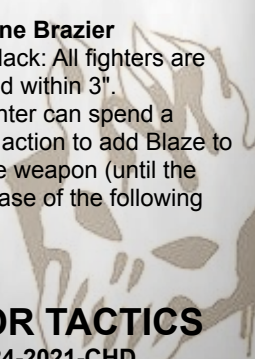
For this End phase, Seriously Injured enemies making Recovery tests must roll two Injury dice and pick the worse result.

CAWDOR TACTICS
CH-009-2018-CHD

TACTICS: CAWDOR

REDEMPTION Play when a friendly fighter is taken Out of Action. Centre a 3" Blast on the fighter, all fighters under it suffer a hit from frag grenade (S3, Knockback).  CAWDOR TACTICS CH-010-2018-CHD	RIGHTEOUS DAY Play at the start of any round. For the duration of the round, all successful wound rolls against friendly fighters must be re-rolled. However, friendly fighters not engaged in melee must charge the nearest enemy if possible, or use their entire activation to move as close to the enemy as possible.  CAWDOR TACTICS CH-011-2018-CHD	STIRRING ORATION Play at the start of any round. Choose one friendly Leader or Champion. For the duration of the round, the apply Leading by Example rules as long as a fighter can draw line of sight to the chosen fighter. For this round, the chosen fighter cannot benefit from the effects of cover. Automatically pass Cool checks if there is a Leader from their gang within 12" or a Champion within 6" who has already passed their Cool check this round. Champions can only gain this benefit from the Leader and the Leader cannot gain this benefit at all. Leading By Example only applies to Bottle tests.  CAWDOR TACTICS CH-012-2018-CHD
CALL THE FAITHFUL Play after both sides have deployed. Add D3 extra 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 CH-013-2019-WC	REFORMATION Play at the start of any round (after determining Priority). For this round, all friendly Faction fighters can perform Articles of Faith from a Path the gang does not follow. If the gang doesn't follow any Path, discard this and draw another.  CAWDOR TACTICS CH-014-2021-CHD	THE EMPEROR PROTECTS Play at the start of any round (after determining Priority). For this round, all friendly Faction fighters can use a 5+ save (Unmodifiable). However, if it fails, treat any Seriously Injured results as Out of Action (for the event that caused the save).  CAWDOR TACTICS CH-015-2021-CHD
PURITY THROUGH FIRE Play when a friendly Faction fighter performs a Shoot (Basic) or Fight (Basic) action with a Blaze weapon. For this activation, targets hit are subject to Blaze on a 2+ (instead of 4+).  CAWDOR TACTICS CH-016-2021-CHD	THE PRICE OF AVARICE Play at the start of any round (after determining Priority). For this round, enemies within 4" of a friendly Faction fighter must re-roll any successful Ammo checks (except when Reloading).  CAWDOR TACTICS CH-017-2021-CHD	DIVINE AVATAR Play before deployment. A friendly Champion or Leader gains Terrifying: Pass a Willpower check to target this fighter with a Fight (Basic) or Shoot (Basic) action, or the action ends immediately (wasted). However, the action does not count as being performed, so the same action can be attempted again, if the fighter has more available actions in the activation.  CAWDOR TACTICS CH-018-2021-CHD

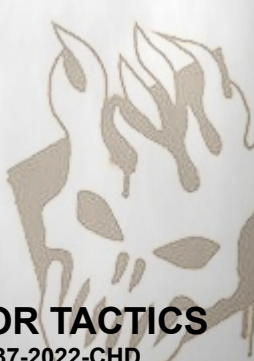
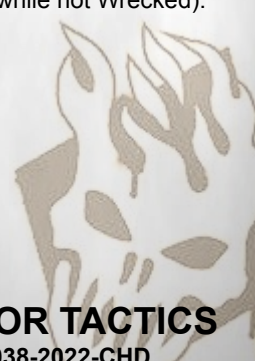
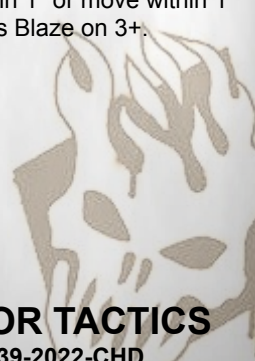
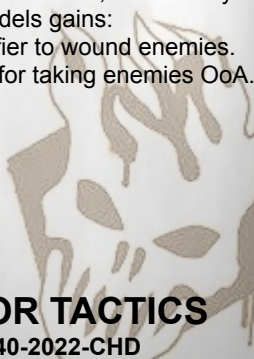
TACTICS: CAWDOR

UNYIELDING ZEAL Play at the start of any round (after determining Priority). Friendly Faction fighters gain +2 Cool modifier (for this round).  CAWDOR TACTICS CH-019-2011-CHD	FOLLOWERS OF THE PATH Play at the start of any round (after determining Priority). +1 to any Threshold test when attempting to perform an Article of Faith (for this round).  CAWDOR TACTICS CH-020-2021-CHD	FAITHFUL MASSES Play at the start of any round (after determining Priority). Generate Faith dice on 4+ instead of 5+ (for this round).  CAWDOR TACTICS CH-021-2021-CHD
APOSTATES (3 Cawdor Juvies) Play before deployment. Add 0-3 Juvies (Cawdor, not Redemptionist) for free: • Included in the crew. • Can take the number of fighters above the amount specified by the scenario. • Choose equipment (individually): ◦ Fighting knife, Reclaimed autopistol ◦ Fighting knife, cleaver. • Goes Out of Action in any End phase if not within 6" of a friendly Leader or Champion. • Leaves the gang after the battle. If these models are not available, discard this and draw another.  CAWDOR TACTICS CH-022-2021-WC	DIVINE GUIDANCE Play when activating a friendly Faction fighter. For this activation, the fighter can re-roll any rolls with a result of 1 (before modifiers).  CAWDOR TACTICS CH-023-2021-CHD	LIGHT OF THE EMPEROR Play when activating a fighter. Spend the activation to place a Divine Brazier within 1" of the fighter (not overlapping any obstacle or fighter base). Divine Brazier • Pitch Black: All fighters are revealed within 3". • Any fighter can spend a Simple action to add Blaze to a Melee weapon (until the End phase of the following round).  CAWDOR TACTICS CH-024-2021-CHD
KEEPER OF SACRED VERMIN Play when a friendly Faction fighter deploys a bomb delivery rat. Automatically pass the Intelligence check and choose the direction that the rat moves.  CAWDOR TACTICS CH-025-2021-CHD	PREACHER AMONGST US Play before deployment. A friendly Faction fighter (not Leader or Champion) gains Group Activation (1) for this battle.  CAWDOR TACTICS CH-026-2021-CHD	SHIELDED BY FAITH Play when a friendly Faction fighter is hit by a Blast weapon. On a 2+ the hit is ignored completely for the chosen fighter. If failed, this tactics is not discarded.  CAWDOR TACTICS CH-027-2021-CHD

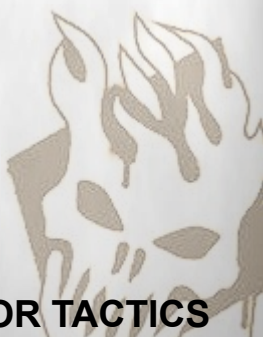
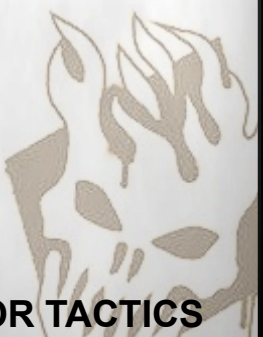
TACTICS: CAWDOR

RISE ANEW Play when activating a Seriously Injured friendly fighter. Spend the activation to: • Become Active (recover from being Seriously Injured). • Regain a single Wound. CAWDOR TACTICS CH-028-2021-CHD	PURIFICATION THROUGH BLOOD Play at the start of any round (after determining Priority). Choose a friendly Leader or Champion. Friendly fighters that are within 6" and have LOS to this fighter gains the following (for this round): • +1 WS. • +1 A. CAWDOR TACTICS CH-029-2021-CHD	FIRE & ZEAL Play when activating a fighter. Apply the following: 1. Resolve an Incendiary charge centred on this fighter (no scatter), this counts as a free Shoot (Basic) action (even if the fighter is not equipped with Incendiary charge): S3, Am 5+, Blast (5"), Blaze. 2. Become Insane (until the fighter's next activation). CAWDOR TACTICS CH-030-2021-CHD
FAITHFUL & RESOLVED Play when activating a fighter. Immediately perform an Universal Article of Faith (the Threshold test is automatically passed without rolling any dice). What is "Universal Article of Faith"? CAWDOR TACTICS CH-031-2021-WC	UNWASHED HORDE ZONE MORTALIS Play at the start of the first round (before determining Priority). Immediately deploy D3 Juves equipped with reclaimed autopistol and knife for free. They leave the gang after the battle. Deployment: • Within 1" of a Vent. • Outside 1" of any other fighter. If these models are not available, discard this and draw another. ZONE MORTALIS CAWDOR TACTICS CH-032-2020-ZM	REARM! VEHICLE Play after making a Lance-bomb attack. Lance-bomb can be used again. CAWDOR TACTICS CH-033-2023-CHD
PYROCLASTIC RAIN VEHICLE Play activating a friendly vehicle. Weapons with Blaze & Template can place the template within 6" instead of in contact with the weapon so that the narrow end of the template is closer to the attacking vehicle than the wide end. CAWDOR TACTICS CH-034-2023-CHD	SELF DESTRUCT VEHICLE Play when during a friendly vehicle's activation. All models within 5" suffer a S6, AP-1, Blaze hit. The vehicle is then Wrecked and suffers +1 to the Lasting Damage roll. CAWDOR TACTICS CH-035-2022-CHD	BLESSED DODGE VEHICLE Play when a friendly fighter fails an Initiative test to avoid being run over by a vehicle. The test is considered passed. CAWDOR TACTICS CH-036-2022-CHD

TACTICS: CAWDOR

JOUST VEHICLE Play when a friendly Mount wrecks an enemy vehicle. +D3 XP.  CAWDOR TACTICS CH-037-2022-CHD	BEACON OF FAITH VEHICLE Play after deployment. Select a friendly vehicle to grant +1 modifier to all friendly Cool tests within 9" (while not Wrecked).  CAWDOR TACTICS CH-038-2022-CHD	CLEANSED BY FIRE VEHICLE Play when activating a vehicle. The vehicle suffers Blaze. Until the flames go out, all models that start the activation within 1" or move within 1" suffers Blaze on 3+.  CAWDOR TACTICS CH-039-2022-CHD
MARTYRDOM VEHICLE Play when a friendly fighter is taken Out of Action. The fighter dies (no Lasting Injury roll). For the rest of the battle, all friendly models gains: +1 modifier to wound enemies. +D3 XP for taking enemies OoA.  CAWDOR TACTICS CH-040-2022-CHD	ARMOURED BY FAITH VEHICLE Play after Deployment. D3 friendly vehicles gains +1 Toughness (Front).  CAWDOR TACTICS CH-041-2022-CHD	FURY OF RIGHTEOUS CONVICTIONS VEHICLE Play when activating a Mount. Gain the following (this activation): +2 S. - Reckless (to all weapons).  CAWDOR TACTICS CH-042-2022-CHD
FATEFUL SWERVE VEHICLE Play when a friendly vehicle suffers a Penetrating or Catastrophic hit. Suffer a Glancing hit instead.  CAWDOR TACTICS CH-043-2022-CHD	DOUSED IN PROMETHIUM VEHICLE Play when activating a Mount. A Melee weapon gains Blaze (this activation).  CAWDOR TACTICS CH-044-2022-CHD	WEAK SPOT VEHICLE Play before inflicting damage to an enemy vehicle. Roll an additional Damage dice.  CAWDOR TACTICS CH-045-2022-CHD

TACTICS: CAWDOR

SCRAP DEALERS VEHICLE Play after the battle during repairs. Reduce the cost of repairs by D6x10 (minimum 5).  CAWDOR TACTICS CH-046-2022-CHD	PRAYER WAGON VEHICLE Play after deployment. Select a friendly vehicle to roll 3 dice to generate Faith dice (this battle).  CAWDOR TACTICS CH-047-2022-CHD	JUDGEMENT DUE VEHICLE Play after deployment. Select an enemy vehicle. If it is Wrecked, the friendly Leader gains +D3 XP.  CAWDOR TACTICS CH-048-2022-CHD
INCENDIARY RAM VEHICLE Play when a friendly vehicle head-on collides during its activation. Before resolving the collision, apply the following on the vehicle's front hull: S3, AP-1, Blast (5"), Blaze.  CAWDOR TACTICS CH-049-2022-CHD	WHERE THERE'S SCRAP THERE'S CREDITS VEHICLE Play after the battle. Gain D3x5 credits per enemy vehicle Wrecked and Mount Out of Action.  CAWDOR TACTICS CH-050-2022-CHD	TITLE Play when A  CAWDOR TACTICS CH-051-2022-???
TITLE Play when A  CAWDOR TACTICS CH-052-2022-???	TITLE Play when A  CAWDOR TACTICS CH-053-2022-???	TITLE Play when A  CAWDOR TACTICS CH-054-2022-???

TACTICS: DELAQUE

DIRT ON YOU Play at the start of the battle, after both gangs have deployed. <i>Your gang has some information that is making the Leader of the enemy gang particularly twitchy.</i> For the duration of this battle, the enemy Leader suffers a -1 modifier to Cool checks. If no enemy Leaders are available this battle, discard this and draw another. DELAQUE TACTICS DH-001-2018-DHD	VANISH Play during any End phase, immediately after failing a Bottle test. Remove all friendly fighters from the battlefield (including Engaged). The battle then ends. DELAQUE TACTICS DH-002-2018-DHD	PERFECT DISGUISES Play during the pre-battle sequence, when choosing crews. If the scenario uses Random Selection (X), you may add D3 to the number shown in brackets. DELAQUE TACTICS DH-003-2018-DHD
OVER HERE... Play when an enemy fighter makes a Move (Simple) 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. Note: Should probably not be used to move off ledges or into dangerous terrain. DELAQUE TACTICS DH-004-2018-DHD	GHOSTLY Play when activating a fighter. All ranged attacks targeting this fighter suffer an additional -1 modifier to the hit roll. In each End phase, roll a 2+ or this effect is discarded. DELAQUE TACTICS DH-005-2018-DHD	LABYRINTH Play at the start of the battle, after both gangs have deployed. Move D6 obstacles up to 3" in any direction. Alternatively, add or remove D3 obstacles. DELAQUE TACTICS DH-006-2018-DHD
DARKNESS DESCENDS Play at the start of any round other than the first (after determining 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 DH-007-2018-DHD	FRIEND OR FOE Play at the start of any round (after determining Priority). Choose 1 friendly fighter. For the duration of the round, this fighter cannot be targeted by any enemy 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 DH-008-2018-DHD	FACELESS Play at the start of any round (after determining Priority). Choose 2 friendly fighters (not Leaders, Champions, Brutes, Hired Guns and Seriously Injured fighters). These 2 fighters swap positions, even if they are Engaged in melee. DELAQUE TACTICS DH-009-2018-DHD

TACTICS: DELAQUE

EYES IN THE DARK

Play at the start of any round (after determining Priority).

For the duration of the round, all friendly fighters are treated as having photo goggles. If already equipped with photo goggles, 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
DH-010-2018-DHD

DANCING SHADOWS

Play when an enemy fighter makes a ranged attack.

The attacking enemy fighter must pass an Intelligence check, or the attack automatically misses and the activation ends.

DELAQUE TACTICS
DH-011-2018-DHD

ASSASSINS

Play instead of activating a model.

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
DH-012-2018-DHD

MASS INFILTRATION

Play during deployment.

Choose D3 fighters in your crew. For the duration of this battle, these fighters gain the Infiltrate skill.

DELAQUE TACTICS
DH-013-2019-WC

SHAPE SHIFTING

Play when a friendly Faction fighter is Seriously Injured.

Replace the fighter with another fighter (that was not part of the starting crew and not currently on the battlefield).

The Seriously Injured fighter suffers Convalescence (31-36), but is otherwise unharmed.

DELAQUE TACTICS
DH-014-2021-DHD N24

DISQUIETING SUSURRATION

Play when a friendly Faction fighter fails a Willpower check to perform a Wyrd Power action.

Re-roll the failed Willpower check.

DELAQUE TACTICS
DH-015-2021-DHD

SHIFTING SHADOWS

Play when activating a friendly Faction fighter.

Place the fighter anywhere within 4" (does not count as movement).

DELAQUE TACTICS
DH-016-2021-DHD

MADDENING VOICES

Play when an enemy activates.

Pass a Willpower check with a -1 modifier for each friendly Faction fighter within 3" of the enemy fighter, or suffer Insanity.

DELAQUE TACTICS
DH-017-2021-DHD

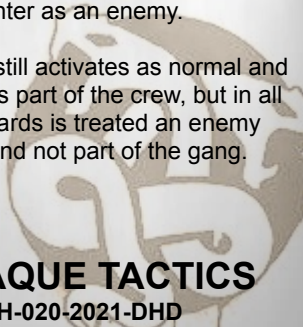
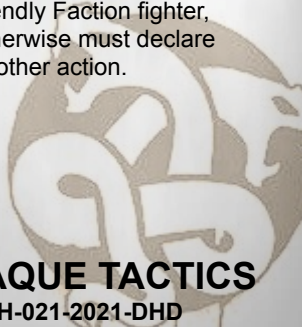
FACES IN THE GLOOM

Play when an enemy makes a Shoot (Basic) action.

Suffer a -D3 hit modifier.

DELAQUE TACTICS
DH-018-2021-DHD

TACTICS: DELAQUE

WHISPERED THREATS Play when an enemy gang makes the first Bottle test of the battle. Roll 2D6 for the Bottle test (instead of D6).  DELAQUE TACTICS DH-019-2021-DHD	DISTRUST Play at the start of the battle (after deployment). For this battle, apply the following to an enemy Ganger or Juve: - The fighter treats all other fighters as enemies. - All other fighters treat the fighter as an enemy. The fighter still activates as normal and is treated as part of the crew, but in all other regards is treated an enemy fighter and not part of the gang.  DELAQUE TACTICS DH-020-2021-DHD	A DEBT TO PAY Play at the start of the battle (after deployment). For this battle, apply the following to an enemy Ganger or Juve: Must pass a Willpower check before making a Charge (Double) action targeting a friendly Faction fighter, otherwise must declare another action.  DELAQUE TACTICS DH-021-2021-DHD
BLINDING REVELATIONS Play when a friendly Faction fighter is taken out of Action by a close combat attack or Coup de Grace action. Centre a 5" Blast with Flash on the fighter (before being removed). Flash: Pass an Initiative check or suffer the Blind condition (lose the next activation, reaction attacks only hit on a 6 before modifiers).  DELAQUE TACTICS DH-022-2021-DHD	CLOYING DARKNESS Play when an enemy makes a Fight (Basic) action. Suffer a -D3 hit modifier.  DELAQUE TACTICS DH-023-2021-DHD	DECEIT Play at the start of any round (after determining Priority). Reverse the results of the Priority roll.  DELAQUE TACTICS DH-024-2021-DHD
SNAKES IN THE DARK An enemy gang deploys last. Play at the start of the battle (before deployment). Redeploy any friendly fighters (following the same deployment rules) after the enemy deployment.  DELAQUE TACTICS DH-025-2021-DHD	WHISPERER Play at the start of the battle (after deployment). For this battle, a friendly Faction fighter (in the starting crew) gains the following: - Unsanctioned Psyker. 1 Psychoteric Wyrd Power.  DELAQUE TACTICS DH-026-2021-DHD	SHOOTING AT SHADOWS Play when a friendly Faction fighter is hit by an enemy ranged attack. Roll a 2+ to ignore the hit. If failed, this card is not discarded.  DELAQUE TACTICS DH-027-2021-DHD

TACTICS: DELAQUE

SIGHTBLIND TRAPS

Play instead of activating a model.

Place a Sightblind trap anywhere within 2" of a friendly fighter. When an enemy moves within 2", it is triggered on a 4+:

- Blast (5"), Flash, Single Shot

Afterwards, the trap is removed (regardless of whether it was exploded or not).

Flash: Pass an Initiative check or suffer the Blind condition (lose the next activation, reaction attacks only hit on a 6 before modifiers).

DELAQUE TACTICS

DH-028-2021-DHD

SHADOWFAST

Play when a friendly Faction fighter takes an enemy fighter Out of Action with an attack during a Charge.

If still Engaged, make a free Fight (Basic) action. Otherwise (if Active), make a free Move (Simple) action instead.

DELAQUE TACTICS

DH-029-2021-DHD

WEB TRAPS

Play instead of activating a model.

Place a Web trap anywhere within 2" of a friendly fighter. When an enemy moves within 2", pass an Initiative check or it is triggered on a 4+:

- Blast (5"), S5, AP-2, Web, Single Shot

Afterwards, if the Initiative check failed, the trap is removed (regardless of whether it exploded or not).

DELAQUE TACTICS

DH-030-2021-DHD

CONFUSION

Play at the start of the battle (after deployment).

Choose a Melee weapon carried by an enemy fighter (on the battlefield). When attacking with that weapon, pass an Initiative or gain WS 6+.

This only applies for the chosen weapon and only during the fighter's activation. Make the test once per activation (before using the weapon).

DELAQUE TACTICS

DH-031-2021-DHD

LONG SHADOWS

Play at the start of any round (after determining Priority).

For this round, enemy fighters using a ranged attack to target any friendly fighters in both Long range and cover must pass an Intelligence test to do so.

ZONE MORTALIS DELAQUE TACTICS

DH-032-2020-ZM

ADVANCED RECON

VEHICLE

Play at the start of the battle (before deployment).

A friendly vehicle that is deployed normally can instead be deployed anywhere, at least 6" from enemies and out of LoS from all enemies.

DELAQUE TACTICS

DH-033-2024-DHD

FADE AWAY

VEHICLE

Play when activating a friendly mounted fighter.

Gain Hidden after the activation (until the fighter's next activation).

DELAQUE TACTICS

DH-034-2024-DHD

SABOTAGE!

VEHICLE

Play when an enemy vehicle is wrecked.

All models within D6" of the vehicle suffer a S5, Ap-1 hit. The vehicle is then removed from the battlefield.

DELAQUE TACTICS

DH-035-2024-DHD

ROAD WAR

VEHICLE

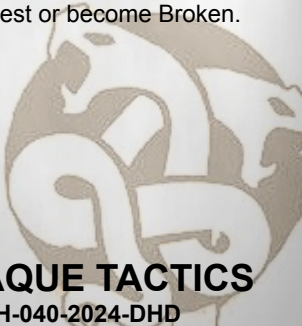
Play when activating a friendly vehicle.

If performing a Full Throttle (Double) action, can also perform a free Fire All (Basic) action with a -1 hit modifier.

DELAQUE TACTICS

DH-036-2024-DHD

TACTICS: DELAQUE

EXPLOIT WEAKNESS VEHICLE Play at the start any round (before determining Priority). Select an enemy vehicle. All attacks against that vehicle this round gains a -1 AP bonus.  DELAQUE TACTICS DH-037-2024-DHD	DISTORTION FIELD VEHICLE Play at the start of the battle (after deployment). D3 friendly mounted fighters gains the following this battle: Treated as in full Cover after making 2 Move (Simple) actions during an activation (until the start of the fighter's next activation).  DELAQUE TACTICS DH-038-2024-DHD	INTELLIGENCE GATHERING VEHICLE Play at the start of the battle (after deployment). +1 XP to friendly models for Wrecking an enemy vehicle.  DELAQUE TACTICS DH-039-2024-DHD
PSYCHOTERIC VOX BLAST VEHICLE Play when activating a friendly vehicle. The vehicle can spend a Double action (Psychoteric Scream): All enemies within 3" must pass a Cool test or become Broken.  DELAQUE TACTICS DH-040-2024-DHD	FLARE RAM VEHICLE Play when a friendly vehicle is involved in a collision (after resolving damage). All models (friend & foe) within 6" are hit by Flash.  DELAQUE TACTICS DH-041-2024-DHD	HALLUCINOGENIC FUMES VEHICLE Play when activating a friendly Mobile vehicle. After the activation, all fighters (friend & foe) that were within 1" during the activation must pass a Willpower test or suffer Insanity.  DELAQUE TACTICS DH-042-2024-DHD
STRIKE & FADE VEHICLE Play when activating a friendly mounted fighter. For this activation, enemies cannot make Reaction attacks against this fighter during Ride By attacks.  DELAQUE TACTICS DH-043-2024-DHD	SHADOW SLIDE VEHICLE Play when activating a friendly vehicle. The vehicle can be placed anywhere within 6" of its current position (facing any direction). Then activate as normal.  DELAQUE TACTICS DH-044-2024-DHD	NIGHT RUNNER VEHICLE Play at the start of the battle (after deployment). A friendly vehicle gains the following this battle: All its weapons gain Silent.  DELAQUE TACTICS DH-045-2024-DHD

TACTICS: DELAQUE

SLASH THE TYRES! VEHICLE Play at the start any round (before determining Priority). An enemy vehicle suffers the following this round: Close combat attacks against the vehicle gains +1D. DELAQUE TACTICS DH-046-2024-DHD	REINFORCED WEBS VEHICLE Play at the start of the battle (after deployment). D3 weapons with Web gains the following this battle: Vehicles hit must pass a Handling Test or suffer -3" M until the start of its next activation. HOUSE RULE The -3" M effect lasts until after the vehicle's next activation. DELAQUE TACTICS DH-047-2024-DHD	SMOKE & SHADOWS VEHICLE Play at the start of the battle (after deployment). D3 friendly vehicles can redeploy (following the same restrictions as the original deployment). DELAQUE TACTICS DH-048-2024-DHD
OFF-ROAD RUN VEHICLE Play at the start of the battle (after deployment). For the first round of the battle, friendly mounted fighters ignore movement penalties from difficult terrain. DELAQUE TACTICS DH-049-2024-DHD	SECRET ROADWAYS VEHICLE Play at the start of the battle (after deployment). Rolling Roads: Friendly models can re-roll the Intelligence test to rejoin. DELAQUE TACTICS DH-050-2024-DHD	TITLE Play when A DELAQUE TACTICS DH-051-202?-???
TITLE Play when A DELAQUE TACTICS DH-052-202?-???	TITLE Play when A DELAQUE TACTICS DH-053-202?-???	TITLE Play when A DELAQUE TACTICS DH-054-202?-???

TACTICS: ESCHER

COUNTER-CHARGE

Play when an enemy fighter makes a Charge action (after movement).

A friendly Readied fighter can make a normal move (adding D3", as if charging) towards the enemy fighter.

The friendly fighter cannot make any attacks, but can make Reaction attacks and grant assists/interference as normal.

ESCHER TACTICS

EH-001-2017-NU

STEALTHY ADVANCE

Play at the start of the battle (after all deployment).

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

YAQ: Play before deploying Infiltrators (Infiltrating fighters cannot gain this bonus).

ESCHER TACTICS

EH-002-2017-NU

SCRAG

Play after a friendly fighter takes an enemy out of action in close combat.

Enemy fighters must make a Nerve test if within 9" (instead of 3"), but must have LOS to the fighter taken out of action. Apply a -2 modifier to the Nerve test for fighters within 3".

YAQ: Can be used with Coup de Grace, but only if performed as a free action granted by a close combat attack that left the target Seriously Injured.

ESCHER TACTICS

EH-003-2017-NU

GAS TRAP

Play at the start of the battle (after deployment).

A friendly fighter gains the gas trap. Can make the following action once during the battle:

Set Gas Trap (Double)

Place a Gas Trap marker within 1" of the fighter. Then move up to D6".

If going Out of Action before placing the trap, roll a D6:

- 1: The trap is triggered (centred on the fighter's base).
- 2-3: Place the trap where the fighter was.
- 4+: Discarded (no effect).

ESCHER TACTICS

EH-004-2017-NU

N21

TUNNEL RUNNERS

Zone Mortalis

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.

ESCHER TACTICS

EH-005-2017-EHD

SIDE BY SIDE

Play instead of activating a model.

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

EH-006-2017-EHD

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

EH-007-2017-EHD

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

EH-008-2017-EHD

PUT THEM DOWN!

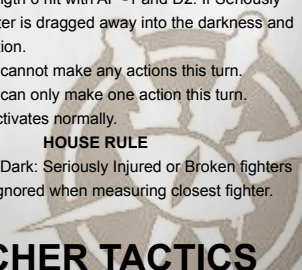
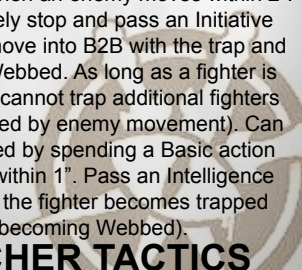
Play at the end of any Action phase.

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

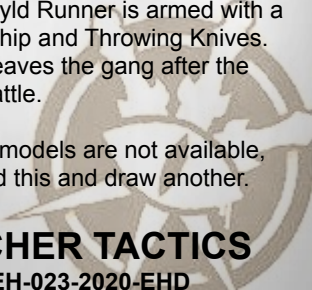
ESCHER TACTICS

EH-009-2017-EHD

TACTICS: ESCHER

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 EH-010-2017-EHD	THREE-POINT LANDING Sector Mechanicus 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.  ESCHER TACTICS EH-011-2017-EHD	ULTRA-VIOLENCE Play instead of activating a model. 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 EH-012-2017-EHD
SWIFT REDEPLOYMENT Play instead of activating a model. All of your fighters can immediately move D3", even if they have already activated.  ESCHER TACTICS EH-013-2019-WC	MISTRESS OF DEATH Play when a friendly Death-maiden takes an enemy Out of Action. The Death-maiden's activation immediately ends, but remain Standing and Active, and can be activated again this round.  ESCHER TACTICS EH-014-2020-EHD	DANCE OF DEATH Play at the start of the Action phase. All friendly Faction fighters gain Acrobatic for this round.  ESCHER TACTICS EH-015-2020-EHD
CHEMICAL REIGN Play when activating a fighter. The fighter can apply a single Chem-alchemy effect to a Gas/Toxin weapon.  ESCHER TACTICS EH-016-2020-EHD	PREDATORY PHYRR Play at the start of the Action phase. Enemy fighters become subject to the Horrors in the Dark special rule this round. HORRORS IN THE DARK When a fighter is activated and not within 8" of any other fighters (friend or foe), roll a D6: 1: Suffer a Strength 6 hit with AP -1 and D2. If Seriously Injured, the fighter is dragged away into the darkness and taken Out of Action. 2-3: The fighter cannot make any actions this turn. 4-5: The fighter can only make one action this turn. 6: The fighter activates normally. HOUSE RULE Horrors in the Dark: Seriously Injured or Broken fighters should be ignored when measuring closest fighter.  ESCHER TACTICS EH-017-2020-EHD	BLADE TRAPS Play instead of activating a model. Place a Blade Cage trap anywhere within 2" of a friendly fighter. When triggered, roll a 4+ to apply the effect (otherwise it is a false trap and removed). Triggered when an enemy moves within 2". Immediately stop and pass an Initiative check, or move into B2B with the trap and become Webbed. As long as a fighter is trapped, it cannot trap additional fighters (not triggered by enemy movement). Can be removed by spending a Basic action (Disarm) within 1". Pass an Intelligence check, or the fighter becomes trapped (becoming Webbed).  ESCHER TACTICS EH-018-2020-EHD

TACTICS: ESCHER

DEATH AND THE MAIDEN Play when a friendly fighter is killed (Lasting Injury: Memorable Death). Roll 2D6. If the result is equal to or lower than the Toughness, add a new Death-maiden to the gang (no advancements or equipment).  ESCHER TACTICS EH-019-2020-EHD	HIT & RUN Play at the start of the End phase. 3 friendly fighters can make a free a free action (one of the following): • Move (Simple) • Retreat (Basic)  ESCHER TACTICS EH-020-2020-EHD	FREE FALL Play at the start of the battle (after deployment, before the first round). Friendly fighters (in the crew) gain Catfall for this battle.  ESCHER TACTICS EH-021-2020-EHD
RUNNING BATTLE Play when activating a fighter. The fighter can make a Run & Gun (Double) action as if having the Hip Shooting skill. If part of a Group Activation, this applies to all fighters involved.  ESCHER TACTICS EH-022-2020-EHD	WYLD HUNT (1 Juve Specialist & 2 Phelynx) Play before deployment. Add a Specialist Juve and 2 Phelynx for free: • Included in the crew. • Can take the number of fighters above the amount specified by the scenario. • Wyld Runner is armed with a Whip and Throwing Knives. • Leaves the gang after the battle. If these models are not available, discard this and draw another.  ESCHER TACTICS EH-023-2020-EHD	SISTERHOOD OF VIOLENCE Play when an enemy is taken Out of Action by an attack made by a friendly fighter. After completing the current fighter's activation, immediately activate a friendly fighter within 12" of the fighter who just activated.  ESCHER TACTICS EH-024-2020-EHD
GIFTS OF THE MATRON Play when activating a fighter. Apply a single Chem-alchemy Stimm effect to the fighter.  ESCHER TACTICS EH-025-2020-EHD	SHIVVER PROPHECY Play at the start of the End phase. Roll 2D6. If the result is equal to or lower than the current round, play one more full round. The battle ends and victory conditions and rewards are worked out as normal.  ESCHER TACTICS EH-026-2020-EHD	SEARCH & SCRAG Play when an enemy fails a Nerve test. After the enemy fighter has completed the Run for Cover (Double) action, any friendly fighters within 12" can make a Move (Simple) action. This move must end closer to the Broken fighter.  ESCHER TACTICS EH-027-2020-EHD

TACTICS: ESCHER

KILL COUNT ESCHER LEADER Play at the start of the Action phase. - Choose a number X between 1 and 6. - A friendly Escher Leader must be part of the crew. If X enemy fighters are Seriously Injured or taken Out of Action as a result of attacks by friendly fighters this round (fighters fleeing the battle as a result of failing a Bottle test do not count), the Leader gains X XP. If the crew does not include a Leader, discard this gang tactic and draw another. ESCHER TACTICS EH-028-2020-EHD	UNEXPECTED HELP Play at the start of the End phase. A fighter who was not included as part of the crew immediately arrives as Reinforcements. ESCHER TACTICS EH-029-2020-EHD	RAIN OF BLADES Play when activating a fighter. The fighter can immediately make free a Charge (Double) action (does not count as spending any actions). ESCHER TACTICS EH-030-2020-EHD
QUEEN OF THE HIVE ESCHER LEADER Play at the start of the Action phase. For this round, enemy fighters must pass a Willpower check to target a friendly Escher Leader with a Shoot or Fight (Basic) action. If failed, a different target can be chosen (ignoring the Leader for the purposes of Target Priority). If the crew does not include a Leader, discard this and draw another. ESCHER TACTICS EH-031-2020-EHD	WALL WALKING Play at the start of any Action phase. Until the End phase of this round, all friendly fighters in the gang gain Clamber (when climbing vertical distances, the move is not halved). ZONE MORTALIS ESCHER TACTICS EH-032-2020-ZM	CHEM EXHAUSTS VEHICLE Play when activating a Mobile vehicle. Fighters within 1" at any point during this activation suffer an automatic hit with Toxin & Gas (resolved after the activation). How does Toxin and Gas work when combined? ESCHER TACTICS EH-033-2022-EHD
RECKLESS DRIVING VEHICLE Play when activating a vehicle. Make an extra pivot (up to 90°) before, during or after each Move (Simple) actions this activation. ESCHER TACTICS EH-034-2022-EHD	WHITE LINE FURY VEHICLE Play when activating a vehicle. Move & Shoot is a Simple action (instead of Basic) this activation. ESCHER TACTICS EH-035-2022-EHD	JUMPING THE GUN VEHICLE Play after deployment. D3 Mounted friendly fighters can make a Move (Simple) action. ESCHER TACTICS EH-036-2022-EHD

TACTICS: ESCHER

CHEMICAL FUEL WIZARDRY

VEHICLE

Play after deployment.

A friendly vehicle gains the following this battle:

- +2" Move.
- After each activation, roll a 2+ or suffer 1 Wound.

ESCHER TACTICS

EH-037-2020-EHD

STEEL BLUR

VEHICLE

Play when activating a Mounted friendly fighter.

Reaction attacks cannot be made against this fighter's Ride By attacks this activation.

ESCHER TACTICS

EH-038-2020-EHD

WHEELS DOWN

VEHICLE

Play when a Mounted friendly fighter falls (before resolving any hits).

Ignore the fall (no damage and not Pinned).

ESCHER TACTICS

EH-039-2020-EHD

JINK!

VEHICLE

Play when a Mounted friendly fighter is hit by a ranged attack (before rolling to avoid being Pinned).

Pass an Initiative check to completely ignore being hit by the attack.

ESCHER TACTICS

EH-040-2020-EHD

FULL THROTTLE!

VEHICLE

Play instead of activating a model.

A friendly vehicle (not Ready) can make a Move (Simple) action, then pass a Handling test or Lose Control.

ESCHER TACTICS

EH-041-2020-EHD

BIKER BOUNTY

VEHICLE

Play after the battle.

Gain D3x5 credits per enemy Mounted fighter taken Out of Action.

ESCHER TACTICS

EH-042-2020-EHD

THE LAST RIDE

VEHICLE

Play when a Mounted friendly fighter is taken Out of Action.

The fighter becomes Standing and can make an action before being removed.

If taken Out of Action during this bonus action, ignore additional Lasting Injury rolls, but any XP are rewarded as normal.

ESCHER TACTICS

EH-043-2020-EHD

CORROSIVE GAS

VEHICLE

Play after deployment.

For this battle, D3 Gas weapons gain +1 modifier to damage vehicles.

ESCHER TACTICS

EH-044-2020-EHD

ROARING CHARGE

VEHICLE

Play when activating a Mounted friendly fighter.

For this activation, gain +D6" Move during a Charge (Double) action.

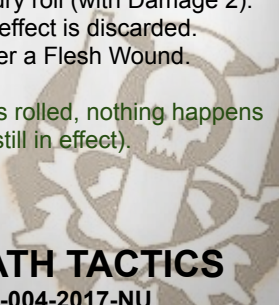
ESCHER TACTICS

EH-045-2020-EHD

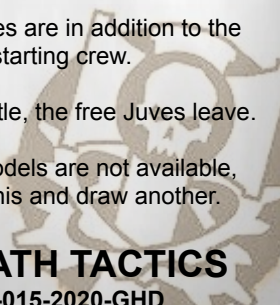
TACTICS: ESCHER

RACE AWAY VEHICLE Play after a Mounted friendly makes a Fight (Basic) action (before any Reaction attacks). Immediately make another free Fight (Basic) action. Reaction attacks can only be made if this fighter is still Engaged with the enemy. ESCHER TACTICS EH-046-2020-EHD	IT'S GONNA BLOW!!! VEHICLE Play after a friendly vehicle is Wrecked (before rolling for Lasting Damage). All models within D6" suffer a S6, AP-1 hit. This vehicle suffers a +1 modifier to the Lasting Damage roll. ESCHER TACTICS EH-047-2020-EHD	ASH WASTE HITCHHIKER VEHICLE Play when a friendly fighter fails an Initiative test to jump on/off a vehicle. Re-roll the Initiative test. ESCHER TACTICS EH-048-2020-EHD
DEATH OR GLORY VEHICLE Play when a Standing friendly fighter is moved by a vehicle impact (before the Initiative test to dodge). Immediately make a single close combat attack against the vehicle. Then the Initiative test to dodge automatically fails unless the vehicle is Wrecked from this attack. ESCHER TACTICS EH-049-2020-EHD	WRECKIN' CREW VEHICLE Play when after the battle. Gain +1 Reputation if at least 1 enemy vehicle was Wrecked. ESCHER TACTICS EH-050-2020-EHD	TITLE Play when A ESCHER TACTICS EH-051-202?-???
TITLE Play when A ESCHER TACTICS EH-052-202?-???	TITLE Play when A ESCHER TACTICS EH-053-202?-???	TITLE Play when A ESCHER TACTICS EH-054-202?-???

TACTICS: GOLIATH

INHUMAN RESILIENCE Play instead of activating a model. Each of our 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 GH-001-2017-NU	UNSTOPPABLE BEHEMOTH Play after a friendly fighter is attacked, before the Injury roll (if any) is made. The attack has no further effect - no Injury roll is made. In addition, immediately stand up (if Pinned).  GOLIATH TACTICS GH-002-2017-NU	BRUTAL CHARGE Play when a friendly fighter 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 GH-003-2017-NU
STIMM SURGE Play when activating a fighter. The fighter gains +1 Move, Strength & Toughness. In each End phase, roll a D6. 1: This effect is discarded. Suffer an Injury roll (with Damage 2). 2: This effect is discarded. 3: Suffer a Flesh Wound. YAQ: If a 4+ is rolled, nothing happens (still in effect).  GOLIATH TACTICS GH-004-2017-NU	ANYTHING'S A WEAPON Play during a friendly fighter's activation. Spend an action to gain the following: +1 Strength & -1 AP to unarmed attacks. YAQ: The effect lasts for the entire battle.  GOLIATH TACTICS GH-005-2017-GHD	BLADE BREAKER Play when a friendly fighter is hit by a close combat weapon (without Power), but not wounded. The close combat weapon (pick one if hit, but not wounded by more than one) is broken, and cannot be used for the rest of the battle.  GOLIATH TACTICS GH-006-2017-GHD
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 GH-007-2017-GHD	KNOCKOUT BLOW Play 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. YAQ: No effect with Toxin weapons.  GOLIATH TACTICS GH-008-2017-GHD	CERAMITE SKIN Play when a fighter is hit by an attack with Blaze. The fighter is not Pinned, and the attack causes no Damage.  GOLIATH TACTICS GH-009-2017-GHD

TACTICS: GOLIATH

SECOND WIND Play instead of activating a model. Remove a Flesh Wound from any fighter's card.  GOLIATH TACTICS GH-010-2017-GHD	STEEL CONSTITUTION Play instead of activating a model. Choose one of your fighters. Until the end of the round, this fighter cannot be affected by weapons with the Gas or Toxin traits, and their Strength and Toughness are used at their full value, regardless of any modifiers (including Flesh Wounds).  GOLIATH TACTICS GH-011-2017-GHD	NOT DONE YET Play when a fighter from your gang is taken Out of Action. The fighter is 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 after they suffer another unsaved wound, whichever comes first.  GOLIATH TACTICS GH-012-2017-GHD
STIMM OVERLOAD Play when activating a fighter. This fighter counts a Charge (Double) action as a Basic action this turn.  GOLIATH TACTICS GH-013-2019-WC	GENETICALLY GIFTED Play before deployment. For this battle, a friendly Faction fighter in the starting crew gains one additional Gene-smithing upgrade according to the fighter's origin (Vatborn, Natborn, Unborn). This is free and does not affect the cost.  GOLIATH TACTICS GH-014-2020-GHD	NAMED AND SHAMED Play before deployment. Immediately recruit 0-2 Juvies. • Cost: free. • Equipment: ◦ Maul. ◦ Stimm-slug stash or frenzon collar. These Juvies are in addition to the starting crew. After the battle, the free Juvies leave. If these models are not available, discard this and draw another.  GOLIATH TACTICS GH-015-2020-GHD
FIREBORN Play before the first round. Up to 3 Faction fighters in the starting crew are immune to both Blaze and Rad-phage for the rest of the battle.  GOLIATH TACTICS GH-016-2020-GHD	WALKING FORTRESS Play when activating a fighter. Place a Furnace Barricade within 1" of the fighter. The fighter's activation then ends.  GOLIATH TACTICS GH-017-2020-GHD	HAMMER BLOW Play at the start of any round (after determining Priority). For this round, all friendly Faction fighters gain Knockback on all Melee weapons.  GOLIATH TACTICS GH-018-2020-GHD

TACTICS: GOLIATH

SUBCONSCIOUS MNEMONICS

Play before deployment.

For this battle, a friendly Goliath Leader or Champion with 2+ skills can replace 1 skill with another of the same skill set. Choose both the new skill and which skill to replace.



GOLIATH TACTICS
GH-019-2020-GHD

STIMM RESERVE

Play when activating a fighter.

For this battle, a friendly fighter (on the battlefield) gains:

- +D3 Strength.
- -1 Toughness.

If this reduces the Toughness to 0, go Out of Action as normal.



GOLIATH TACTICS
GH-020-2020-GHD

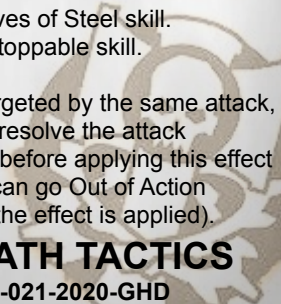
VAT TWIN

Play before the first round.

Choose 2 Faction fighters in the starting crew to be Vat Twins. For this battle, if one of these fighters is taken Out of Action, the other fighter gains the following bonuses:

- Remove any Flesh Wounds.
- Berserker skill.
- Nerves of Steel skill.
- Unstoppable skill.

If both are targeted by the same attack, fully resolve the attack against both before applying this effect (both can go Out of Action before the effect is applied).



GOLIATH TACTICS
GH-021-2020-GHD

UNLEASH THE FEAR

Unleash the Beast skill.

Play when a friendly Faction fighter performs the Flex (Simple) action (Muscle: Unleash the Beast skill).

All enemies with LOS to this fighter and within 6" must immediately pass a Cool check, or become Broken.



GOLIATH TACTICS
GH-022-2020-GHD

CRUNCH TIME

Play at the start of any round (after determining Priority).

Until the next End phase, all friendly fighters gain +1 S and Pulverise for any unarmed attacks.



GOLIATH TACTICS
GH-023-2020-GHD

TEMPERED IN BATTLE

Play when a friendly Faction fighter takes an enemy Out of Action with a close combat attack or Coup de Grace.

For the rest of the battle, apply the following for that fighter:

- Fearsome skill.
- +1 XP when taking enemies Out of Action with a close combat attack or Coup de Grace.



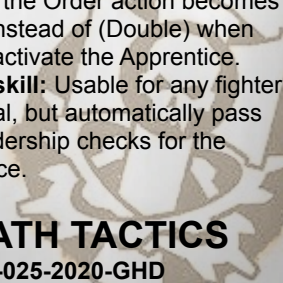
GOLIATH TACTICS
GH-024-2020-GHD

APPRENTICE

Play after deployment.

Nominate a friendly Goliath Champion and a friendly Goliath Juve or Juve (Specialist) as the Apprentice. For this battle, choose one of the following skills for the Champion:

- **Overseer skill:** Only usable to activate the Juve. If already having this skill, the Order action becomes (Basic) instead of (Double) when used to activate the Apprentice.
- **Mentor skill:** Usable for any fighter as normal, but automatically pass any Leadership checks for the Apprentice.



GOLIATH TACTICS
GH-025-2020-GHD

THE HAND THAT FEEDS YOU

Play before deployment.

Recruit a House Agent for free (automatically pass Petition). If recruited, forfeit all credits earned from scenario rewards.

If this model is not available, discard this and draw another.



GOLIATH TACTICS
GH-026-2020-GHD

BOOST UP

Play when activating a friendly Faction fighter.

The fighter can spend a Double action (Boost):

A single Active friendly fighter within 2" can immediately be moved up to 6" vertically and 1" horizontally.



GOLIATH TACTICS
GH-027-2020-GHD

TACTICS: GOLIATH

THEY'RE ONLY BULLETS! Play at the start of any round (after determining Priority). Until the next End phase, all friendly Faction fighters with LOS to and within 6" of a Goliath Leader or Champion gain the Nerves of Steel skill.  GOLIATH TACTICS GH-028-2020-GHD	ONE LAST GO Play when a friendly Faction fighter is taken Out of Action by an enemy ranged weapon. Before being removed from the battlefield, immediately make a Charge (Doble) action. After the action is resolved, the fighter goes Out of Action as normal.  GOLIATH TACTICS GH-029-2020-GHD	IMPROVISED PROJECTILES Play when activating a friendly Faction fighter. One of the fighter's Melee weapons gains the following effects: • 4" Versatile. • Cannot be used for Reaction Attacks.  GOLIATH TACTICS GH-030-2020-GHD
GET 'EM! Play at the start of any round (after determining Priority). Until the next End phase, all friendly Faction fighters activated as part of a Group activation gains +2" Movement during the activation.  GOLIATH TACTICS GH-031-2020-GHD	KNOCK! KNOCK! ZONE MORTALIS Play instead of activating a model. Remove a Door within 2" of a friendly fighter from the battlefield.  ZONE MORTALIS GOLIATH TACTICS GH-032-2020-ZM	HARDENED CHASSIS VEHICLE Play after a friendly vehicle is Wrecked (before rolling for Lasting Damage). No Lasting Damage roll is made, instead the result is automatically Persistent Rattle (1): +1 modifier to future Lasting Damage rolls.  GOLIATH TACTICS GH-033-2022-GHD
T-BONE VEHICLE Play when a friendly vehicle is involved in a vehicle collision (before resolving hits). +2 S to hits caused by this vehicle.  GOLIATH TACTICS GH-034-2022-GHD	BATTER UP VEHICLE Play when activating a Mounted friendly fighter. The fighter's close combat attacks gain Knockback (this activation).  GOLIATH TACTICS GH-035-2022-GHD	DRIVE IT OFF VEHICLE Play when a friendly vehicle is hit by a ranged attack. Pass a Toughness check (for the facing that was hit) to completely avoid being hit by the attack.  GOLIATH TACTICS GH-036-2022-GHD

TACTICS: GOLIATH

REINFORCED PLATES VEHICLE Play after deployment. For this battle, a friendly vehicle gains +1T Toughness (Front).  GOLIATH TACTICS GH-037-2022-GHD	LAST GASP VEHICLE Play after a friendly vehicle is Wrecked (before rolling for Lasting Damage). Immediately make a free Fire All (Basic) action with the vehicle.  GOLIATH TACTICS GH-038-2022-GHD	CHEAP CONSTRUCTION VEHICLE Play after the battle. Reduce the cost of one Negotiate Repairs post-battle action by 50% (rounding up to nearest 5 credits).  GOLIATH TACTICS GH-039-2022-GHD
SUPERFICIAL DAMAGE VEHICLE Play when a friendly vehicle is hit. Reduced the number of Damage rolled by 1 (minimum 1).  GOLIATH TACTICS GH-040-2022-GHD	BOWLIN' ACTION VEHICLE Play when activating a vehicle. Ram (Double) action is a Simple action (this activation).  GOLIATH TACTICS GH-041-2022-GHD	KING OF THE WASTES VEHICLE Play after the battle. Gain +1 Reputation if at least 1 friendly vehicle remained on the battlefield.  GOLIATH TACTICS GH-042-2022-GHD
LOTSAMMO! VEHICLE Play after deployment. For this battle, D3 crew operated weapons gains Plentiful (if not Scarce), otherwise lose Scarce.  GOLIATH TACTICS GH-043-2022-GHD	CAN OPENERS VEHICLE Play after deployment. For this battle, D3 Melee weapons gain +1D against vehicles.  GOLIATH TACTICS GH-044-2022-GHD	WRECK IT! VEHICLE Play after deployment. Choose an enemy vehicle to suffer the following: All friendly models can re-roll hits against the vehicle.  GOLIATH TACTICS GH-045-2022-GHD

TACTICS: GOLIATH

POWER THROUGH VEHICLE Play when a Mounted friendly fighter is Pinned. Pass a Strength test to avoid being Pinned.  GOLIATH TACTICS GH-046-2022-GHD	NOT SO FAST VEHICLE Play when an enemy vehicle moves out of engagement range of a friendly fighter. The fighter immediately make a free Reaction attack against the vehicle.  GOLIATH TACTICS GH-047-2022-GHD	'EAD AS THICK AS THEIR RIG VEHICLE Play after a friendly vehicle is Wrecked (before the crew suffers the Lasting Injury roll). The Lasting Injury roll is ignored (treated as Out Cold).  GOLIATH TACTICS GH-048-2022-GHD
ROARING TO LIFE VEHICLE Play when activating a Stationary friendly vehicle. The vehicle immediately becomes Mobile.  GOLIATH TACTICS GH-049-2022-GHD	IMMOVABLE OBJECT VEHICLE Play when a friendly vehicle is involved in a vehicle collision (before moving any models). The vehicle is not moved as a result of the collision.  GOLIATH TACTICS GH-050-2022-GHD	TITLE Play when A  GOLIATH TACTICS GH-051-202?-???
TITLE Play when A  GOLIATH TACTICS GH-052-202?-???	TITLE Play when A  GOLIATH TACTICS GH-053-202?-???	TITLE Play when A  GOLIATH TACTICS GH-054-202?-???

TACTICS: ORLOCK

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 Wound unless a save roll is made. No wound roll or injury roll is made.  ORLOCK TACTICS OH-001-2018-OHD	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 OH-002-2018-OHD	FOR CLOSE ENCOUNTERS Play this card when activating a fighter. Until the end of the battle, this fighter has a sawn-off shotgun in addition to their other equipment.  ORLOCK TACTICS OH-003-2018-OHD
INTIMIDATION Play instead of activating a model. 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 OH-004-2018-OHD	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 OH-005-2018-OHD	AMBITION Play when activating a Ganger or Juve. The fighter gains Group Activation (2) this turn. In other words, for this turn only, that fighter is treated as a Leader for the purpose of activating groups - activate 0-2 other fighters within 4".  ORLOCK TACTICS OH-006-2018-OHD
LEAD BY EXAMPLE Play when a friendly Leader or Champion takes an enemy fighter Out of Action in close combat. Any Broken fighters 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 OH-007-2018-OHD	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 turns.  ORLOCK TACTICS OH-008-2018-OHD	LAST GASP Play 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 OH-009-2019-WC

TACTICS: ORLOCK

WHAT'S IN A NAME?

Play after deployment.

For this battle, a friendly Faction fighter in the starting crew gains a temporary Legendary Name (choose which one). This is free and does not affect the cost.



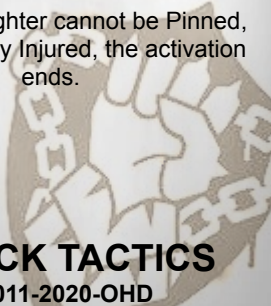
ORLOCK TACTICS
OH-010-2020-OHD

QUICK TRICK

Play when an enemy fighter declares a Charge (Double) action and moves within 1" of a friendly Faction fighter.

Immediately make an attack with a sawn-off shotgun (scatter) against the charging fighter (even if not being equipped with one).

The enemy fighter cannot be Pinned, but if Seriously Injured, the activation ends.



ORLOCK TACTICS
OH-011-2020-OHD

BOOM BOOM SURPRISE

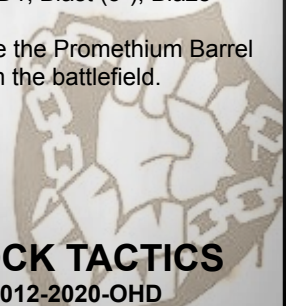
(Promethium Barrel)

Play instead of activating a model.

Choose a Promethium Barrel (Orlock terrain feature) within 8" and LOS of a friendly fighter. The barrel explodes as an incendiary charge centred on the barrel:

- S3, D1, Blast (5"), Blaze

Then remove the Promethium Barrel from the battlefield.



ORLOCK TACTICS
OH-012-2020-OHD

BLOOD BROTHERS

(2 Hive Scum)

Play before deployment.

Add 2 temporary free Hive Scum (including weapons and Wargear). After the battle, the gang only receives half the income from scenario rewards.

If these models are not available, discard this and draw another.



ORLOCK TACTICS
OH-013-2020-OHD

DOWN BUT NOT OUT

Play when activating a Seriously Injured friendly fighter within 3" of a friendly Active Faction fighter.

The activated fighter suffers a Flesh Wound and becomes Active. The fighter can then make a single action (Basic or Simple), then the activation ends.



ORLOCK TACTICS
OH-014-2020-OHD

BOND OF IRON

Play at the start of any round (after determining Priority).

All friendly Faction fighters with Group Activation (X) gain Group Activation (+1) until the End phase of this round.



ORLOCK TACTICS
OH-015-2020-OHD

TRIGGER DISCIPLINE

Play at the start of any round (after determining Priority).

Friendly Faction fighters activating within 6" of a friendly Champion or Leader gains Steady Hands (make a free Reload action when activating) until the End phase of this round.



ORLOCK TACTICS
OH-016-2020-OHD

STEPPING UP

Play when a friendly Faction Leader is taken Out of Action.

Choose a friendly Faction Champion to become the Leader until the end of the battle:

- Group Activation (2).
- Leading By Example (12").



ORLOCK TACTICS
OH-017-2020-OHD

INITIATION

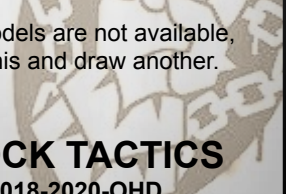
(3 Juves)

Play before deployment.

Add a 3 Juves (not specialist!) for free:

- Included in the crew.
- Can take the number of fighters above the amount specified by the scenario.
- Armed with Sawn-off shotgun (scatter).
- Leaves the gang after the battle.

If these models are not available, discard this and draw another.



ORLOCK TACTICS
OH-018-2020-OHD

TACTICS: ORLOCK

STRENGTH OF ARMS

Play at the start of any round (after determining Priority).

Friendly Faction fighters gain +1S when attacking with Melee weapons for each additional friendly fighter that is also Engaged with the target (max +3). Lasts until the end of this round.



GRANDSTANDING

Play before deployment.

If the friendly Leader is not part of the crew, the Leader can replace a Champion in the crew. If there are no Champions, replace a Ganger instead.

If the Leader is already part of the crew, discard this and draw another.



WALL OF IRON

Play at the start of any round (after determining Priority).

All friendly fighters in B2B with at least 1 friendly Active Faction fighter cannot be involuntary Pinned (they can however voluntarily do so). Lasts until the End phase of this round.



SHOWBOATING

Play when a friendly Faction fighter takes an enemy Out of Action with an attack as part of a Charge (Double) action.

If no longer Engaged:
Immediately make another Charge (Double) action (free).
If Engaged:
Immediately make another Fight (Basic) action (free).



PROTECTION DUTY (Rebel Lord)

Play before deployment.

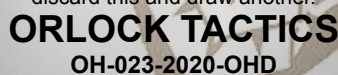
Add a Rebel Lord for free:

- Included in the crew.
- Can take the number of fighters above the amount specified by the scenario.
- Leaves the gang after the battle.

If this Rebel Lord is taken Out of Action:

- All friendly fighters suffer a -2 modifier to any Cool checks for the rest of the battle.
- -5 Reputation.
- +3 Reputation to gang that takes the Rebel Lord Out of Action.

If this model is not available, discard this and draw another.



SEISMIC SURPRISE (Frag grenade)

Play when a friendly Faction fighter performs a Shoot (Basic) action with a frag grenade.

The fighter's Frag grenades gain Seismic until the end of the activation:

- If hit, the target is always Pinned (even if an ability would normally allow to avoid being Pinned by ranged attacks).
- If the wounding on a 6+, no save can be made.



UP CLOSE AND PERSONAL (Sawn-off shotgun)

Play at the start of any round (after determining Priority).

Choose 0-3 friendly Faction fighters. Any Sawn-off shotguns carried by these fighters gain Sidearm until the end of the battle.



AMMO PACK (Munitioneer skill)

Play instead of activating a model.

Choose a friendly Faction fighter with the Munitioneer skill. All friendly fighters within 6" and LOS of that fighter that have a weapon Out of Ammo can immediately perform a free Reload (Simple) action. A fighter can perform this action even if it normally would be impossible (can reload Scarce for example).

Seriously Injured fighters are not affected.



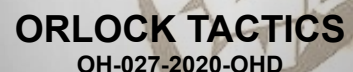
TOUGH AS NAILS

Play at the start of any round (after determining Priority).

Choose a friendly Faction Leader or Champion. For the rest of the battle, each time the fighter suffers a wound, roll 2+ to ignore that wound (roll separately per wound suffered).

This effect is immediately lost if any of the following occurs:

- The roll is failed.
- The fighter suffers an Injury without suffering a wound (for example Gas).



TACTICS: ORLOCK

FIGHTING RETREAT ZONE MORTALIS Play when the gang fails a Bottle test. For the rest of the battle, all friendly fighters in the gang can perform the Operator Door (Simple) action for free once during the activation.  ORLOCK TACTICS OH-028-2020-ZM	BACK IN THE SADDLE MOUNT Play when activating a pinned Mounted friendly fighter. Automatically become Active (without spending any actions or passing the required Initiative test).  ORLOCK TACTICS OH-029-2022-OHD	BIKER GANG MOUNT Play at the start of the battle (after deployment). D3 Mounted fighters gain +1 Initiative.  ORLOCK TACTICS OH-030-2022-OHD
BOARDING AKTION! VEHICLE Play before making a friendly fighter makes an Initiative test to jump onto or of a vehicle. Automatically pass the Initiative test.  ORLOCK TACTICS OH-031-2022-OHD	BULLDOZE VEHICLE Play during a friendly vehicle's activation in which it collides. The friendly vehicle suffers no hits from the collision.  ORLOCK TACTICS OH-032-2022-OHD	CAN OPENERS MELEE WEAPON & VEHICLE Play at the start of the battle (after deployment). For this battle, a friendly fighter's Melee weapons gain +1S against vehicles.  ORLOCK TACTICS OH-033-2022-OHD
DRIVE BY VEHICLE Play when activating a vehicle. The vehicle treats Move & Shoot (Basic) as a simple action (this activation).  ORLOCK TACTICS OH-034-2022-OHD	FAMILIAR GROUND VEHICLE Play at the start of the battle (after deployment). For this battle, a friendly vehicle (in the starting crew) ignores difficult & dangerous terrain (treated as open ground).  ORLOCK TACTICS OH-035-2022-OHD	FANG IT! MOUNT Play when activating a Mounted friendly fighter. +4" Move this activation.  ORLOCK TACTICS OH-036-2022-OHD

TACTICS: ORLOCK

GOING IN GUNS BLAZING VEHICLE Play when activating a vehicle. For this battle, a friendly vehicle can fire one weapon (crew/sidearm) at any point during a Ram (Double) action.  ORLOCK TACTICS OH-037-2022-OHD	I CAN HOLD IT! VEHICLE Play when a friendly vehicle Lose Control (after a failed Handling test). The vehicle does not Lose Control (considered to have passed the test).  ORLOCK TACTICS OH-038-2022-OHD	KING OF THE ROAD VEHICLE Play after the battle. +D3 Reputation if any enemy vehicles were wrecked (Out of Action).  ORLOCK TACTICS OH-039-2022-OHD
POWER SLIDE VEHICLE Play when activating a vehicle. The vehicle can make an extra turn up to 90° during a Move (Simple) action.  ORLOCK TACTICS OH-040-2022-OHD	RIDE THEM DOWN! MOUNT Play when making a Ride By attack (before rolling dice). +1S for the attack.  ORLOCK TACTICS OH-041-2022-OHD	ROAD WARRIORS ROLLING ROADS Play at the start of a Rolling Roads battle (after deployment). D3 friendly models gain +1 Intelligence when testing to rejoin the battle.  ORLOCK TACTICS OH-042-2022-OHD
RUGGED CONSTRUCTION VEHICLE Play after the battle. 50% discount for Negotiate Repairs action (rounding up to the nearest 5 credits).  ORLOCK TACTICS OH-043-2022-OHD	SUPPLIES DELIVERED VEHICLE Play after the battle. D3x10 credits per friendly vehicle that survived the battle (not Out of Action).  ORLOCK TACTICS OH-044-2022-OHD	TAKE THEM OUT! VEHICLE Play when inflicting damage to an enemy vehicle. +1 Damage dice.  ORLOCK TACTICS OH-045-2022-OHD

TACTICS: ORLOCK

WHEELS OF IRON VEHICLE Play when a friendly vehicle is targeted by an attack. +1 Toughness (to the arc being hit) during the attack.  ORLOCK TACTICS OH-046-2022-OHD	CARD A B  ORLOCK TACTICS OH-047-202?-???	CARD A B  ORLOCK TACTICS OH-048-202?-???
CARD A B  ORLOCK TACTICS OH-049-202?-???	CARD A B  ORLOCK TACTICS OH-050-202?-???	CARD A B  ORLOCK TACTICS OH-051-202?-???
CARD A B  ORLOCK TACTICS OH-052-202?-???	CARD A B  ORLOCK TACTICS OH-053-202?-???	CARD A B  ORLOCK TACTICS OH-054-202?-???

TACTICS: VAN SAAR

AUTO-HEALER

Play at the start of any End phase.

One Seriously Injured fighter receives a Flesh Wound and becomes Pinned instead of rolling the Injury dice.



VAN SAAR TACTICS
VH-001-2018-VHD

BLOOD CLEANSERS

Play at the start of any turn.

For the duration of the round, all friendly fighters have +1 Toughness when affected by weapons with the Toxin or Gas traits.



VAN SAAR TACTICS
VH-002-2018-VHD

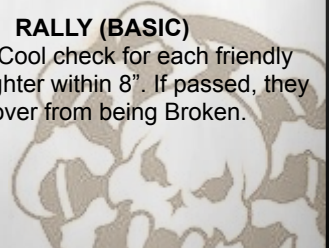
COMM BURST

Play at the start of any turn.

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

RALLY (BASIC)

Make a Cool check for each friendly Broken fighter within 8". If passed, they recover from being Broken.



VAN SAAR TACTICS
VH-003-2018-VHD

CORTICAL STIMULANTS

Play at the start of the battle, after deployment.

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



VAN SAAR TACTICS
VH-004-2018-VHD

ENHANCED AUSPEXES

Play instead of activating a model.

For the remained 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

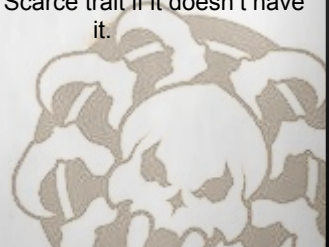


VAN SAAR TACTICS
VH-005-2018-VHD

EXPERIMENTAL RIG

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

Choose a weapon possessed by a friendly fighter. For the duration of the battle, 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
VH-006-2018-VHD

HYPER AUTO-LOADER

Play when a fighter makes a ranged attack.

If the weapon uses the Rapid Fire trait, add 2 extra Firepower dice. Afterwards, the weapon automatically counts as having failed an Ammo check, regardless of the results of the Firepower dice.



VAN SAAR TACTICS
VH-007-2018-VHD

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
VH-008-2018-VHD

MESH UNDERLAY

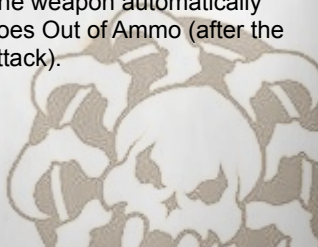
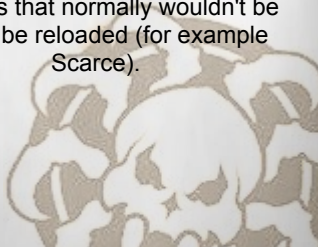
Play when a fighter is hit by a ranged attack.

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

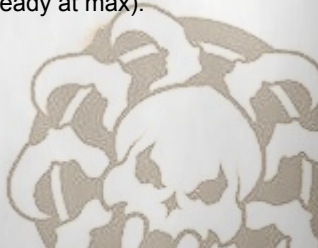
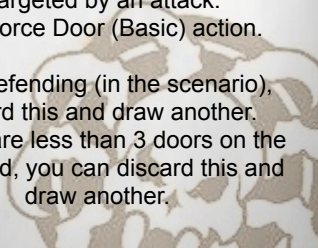
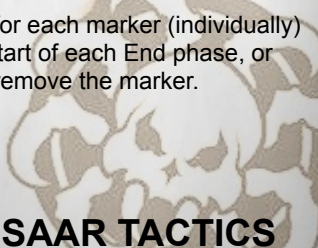
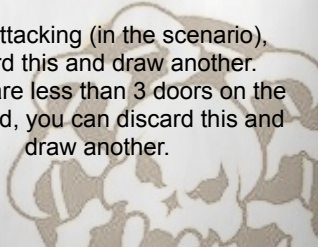


VAN SAAR TACTICS
VH-009-2018-VHD

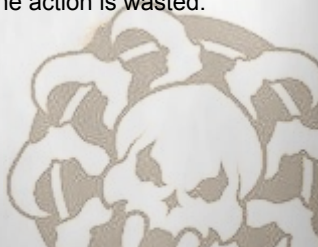
TACTICS: VAN SAAR

OVERCHARGE Play when making a ranged attack. For this activation, gain +2 Strength for one Las or Plasma ranged weapon.  VAN SAAR TACTICS VH-010-2018-VHD	PNEUMATIC INJECTORS Play when making a melee attack. For this activation, gain +2 Strength for one of the melee weapons.  VAN SAAR TACTICS VH-011-2018-VHD	WARFORGE Play after deployment. For this battle, all friendly fighters add a +1 modifier to any Ammo checks.  VAN SAAR TACTICS VH-012-2018-VHD
RAPID FIRE Play when activating a fighter. This fighter can perform a free Shoot (Basic) action during its activation. This free action is in addition to its 2 normal actions.  VAN SAAR TACTICS VH-013-2019-WC	LONGSHOT Play when a friendly Faction fighter makes a Shoot (Basic) action (before rolling any dice). For this action: • +2 BS. • Ignore all negative modifiers to the hit roll. • The weapon automatically goes Out of Ammo (after the attack).  VAN SAAR TACTICS VH-014-2020-VHD	POWER UP Play when a friendly Faction fighter attacks using any 'las' weapon. For this action: 2x Strength of the weapon.  VAN SAAR TACTICS VH-015-2020-VHD
ABLATIVE MESH Play when a friendly Faction fighter suffers a hit from any weapon with a Strength other than '-'. Treat the hit as having Knockback, but otherwise the hit itself is discarded (not resolved).  VAN SAAR TACTICS VH-016-2020-VHD	AMMO DUMP Play before deployment. Place an additional Ammo crate anywhere on the battlefield. Any fighter (not Seriously Injured) that activates within 3" can make a free Reload (Simple) action for a weapon currently Out of Ammo. This can reload weapons that normally wouldn't be able to be reloaded (for example Scarce).  VAN SAAR TACTICS VH-017-2020-VHD	BODYGUARD Play before deployment. A Ganger or Juve (including Specialists) that is not part of the starting crew can be added to the starting crew. For this battle, the fighter counts as an Exotic Beast for a Leader or Champion in the starting crew.  VAN SAAR TACTICS VH-018-2020-VHD

TACTICS: VAN SAAR

DEFENSIVE PROTOCOLS Play when a friendly gang Leader or Champion is hit by a ranged attack (before resolving the hit). Transfer the hit and all effects to a friendly Ganger or Juve (including Specialists) within 2".  VAN SAAR TACTICS VH-019-2020-VHD	ENHANCED CYBERTEKNIKA Play before deployment. For this battle, all friendly fighters with Cybertekніка (except Omega) counts as being one level higher: • Alpha → Gamma. • Gamma → Omega. • Omega: No effect (already at max).  VAN SAAR TACTICS VH-020-2020-VHD	SHUT-IN (Defender) Play at the start of any round (after Priority roll). All doors become locked. Doors without a terminal can only be opened with force: • Targeted by an attack. • Force Door (Basic) action. If not defending (in the scenario), discard this and draw another. If there are less than 3 doors on the battlefield, you can discard this and draw another.  VAN SAAR TACTICS VH-021-2020-VHD
ARACHNI-ROPES Play after deployment. D6 friendly fighters in the starting crew counts as being equipped with a grav-chute for this battle. Grav-chute: No damage is suffered from jumping or falling. Simply move down without any rolls.  VAN SAAR TACTICS VH-022-2020-VHD	RAD-CLOUDS Play after deployment. Place D3 radiation markers anywhere on the battlefield, more than 6" from an enemy fighter. Any fighter (friend or foe), except Van Saar, that ends an activation within 3" suffer a Flesh Wound on a 5+. Roll a 2+ for each marker (individually) at the start of each End phase, or remove the marker.  VAN SAAR TACTICS VH-023-2020-VHD	DATA MINING Play after deployment. The opponent must immediately reveal all remaining unplayed tactics. Discard one of them, the opponent then replaces it by drawing a random tactic.  VAN SAAR TACTICS VH-024-2020-VHD
MEDICAL INTERVENTION Play during any End phase, before Recovery rolls. A friendly Faction fighter that is Seriously Injured automatically recovers (no roll, suffer a Flesh Wound as normal).  VAN SAAR TACTICS VH-025-2020-VHD	WEAKENED PHYSIOLOGY Play during any End phase (before any enemy Recovery tests). A Seriously Injured enemy fighter must roll one extra Injury dice when making the Recovery test. Choose which dice result to resolve (the other is discarded).  VAN SAAR TACTICS VH-026-2020-VHD	SECURITY OVERRIDE (Attacker) Play at the start of any round (after Priority roll). All doors become unlocked and open. Door terminals can be removed (cease to function). If not attacking (in the scenario), discard this and draw another. If there are less than 3 doors on the battlefield, you can discard this and draw another.  VAN SAAR TACTICS VH-027-2020-VHD

TACTICS: VAN SAAR

TRACER FIRE Play at the start of any round (after Priority roll). +1 modifier to BS to all friendly fighters that make a Shoot (Basic/Double) action as part of a Group Activation this round.  VAN SAAR TACTICS VH-028-2020-VHD	FEIGNED NOBILITY Play Before deployment. Add a House Agent or Special Character for free: • Included in the crew. • Can take the number of fighters above the amount specified by the scenario. • Leaves the gang after the battle. If this fighter is taken Out of Action: • -2 Cool to all friendly fighters for the rest of the battle. • -5 Reputation (minimum 0). • +3 Reputation to the gang that takes this fighter Out of Action If this model is not available, discard this and draw another. VAN SAAR TACTICS VH-029-2020-VHD	UNEXPECTED ALLIES Play before deployment. Add 0-3 Juvies (not Specialists) for free: • Included in the crew. • Can take the number of fighters above the amount specified by the scenario. • Leaves the gang after the battle. • Armed with a lasgun or 2x laspistols. If these models are not available, discard this and draw another. VAN SAAR TACTICS VH-030-2020-VHD
WEAPON DRILL Play after deployment. For this battle, any friendly Ammo check result of 1 (before modifiers) can be re-rolled.  VAN SAAR TACTICS VH-031-2020-VHD	STAIRS TRAP ZONE MORTALIS Play instead of activating a model. Choose a set of Stairs anywhere on the battlefield. All fighters on the chosen Stairs immediately fall: Place them within 2" of the foot of the Stairs in any order. The falling fighters become Pinned and suffer falling damage as normal. ZONE MORTALIS VAN SAAR TACTICS VH-032-2020-ZM	HOLO-PROJECTOR VEHICLE Play when a friendly Mount is targeted by a shooting attack (before rolling to hit). The Mount can move up to D6". If no longer a valid target, the action is wasted.  VAN SAAR TACTICS VH-033-2023-VHD
REINFORCED SUPERSTRUCTURE VEHICLE Play when a friendly vehicle is Wrecked. Roll twice for Lasting Damage and choose which result to apply.  VAN SAAR TACTICS VH-034-2023-VHD	CUSTOM UPGRADE VEHICLE Play at the start of the battle (after deployment). A friendly vehicle gains a free Upgrade with a cost of up to 30 credits this battle.  VAN SAAR TACTICS VH-035-2023-VHD	POWER TO THE ENGINES VEHICLE Play when activating a Mount. +2" Movement (this activation).  VAN SAAR TACTICS VH-036-2023-VHD

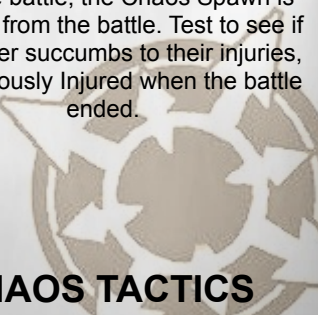
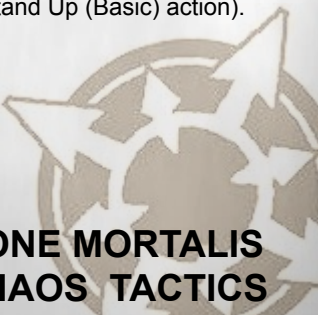
TACTICS: VAN SAAR

AUSPEX BAFFLERS VEHICLE Play at the start of the battle (after deployment). A friendly vehicle gains the following this battle: • Can Move and/or Shoot without being Revealed. • After each of that vehicle's activations, roll a 2+ or discard this effect. VAN SAAR TACTICS VH-037-2023-VHD	RAD VENTS VEHICLE Play when activating a vehicle. All fighters (friend or foe!) who come within 1" during this activation suffers Rad-phage. VAN SAAR TACTICS VH-038-2023-VHD	AUTOMANTIC OVERRIDE VEHICLE Play instead of activating a model. Select an enemy Crew operated weapon (on an enemy vehicle). That enemy vehicle suffers an automatic hit in the Side from that weapon. VAN SAAR TACTICS VH-039-2023-VHD
AUTOMANTIC KILL-SWITCH VEHICLE Play instead of activating a model. A Mobile enemy vehicle becomes Stalled. VAN SAAR TACTICS VH-040-2023-VHD	REFINED FUEL COILS VEHICLE Play at the start of the battle (after deployment). D3 friendly Mounts can make a free Move action (max 6"). VAN SAAR TACTICS VH-041-2023-VHD	AUTO-RIGHTING STABILISERS VEHICLE Play at the start of the battle (after deployment). D3 friendly Mounts gain +2 Initiative for Stand Up action this battle. VAN SAAR TACTICS VH-042-2023-VHD
ENERGY DISPERSION FIELD VEHICLE Play when a friendly vehicle is wounded (before rolling to save). The vehicle gains 4+ field armour save during this attack. VAN SAAR TACTICS VH-043-2023-VHD	RAD-ROUNDS VEHICLE Play when activating a vehicle. The vehicle's Crew Operated weapons gains Rad-phage this activation. VAN SAAR TACTICS VH-044-2023-VHD	REDIRECT POWER VEHICLE Play when activating a vehicle. The vehicle cannot move, but Crew Operated 'las' weapons gain +2 Strength this activation. VAN SAAR TACTICS VH-045-2023-VHD

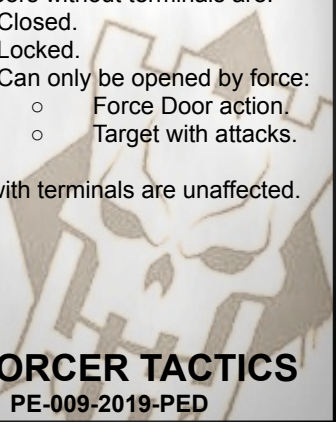
TACTICS: VAN SAAR

AUTOMATED REPAIR VEHICLE Play at the start of the battle (after deployment). A friendly vehicle gains the following this battle: Roll a 5+ in each End phase (Recovery and Restart) to regain 1 lost Wound (earlier in the battle). VAN SAAR TACTICS VH-046-2023-VHD	RAM RUN VEHICLE Play when activating a Mount. The Mount's Ride-by attacks are resolved as follows this activation: S4, AP-1, D2, Knockback. VAN SAAR TACTICS VH-047-2023-VHD	HYDRAULIC REPULSION BAR VEHICLE Play at the start of the battle (after deployment). Select a friendly vehicle to ignore the first damage from collision it is involved in. VAN SAAR TACTICS VH-048-2023-VHD
TARGETING RELAY VEHICLE Play when activating a vehicle. Select an enemy within 12". For this round, friendly models gain +1 to hit with shooting attacks against that target. VAN SAAR TACTICS VH-049-2023-VHD	TARGETING SCRAMBLERS VEHICLE Play when activating a friendly model. For this activation, the model can make a Jam (Basic) action: An enemy vehicle within 12" suffers -1 to hit this round. VAN SAAR TACTICS VH-050-2023-VHD	TITLE Play when A VAN SAAR TACTICS VH-051-202?-???
TITLE Play when A VAN SAAR TACTICS VH-052-202?-???	TITLE Play when A VAN SAAR TACTICS VH-053-202?-???	TITLE Play when A VAN SAAR TACTICS VH-054-202?-???

TACTICS: GENESTEALER / CHAOS / VENATOR

CULT AMBUSH Play immediately before deployment. The gang's deployment zone is expanded 3" (in all directions), but cannot overlap the enemy deployment zone.  GENESTEALER CULT TACTICS GC-001-2019-WC	HIDDEN SWARM ZONE MORTALIS REINFORCEMENTS Play during the End phase (before deploying any Reinforcements). Immediately deploy up to D3 fighters from those available as Reinforcements. Deployment: • Within 3" of a friendly Leader or Champion. • Within 1" of a vent. • Outside 1" of any enemies. If a fighter cannot be placed in this manner, it is deployed as normal instead. No additional Reinforcements can arrive this round. ZONE MORTALIS GENESTEALER CULT TACTICS GC-002-2020-ZM	CARD Description  GENESTEALER CULT TACTICS GC-002-202?-???
DARK BLESSINGS Play when the friendly Leader is Seriously Injured or taken Out of Action (before removing the fighter from the battlefield). Pass a Willpower check for the leader to be replaced by a Chaos Spawn. After the battle, the Chaos Spawn is removed from the battle. Test to see if the Leader succumbs to their injuries, as if Seriously Injured when the battle ended.  CHAOS TACTICS CC-001-2019-WC	RISE UP, BROTHERS & SISTERS! Play at the start of any Action phase. Until the End phase of this round, all crew fighters gain Spring Up (if Pinned when activated, pass an Initiative check to make a free Stand Up (Basic) action).  ZONE MORTALIS CHAOS TACTICS CC-002-2020-ZM	CARD Description  CHAOS TACTICS CC-003-202?-???
BLOOD MONEY Play when an enemy Champion or Leader is taken Out of Action. Immediately gain a number of credits equal to half the Champion's or Leader's cost (rounding up) to the stash.  VENATOR TACTICS BH-001-2019-WC	HUNTER IN THE DARK Play at the start of any round (after determining Priority). Choose a 12"x12" area of the battlefield. Any fighters within or moving into that area immediately become Hidden (as if affected by the Pitch Black rules). Fighters moving out of the area are no longer Hidden (in addition to standard rules for losing Hidden). A fighter who lost the Hidden condition cannot gain it again in the same round. This effect lasts until the End phase of this round (fighters are no longer Hidden). ZONE MORTALIS VENATOR TACTICS BH-002-2020-ZM	CARD Description  VENATOR TACTICS BH-003-202?-??

TACTICS: ENFORCERS

INFORMANT Play after deployment. Re-deploy a fighter from the enemy crew (following normal deployment rules for the scenario).  ENFORCER TACTICS PE-001-2019-PED	JADED VETERAN Play before deployment. One fighter is immune to Broken this battle.  ENFORCER TACTICS PE-002-2019-PED	BIG RED KEY Zone Mortalis Play at the start of any round. Friendly fighters automatically pass Force Door (Basic) actions this round.  ENFORCER TACTICS PE-003-2019-PED
CRACKDOWN Play at the start of any round. Friendly fighters gain Concussion on all Melee weapons until the End phase.  ENFORCER TACTICS PE-004-2019-PED	SHOCK & AWE Play at the start of any round. D3+1 friendly fighters gain the Fearsome skill for this round.  ENFORCER TACTICS PE-005-2019-UR	STOP & SEARCH Play immediately after a friendly fighter performs a Coup de Grace or Restrain action. Gain D6x10 credits (ransack the pockets of the victim).  ENFORCER TACTICS PE-006-2019-PED
EXCELLENT RECONNAISSANCE Play at the start of the Deployment, before deploying any fighters. Choose a Palanite (not Subjugator) to gain Infiltrate for this battle.  ENFORCER TACTICS PE-007-2019-PED	EXTRA VEST Play immediately after failing a save roll. The save is passed on a 6+.  ENFORCER TACTICS PE-008-2019-PED	LOCKDOWN Zone Mortalis Play at the start of any round. All doors without terminals are: • Closed. • Locked. • Can only be opened by force: ◦ Force Door action. ◦ Target with attacks. Doors with terminals are unaffected.  ENFORCER TACTICS PE-009-2019-PED

TACTICS: ENFORCERS

APPROPRIATE FORCE Play when activating a fighter. When making a Fight (Basic) action with a Melee weapon (not Sidearm), gain a bonus attack with +1D (rolled separately). ENFORCER TACTICS PE-010-2019-PED	ANKLE HOLSTER Play when activating a fighter. Can fire the Stub gun with Shoot (Simple) actions. This can be instead of the normal Shoot (Basic), or in addition to Shoot (Basic) with any other ranged weapon. Discard this if the Ammo symbol is rolled on the Firepower dice. ENFORCER TACTICS PE-011-2019-PED	“DON’T TRIP!” Play when an enemy fighter finishes climbing by using a Move (Simple) action. The enemy fighter must immediately make an Initiative check. Add a +2 modifier if a ladder or stairs were used during the climb. If failed, fall and be placed back where they started. ENFORCER TACTICS PE-012-2019-PED
KLAXON Play at the start of any round (after determining Priority). For this round, enemy fighters cannot initiate or take part in Group Activations unless having LOS to their Gang Leader. ZONE MORTALIS ENFORCER TACTICS PE-013-2020-ZM	SHAKEDOWN! Play before deployment. 1 random enemy fighter arrives as Reinforcement instead of being deployed. ENFORCER TACTICS PE-014-2025-PED	MAXIMUM SUPPRESSION Play after deployment. +1 XP to friendly fighters for taking enemy fighters OoA with close combat attacks (this battle). ENFORCER TACTICS PE-015-2025-PED
POWER OVERRIDE Underhive Play at the start of any round (before determining Priority). Apply Visibility (X") this round. Choose between 6", 12" or 24". ENFORCER TACTICS PE-016-2025-PED	CUT OFF THE HEAD Play after the battle. D6x10 credits per enemy Leader or Champion taken OoA. ENFORCER TACTICS PE-017-2025-PED	FIRE IN THE HOLE! Play when a friendly fighter declares a Charge (before moving). The fighter can make a Shoot (Free) action, but only with a Grenade weapon. If the target of the Charge is taken OoA or the active fighter is Pinned, then the activation ends immediately. ENFORCER TACTICS PE-018-2025-PED

TACTICS: ENFORCERS

PHOTON FLARE ROUNDS

Play after deployment.

1 friendly fighter's weapon gains Flash (this battle).



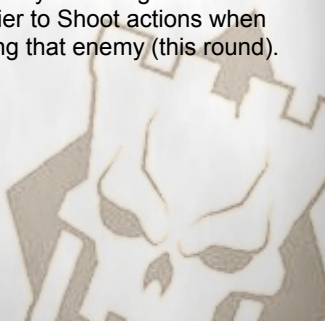
ENFORCER TACTICS

PE-019-2025-PED

"ON MY TARGET!"

Play when a friendly fighter has hit an enemy with a Shoot action (before rolling to wound).

All friendly models gain a +1 hit modifier to Shoot actions when targeting that enemy (this round).



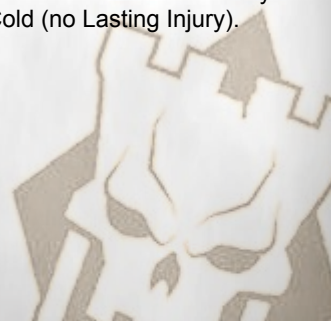
ENFORCER TACTICS

PE-020-2025-PED

QUICK TAKEDOWN

Play when activating a friendly fighter.

Can make a Coup de Grace (Free) action this activation. Any enemy taken OoA by this action is automatically Out Cold (no Lasting Injury).



ENFORCER TACTICS

PE-021-2025-PED

PISTOL WHIP

Play after deployment.

D3 friendly fighters with a Sidearm weapon gain Concussion for their Sidearms.



ZONE MORTALIS ENFORCER TACTICS

PE-022-2025-PED

GRENADE REQUISITION

Play after deployment.

D3 friendly fighters gain Smoke & Photon Flash grenades.



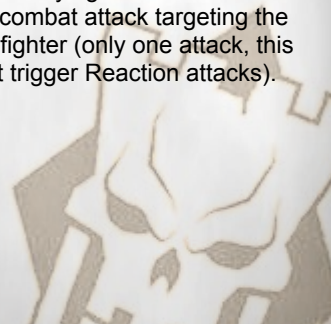
ENFORCER TACTICS

PE-023-2025-PED

PRE-EMPTIVE STRIKE

Play when an enemy makes a Fight action targeting a friendly fighter (before hit roll).

The friendly fighter first makes a close combat attack targeting the active fighter (only one attack, this won't trigger Reaction attacks).



ENFORCER TACTICS

PE-024-2025-PED

RUNNING BATTLE

Play after deployment.

D3 fighters gain Hip Shooting skill (this battle).



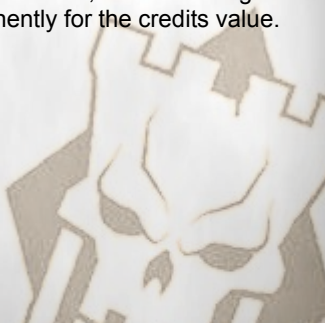
ENFORCER TACTICS

PE-025-2025-PED

EMERGENCY DEPUTISATION

Play before deployment.

Gain a free Juve including 50 credits worth of equipment (this battle). After the battle, it can be bought permanently for the credits value.



ENFORCER TACTICS

PE-026-2025-PED

PRECINCT DOC

Play after the battle.

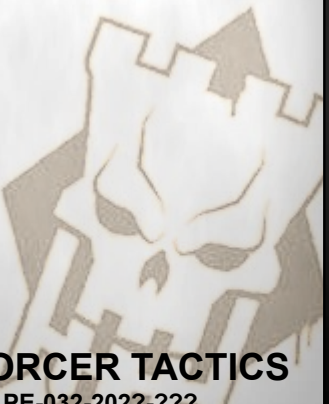
Make a Medical Escort action for free (doesn't require a fighter to perform it and the credits cost is also free).



ENFORCER TACTICS

PE-027-2025-PED

TACTICS: ENFORCERS

HELMAWR'S INSURANCE Play after the battle. 1 mundane bionic can be bought for half the Trading Post cost as Common (can be stored in gang stash).  ENFORCER TACTICS PE-028-2025-PED	COMBAT DRILL Play after deployment. D3 fighters each gain 1 Palanite Drill skill (random) this battle. Generate each skill individually.  ENFORCER TACTICS PE-029-2019-PED	SHIELD BASH Play when activating a fighter. Shield weapons carried by the fighter gain +1D & Concussion (this activation).  ENFORCER TACTICS PE-030-2025-PED
PREFECTURE SECONDMENT Play after deployment. 1 fighter gains any 1 skill from any Prefecture (this battle).  ZONE MORTALIS ENFORCER TACTICS PE-031-2025-PED	CARD Description  ENFORCER TACTICS PE-032-2027-???	CARD Description  ENFORCER TACTICS PE-033-2027-???
CARD Description  ENFORCER TACTICS PE-034-2027-???	CARD Description  ENFORCER TACTICS PE-026-2027-???	CARD Description  ENFORCER TACTICS PE-018-2027-???

TACTICS: CORPSE GRINDER CULT

BLOOD SURGE

Play when a friendly Active fighter is hit by a ranged attack.

The fighter is not Pinned and can immediately make a Move (Simple) action. The fighter does not need to be Ready.

CORPSE GRINDER CULT TACTICS

CG-001-2019-UR

SCENT OF BLOOD

Play when a friendly fighter is taken Out of Action.

A friendly Engaged fighter within 9" and LoS can immediately make a Fight (Basic) action. The fighter does not need to be Ready.

CORPSE GRINDER CULT TACTICS

CG-002-2019-UR

WHIRLWIND OF BLOWS

Play when activating an Engaged fighter.

Gain +1A for each enemy this fighter is Engaged with for this activation.

CORPSE GRINDER CULT TACTICS

CG-003-2019-UR

FRENZY

Play instead of activating a model.

Choose an enemy Ready fighter within 9" and LoS of one of your fighters. The enemy fighter must pass a Cool check or lose the Ready status, then make a Move (Simple) action as if Broken.

CORPSE GRINDER CULT TACTICS

CG-004-2019-UR

BLESSED BY DEATH

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

Gain +1 WS for the rest of the battle.

CORPSE GRINDER CULT TACTICS

CG-005-2019-UR

REND AND TEAR!

Play at the start of any Action phase.

All Melee weapons used by friendly fighters gain Rending for this round.

CORPSE GRINDER CULT TACTICS

CG-006-2019-UR

BOUNTIFUL FEAST

Play immediately after a friendly fighter performs a Coup de Grace action.

The friendly fighter can remove a number of Flesh Wounds equal to the Wounds characteristic of the enemy fighter taken Out of Action.

CORPSE GRINDER CULT TACTICS

CG-007-2019-UR

VISIONS OF SLAUGHTER

Play at the start of any Action phase.

Apply the following effects to all friendly fighters this round:

- Charge action is (Basic) rather than (Double).
- Gain -1WS when performing a Charge (Basic) action.

CORPSE GRINDER CULT TACTICS

CG-008-2019-UR

THE RED HUNT

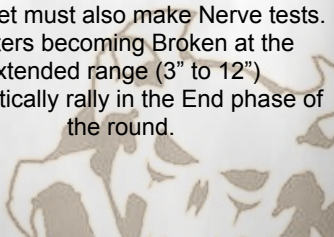
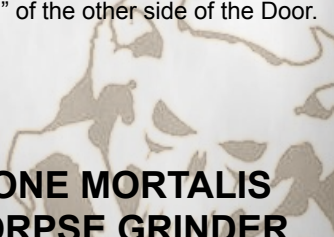
Play at the start of the round, before activating fighters.

All Engaged friendly fighters can take Reaction attacks (without making any Initiative check).

CORPSE GRINDER CULT TACTICS

CG-009-2020-CGD

TACTICS: CORPSE GRINDER CULT

INFAMOUS BUTCHER Play at the start of the battle (before deployment). One Corpse Grinder Cult fighter gains the Fearsome skill.  CORPSE GRINDER CULT TACTICS CG-010-2020-CGD	REIGN OF BLOOD Play when a Leader or Champion takes an enemy fighter Out of Action with a Melee weapon. For this battle, that fighter gains Group Activation (+1).  CORPSE GRINDER CULT TACTICS CG-011-2020-CGD	SAVAGE BRUTALITY Play when an enemy fighter is Seriously Injured or taken Out of Action by a Melee attack. Enemies within 3" must make Nerve tests as normal. Additionally, enemies within 3" to 12" that can draw LOS to the target must also make Nerve tests. Fighters becoming Broken at the extended range (3" to 12") automatically rally in the End phase of the round.  CORPSE GRINDER CULT TACTICS CG-012-2020-CGD
COMETH THE HARVEST LORD! ZONE MORTALIS Play when activating a fighter within 1" of a closed Door. The fighter can perform a free Fight (Basic) action against one enemy within 1" of the other side of the Door.  ZONE MORTALIS CORPSE GRINDER CULT TACTICS CG-013-2020-ZM	CARD Play when Make  CORPSE GRINDER CULT TACTICS CG-014-202?-???	CARD Play when Make  CORPSE GRINDER CULT TACTICS CG-015-202?-???
CARD Play when Make  CORPSE GRINDER CULT TACTICS CG-016-202?-???	CARD Play when Make  CORPSE GRINDER CULT TACTICS CG-017-202?-???	CARD Play when Make  CORPSE GRINDER CULT TACTICS CG-018-202?-???

TACTICS: SLAVE OGRYN

STRONG AND STEADY Play when a friendly fighter is hit by a ranged attack (before becoming Pinned). Pass a Strength test to avoid becoming Pinned. Can be played after failing a Cool check as part of the Nerves of Steel skill. SLAVE OGRYN TACTICS SO-001-2020-SOD	TOOLS OF THE TRADE Play at the start of the battle (after deployment). Choose a single Melee weapon carried by a friendly fighter (on the battlefield and part of the crew). Gain WS 2+ when attacking with that weapon. SLAVE OGRYN TACTICS SO-002-2020-SOD	QUICKER THAN THEY LOOK Play when activating a Slave Ogryn fighter. Gain 2x base Move characteristic while making a Charge (Double) action. Lasts until the End phase of this round. SLAVE OGRYN TACTICS SO-003-2020-SOD
SLAVE BECOMES MASTER Play before deployment. Immediately add a Goliath Ganger or 2 Goliath Juves (not specialists) for free: • Included in the crew. • Can take the number of fighters above the amount specified by the scenario. • Armed with: ◦ Frenzon Collar. ◦ Stub gun or maul. ◦ Axe. • Leaves the gang after the battle. If these models are not available, discard this and draw another. SLAVE OGRYN TACTICS SO-004-2020-SOD	NO, I'M SMARTICUS! Play at the start of any round (after determining Priority). Each time the friendly gang Leader is targeted by a Shoot (Basic) action, roll a 3+ to transfer any successful hits from the attack to a friendly Slave Ogryn fighter within 3". Does not apply against Blast (X). SLAVE OGRYN TACTICS SO-005-2020-SOD	HIDDEN LOYALTIES Play before deployment. A friendly crew fighter gains Infiltrate for this battle. INFILTRATE Can be placed aside instead of being set up at the start of a battle. Immediately before the start of the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemy fighters. If both gangs have fighters with this skill, take turns, starting with the winner of a roll-off. SLAVE OGRYN TACTICS SO-006-2020-SOD
NOT TODAY! Play when a friendly Slave Ogryn fighter is taken Out of Action by an attack made by a ranged weapon. Before being removed from the battlefield, immediately become Standing and make a free Charge (Double) action. Immediately after this action, and any subsequent Fight (basic) action made as part of resolving the Charge, the fighter goes Out of Action as normal. SLAVE OGRYN TACTICS SO-007-2020-SOD	GENE-BRED Play before deployment. For this battle, a friendly Slave Ogryn crew fighter gains up to 2 Gene-smithing upgrades (Unborn). This has no effect on the gang rating. Any upgrade that affects the fighter during the post-battle sequence will affect the fighter before it is removed. SLAVE OGRYN TACTICS SO-008-2020-SOD	LIMB FROM LIMB Play when activating a Slave Ogryn fighter. Melee weapons carried by the fighter gain Sever. Lasts until the End phase of this round. SEVER Injury rolls inflicted by this weapon are automatically Out of Action. SLAVE OGRYN TACTICS SO-009-2020-SOD

TACTICS: SLAVE OGRYN

AVENGING OGRYN

Play when a friendly Slave Ogryn fighter is taken Out of Action by an enemy attack.

A friendly Active Readied Slave Ogryn automatically passes any Nerve tests.

The fighter immediately activates, interrupting the enemy fighter's turn, and performs the activation as normal. The fighter is then no longer Ready.

SLAVE OGRYN TACTICS

SO-010-2020-SOD

OUT OF MY WAY!

Play when activating a Slave Ogryn fighter.

Gain the Hurl skill (if not already having it). In addition, the Hurl action becomes Simple (instead of Basic). When targeted, enemies must pass a Strength check (instead of Initiative check) to avoid being hurled. Lasts until the End phase of this round.

SLAVE OGRYN TACTICS

SO-011-2020-SOD

UNLEASH THE STORM

Play when a friendly Slave Ogryn fighter attacks with a Storm-Welder (before rolling any dice).

Lose Reckless (until the End phase of this round). At the end of the activation, the Storm-Welder automatically goes Out of Ammo as if rolling the Ammo symbol. This counts as an additional roll of the Ammo symbol for the purposes of the Unstable trait.

SLAVE OGRYN TACTICS

SO-012-2020-SOD

REBOOT

Play when a friendly Seriously Injured Lobo-slave fighter is activated.

Immediately remove any flesh wounds and become Active. Suffer -1WS (minimum 6+) and -1A (minimum 1) for the rest of the battle.

SLAVE OGRYN TACTICS

SO-013-2020-SOD

FREEDOM IN DEATH

Play when a friendly Slave Ogryn fighter is taken Out of Action.

Before being removed, immediately make a free Shoot (Basic) action with an equipped Grenade with Blast (3"/5"/*). The blast must be centered on this fighter and automatically hits.

SLAVE OGRYN TACTICS

SO-014-2020-SOD

LOOTED GEAR

Play before deployment.

A single weapon carried by a friendly crew fighter can lose one of the following traits for this battle:

- Reckless.
- Scarce.
- Unwieldy.

SLAVE OGRYN TACTICS

SO-015-2020-SOD

CHAIN BREAKER

Play after deployment.

Until the end of the battle, do not roll Recovery tests for any friendly Slave Ogryn fighters that are Webbed. Instead, automatically apply a Flesh Wound result, then immediately become Standing.

Alternatively, friendly fighters cannot be captured during the post-battle sequence, apply Lasting Injury 'Out Cold' (12-26) instead.

If no enemy fighters are armed with Web weapons, this can be discarded to draw another.

SLAVE OGRYN TACTICS

SO-016-2020-SOD

RESURGENT THREAT

Play during the End Phase (before making any Bottle tests).

Immediately pass the Bottle test (no need to roll). In addition, choose who wins Priority in the next round.

SLAVE OGRYN TACTICS

SO-017-2020-SOD

DIE ON YOUR FEET

Play after deployment.

Until the end of this battle, when a friend Slave Ogryn fighter targeted by a Coup de Grace (Simple) action, take D3 Flesh Wounds instead of going Out of Action. The fighter is then immediately moved 1" directly away from the attacker, is Pinned and no longer Seriously Injured.

SLAVE OGRYN TACTICS

SO-018-2020-SOD

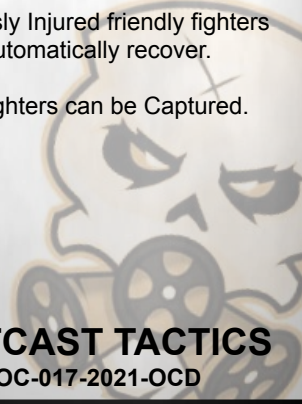
TACTICS: SLAVE OGRYN

SPARKY... SMASH! ZONE MORTALIS Play when a activating a friendly fighter within 1" of a closed Door. Remove the Door from the battlefield. Any fighter within 2" of the other side of the door must pass an Initiative check or become Pinned. This fighter's activation then ends. ZONE MORTALIS SLAVE OGRYN TACTICS SO-019-2020-ZM	TTITLE Play when Description SLAVE OGRYN TACTICS SO-020-202?-???	TTITLE Play when Description SLAVE OGRYN TACTICS SO-021-202?-???
TTITLE Play when Description SLAVE OGRYN TACTICS SO-022-202?-???	TTITLE Play when Description SLAVE OGRYN TACTICS SO-023-202?-???	TTITLE Play when Description SLAVE OGRYN TACTICS SO-024-202?-???
TTITLE Play when Description SLAVE OGRYN TACTICS SO-025-202?-???	TTITLE Play when Description SLAVE OGRYN TACTICS SO-026-202?-???	TTITLE Play when Description SLAVE OGRYN TACTICS SO-027-202?-???

TACTICS: OUTCAST

TEMPORARY ALLIANCE ALLIANCE Play at the start of the battle (after deployment). For this battle, apply the effects of any Alliance normally available to the gang. Cannot be used if already in an Alliance. OUTCAST TACTICS OC-001-2021-OCD	A FEW FRIENDS HIVE SCUM Play at the start of the battle (after deployment). Deploy D3+2 Hive Scum (Hired Guns) including any equipment for free. They leave the gang after the battle. If these models are not available, discard this and draw another. OUTCAST TACTICS OC-002-2021-OCD	OLD FAITHFUL Play when a friendly fighter targets an enemy fighter with an attack (ranged or close combat). Treat the weapon used for the attack as any equivalent weapon (Melee/ranged) from the Trading Post with a Rarity of 9 or less. OUTCAST TACTICS OC-003-2021-OCD
WORTHLESS Play when a friendly fighter is taken Out of Action. No XP is gained for taking the fighter Out of Action. Do not count this fighter as Out of Action when determining scenario rewards. OUTCAST TACTICS OC-004-2021-OCD	MORE WHERE THEY CAME FROM Play in any End phase (before any enemy Recovery tests). Return D3 friendly Gangers that have been taken Out of Action but did not suffer a Memorable Death (Lasting Injury): • Deployed in the friendly deployment zone. • Keep any injuries suffered for going Out of Action. • Discard any Flesh Wounds. OUTCAST TACTICS OC-005-2021-OCD	DIRTY TACTICS Play at the end of a friendly fighter's activation. Activate another Ready friendly fighter. OUTCAST TACTICS OC-006-2021-OCD
NO MASTERS Play when a friendly fighter makes a mental check (Leadership, Cool, Intelligence or Willpower). Use the Leader's stat for the test (even if the Leader is not on the battlefield). OUTCAST TACTICS OC-007-2021-OCD	HONOURLESS VICTORY Play at the end of the battle. Do not suffer any loss of Reputation (regardless of any scenario rewards). OUTCAST TACTICS OC-008-2021-OCD	ALL OR NOTHING Play when activating a fighter. Become Active (even if Seriously Injured) and make up to 3 actions this activation. Go Out of Action after the activation. OUTCAST TACTICS OC-009-2021-OCD

TACTICS: OUTCAST

FIGHT ANOTHER DAY Play when a friendly fighter is taken Out of Action. Do not suffer any Lasting Injury roll (treated as Out Cold).  OUTCAST TACTICS OC-010-2021-OC	LUCKY SCORE Play at the end of the battle. Gain additional D6x10 credits if earning any credits from the scenario rewards.  OUTCAST TACTICS OC-011-2021-OC	HARD ROUNDS Play at the start of any round (before determining Priority). All gangs must roll 2D6 for Bottle tests (instead of the usual D6).  OUTCAST TACTICS OC-012-2021-OC
WYRD OCCURRENCE Play when activating a fighter. Spend the activation performing one of the following Wyrd Powers (without a Willpower check): • Freeze Time (Chronomancy). • Misfortune (Divination). • Molten Bolt (Pyromancy).  OUTCAST TACTICS OC-013-2021-OC	WE NEVER LIKED HIM ANYWAY Play when a friendly fighter is taken Out of Action. Suffer a Memorable Death. Gain the fighter's cost in credits.  OUTCAST TACTICS OC-014-2021-OC	UNDERCOVER AGENT Play when activating a fighter. Replace the fighter's stat profile with any other friendly fighter on the battlefield. Go Out of Action after the activation.  OUTCAST TACTICS OC-015-2021-OC
IT'S PERSONAL Play at the start of any round (before determining Priority). Choose an enemy fighter on the battlefield. For the rest of the battle, all friendly fighters gain +1 WS/BS when targeting that fighter.  OUTCAST TACTICS OC-016-2021-OC	BACK TO THE BADZONES Play in any End phase (before any enemy Recovery tests). The battle ends as if your gang had retreated from the battlefield. Seriously Injured friendly fighters automatically recover. No fighters can be Captured.  OUTCAST TACTICS OC-017-2021-OC	RISE FROM THE ASHES Play at the start of any round (before determining Priority). Pass all Bottle tests for this round and the next 2 rounds.  OUTCAST TACTICS OC-018-2021-OC

TACTICS: ASH WASTE NOMADS

AMBUSH MASTERS

DUST RUNNERS

Deploy D3 Juve (Specialist) equipped with 20 credits worth of equipment for free. They leave the gang after the battle.

If these models are not available, discard this and draw another.



ASH WASTES NOMAD TACTICS

A-001-2022-AD

ASH QUAKE!

ASH WASTES

Play at the start of any round (before determining Priority).

All fighters on the Battlefield Surface must pass an Initiative test or become Pined. Ash Waste Nomad fighters get +2 modifier.



ASH WASTES NOMAD TACTICS

A-002-2022-AD

BAIT & SWITCH

Play at the start of any round (before determining Priority).

2 friendly fighters can swap positions (neither can be Engaged).



ASH WASTES NOMAD TACTICS

A-003-2022-AD

BESEECH THE GREAT SPIRITS

Play in any End phase (before Recovery).

Friendly fighters can re-roll any Recovery tests this round (the 2nd result is applied, even if it is worse).



ASH WASTES NOMAD TACTICS

A-004-2022-AD

BLESSED BY THE STORM

Play at the start of the battle (after deployment).

For the 1st round, apply the following depending on whether Visibility (X") is already in effect or not:

- Yes: Modify Visibility by +/- 6" (min 6").
- No: Apply Visibility (24").



ASH WASTES NOMAD TACTICS

A-005-2022-AD

FADE TO ASH

Play in any End phase (before Recovery).

The battle ends as if your gang had retreated. Seriously Injured friendly fighters automatically recover and no fighters can be Captured.



ASH WASTES NOMAD TACTICS

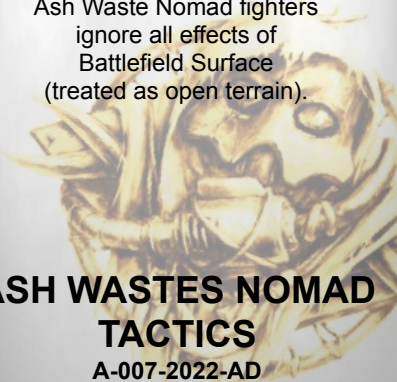
A-006-2022-AD

GHOSTS ON THE ASH

ASH WASTES

Play at the start of any round (before determining Priority).

For this round, friendly Ash Waste Nomad fighters ignore all effects of Battlefield Surface (treated as open terrain).



ASH WASTES NOMAD TACTICS

A-007-2022-AD

MASTER SNIPER

Play when activating a fighter.

+6" long range to all of the fighter's weapons this activation (except Melee & Grenade).



ASH WASTES NOMAD TACTICS

A-008-2022-AD

MINED!

VEHICLE

Play after an enemy vehicle as activated.

The enemy vehicle must immediately pass a Handling test or Lose Control.



ASH WASTES NOMAD TACTICS

A-009-2022-AD

TACTICS: ASH WASTE NOMADS

NOW YOU SEE ME...

Play when activating a fighter.

Place the fighter within 9" of its position, at least 1" away from any enemies (this is not a move, the fighter is removed from the battlefield and placed in the other position).

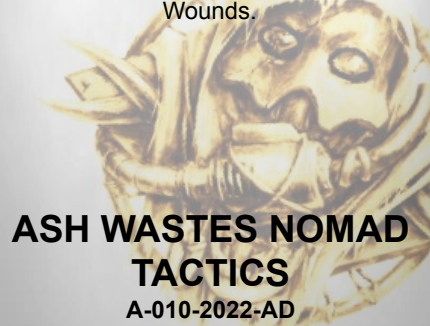


ASH WASTES NOMAD TACTICS
A-010-2022-AD

NUMBERS WITHOUT END

Play in any End phase (before Recovery).

Return D3 friendly Gangers/Juves that are Out of Action (not Memorable Death) in the friendly deployment zone. Retain any injuries suffered for going Out of Action, but discard any Flesh Wounds.



ASH WASTES NOMAD TACTICS
A-010-2022-AD

OVERCHARGE!

SHOCK

Play when a friendly fighter makes a ranged attack with Shock (before rolling).

Shock activates on 5+ (instead of 6+) for this attack.



ASH WASTES NOMAD TACTICS
A-012-2022-AD

RAIDERS WITHOUT EQUAL

VEHICLE

Play after the battle.

D3x10 credits per wrecked enemy vehicle (Out of Action).



ASH WASTES NOMAD TACTICS
A-013-2022-AD

SECRET PATHS

ROLLING ROADS

Play during the Rolling Roads phase (before fighters test to rejoin).

For this round, friendly fighters can test to rejoin regardless of Move stat.



ASH WASTES NOMAD TACTICS
A-014-2022-AD

SPINERDACH VENOM

Play when a friendly fighter attacks in close combat (before rolling dice).

For this attack, one of the fighter's Melee weapon gains Toxin.



ASH WASTES NOMAD TACTICS
A-015-2022-AD

SURVIVAL SUITS

RAD-PHAGE

Play at the start of the battle (after deployment).

For this battle, D3 friendly fighters (in the starting crew) are immune to Rad-phage.



ASH WASTES NOMAD TACTICS
A-016-2022-AD

WAR OF ATTRITION

Play after the battle.

+D3 Reputation if fewer friendly fighters went Out of Action than enemy fighters.



ASH WASTES NOMAD TACTICS
A-017-2022-AD

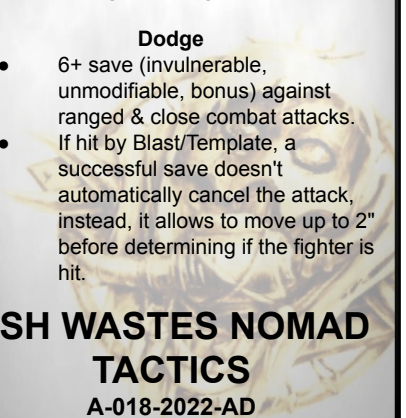
WILL-O'-THE-WASTES

Play at the start of the battle (after deployment).

For this battle, D3 friendly fighters gain Dodge.

Dodge

- 6+ save (invulnerable, unmodifiable, bonus) against ranged & close combat attacks.
- If hit by Blast/Template, a successful save doesn't automatically cancel the attack, instead, it allows to move up to 2" before determining if the fighter is hit.



ASH WASTES NOMAD TACTICS
A-018-2022-AD

TACTICS: ASH WASTE NOMADS

SHOCK TRAPS

Play before deployment.

Deploy D3 shock booby traps.



**ASH WASTES NOMAD
TACTICS**
A-019-2025-AD

RIG HUNTERS

Play after deployment.

D3 friendly fighters with blast rifles gain electrostatic generators (this battle).



**ASH WASTES NOMAD
TACTICS**
A-020-2025-AD

WASTELAND MEDICINE

Play after deployment.

1 friendly fighter gains one dose of any chem from Nomad Trading Post (this battle).



**ASH WASTES NOMAD
TACTICS**
A-021-2025-AD

BLESSED BY THE SPIRITS

Play when activating a fighter (before benefiting from a Warrior Spirit).

The Warrior Spirit is free and does not count as being spent.



**ASH WASTES NOMAD
TACTICS**
A-022-2025-AD

FRENZIED HELAMITE!

Play when activating a fighter mounted on a Dustback Helamite.

The Dustback Helamite's claws gain +1 attacks (this activation).



**ASH WASTES NOMAD
TACTICS**
A-023-2025-AD

GREAT SPIRIT SEEKER

Play at the start of the battle.

When generating Warrior Spirits, one D6 can be rolled to determine Warrior Spirit from a different tribe.



**ASH WASTES NOMAD
TACTICS**
A-024-2025-AD

SPUTTER...

Play after an enemy vehicle has activated.

The vehicle becomes Stalled.



**ASH WASTES NOMAD
TACTICS**
A-025-2025-AD

DUSTBACK KNIGHT

Play when activating a fighter mounted on a Dustback Helamite.

+1A when making a Ride By attack (this activation).



**ASH WASTES NOMAD
TACTICS**
A-026-2025-AD

REPURPOSED SCRAP

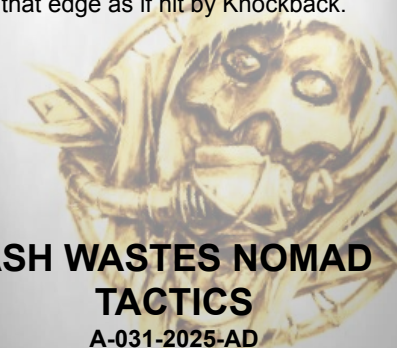
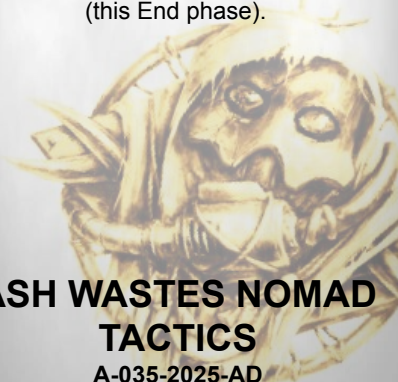
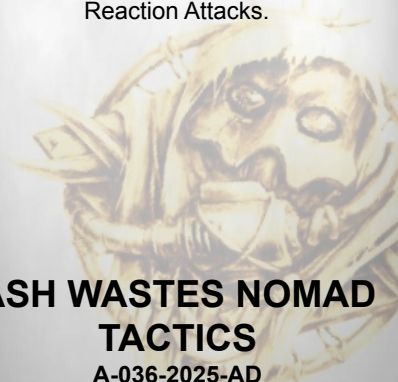
Play after the battle.

+2 Availability Level for each enemy vehicle Wrecked (this battle).



**ASH WASTES NOMAD
TACTICS**
A-027-2025-AD

TACTICS: ASH WASTE NOMADS

TERROR OF THE WASTES Play after deployment. A friendly fighter gains Fearsome (this battle).  ASH WASTES NOMAD TACTICS A-028-2025-AD	BUGALANCHE! Play instead of activating a model. An enemy fighter within 6" of a friendly model must pass a Willpower test or lose Ready.  ASH WASTES NOMAD TACTICS A-029-2025-AD	GHOST OF THE DEEPS Play before deployment. A friendly fighter gains Infiltrate (this battle).  ASH WASTES NOMAD TACTICS A-030-2025-AD
SANDSTORM ASH WASTES Play at the start of any round (before determining Priority). Select a battlefield edge. All fighters not on ground level are moved towards that edge as if hit by Knockback.  ASH WASTES NOMAD TACTICS A-031-2025-AD	NOMAD SNIPERS Play when activating a fighter. Choose location is hit when resolving damage against vehicles (this activation).  ASH WASTES NOMAD TACTICS A-032-2025-AD	HARRIER HUNTING Play before deployment. Gain a Nomad Harrier for free (this battle). Must be added to the crew as normal and leaves before the post-battle sequence.  ASH WASTES NOMAD TACTICS A-033-2025-AD
DEAD-EYE Play when activating a friendly fighter. Aim action grants +2 hit modifier (instead of +1) to a subsequent Shoot action (this activation).  ASH WASTES NOMAD TACTICS A-034-2025-AD	VANISHING ACT Play in the End phase of any round (before Recovery). Friendly fighters rolling for Recovery can automatically go OoA with automatic result of Out Cold (this End phase).  ASH WASTES NOMAD TACTICS A-035-2025-AD	WASTELAND WRAITHS Play when activating an Engaged fighter. This activation: Treat Retreat action as Free (instead of Basic). This does not trigger Reaction Attacks.  ASH WASTES NOMAD TACTICS A-036-2025-AD

TACTICS: SQUATS

MOTHER LODE!

Play after the battle.

Gain 2D6x10 credits if winning the battle.

SQUATS TACTICS

S-001-2022-SD

FIRE IN THE HOLE!

Play at the start of the battle (after deployment).

Choose D3 fighters to gain Blasting charges (this battle).

Rng	S	AP	D	Am	Traits
Sx3	5	-1	2	5+	Blast (5"), Knockback

SQUAT TACTICS

S-002-2022-SD

RUNNING REPAIRS

VEHICLE

Play when activating a vehicle.

Regain D3 Wounds.

SQUAT TACTICS

S-003-2022-SD

ANCESTRAL WEAPON

Play when a friendly fighter makes a ranged attack.

+1 BS (during the attack).

SQUAT TACTICS

S-004-2022-SD

HONOR THE ANCESTORS

Play before making a Cool test.

The Cool test is automatically successful (no need to roll any dice).

SQUAT TACTICS

S-005-2022-SD

LISTEN TO YOUR ELDERS!

Play when making a Group Activation.

Group Activation (+1).

SQUAT TACTICS

S-006-2022-SD

FINEST CRAFTSMANSHIP

Play before making a ranged attack

Either the hit roll or Wound roll can be re-rolled (during the attack).

SQUAT TACTICS

S-007-2022-SD

VETERAN OF THE WASTES

Play at the start of the battle (after deployment).

A friendly fighter gains a random Primary skill (this battle).

SQUAT TACTICS

S-008-2022-SD

MADE TO TAKE A BEARDING

Play at the start of the battle (after deployment).

- A friendly fighter gains the following (this battle):
- When targeted by attacks, reduce the AP by 1

SQUAT TACTICS

S-009-2022-SD

TACTICS: SQUATS

SCRAPPER'S DELIGHT Play before determining the content of an Loot casket (opened by a friendly fighter). Gain D3x10 credits (instead of rolling for the content). Remove the Loot casket from the battlefield. SQUATS TACTICS S-010-2022-SD	DEATHBLOW! Play after a friendly fighter's attack inflicts 2 or more Injury rolls on an enemy fighter. If 2+ results were Seriously Injured, the enemy goes Out of Action instead. SQUAT TACTICS S-011-2022-SD	TOO STUBBORN TO DIE Play after a friendly fighter suffers 2+ Injury rolls. Discard one Injury roll result. SQUAT TACTICS S-012-2022-SD
RUNNING ON VAPOURS VEHICLE Play at the start of any round (before determining Priority). A friendly vehicle becomes Stationary. SQUAT TACTICS S-013-2022-SD	VENGEANCE OF THE IRONHEAD! Play after an enemy takes a friendly fighter Out of Action. A friendly fighter with LOS to the enemy can immediately make a Shoot (Basic) action targeting the enemy. SQUAT TACTICS S-014-2022-SD	BRACE FOR IMPACT! VEHICLE Play before a friendly fighter is attacked during an enemy fighter's Charge action. +1 Save to the friendly fighter (during this attack). SQUAT TACTICS S-015-2022-SD
ASSAULT TUNNEL FRIENDLY FIGHTER (NOT MOUNTED & NOT IN CREW) Play at the start of the battle (after deployment). A friendly fighter (not part of the crew and not Mounted) can join at the start of round 3: Anywhere at least 12 from enemies. SQUAT TACTICS S-016-2022-SD	GET BACK! Play before making Reaction attacks. Gain Knockback (during the Reaction attacks). SQUAT TACTICS S-017-2022-SD	THERMAL VISOR VISIBILITY (X") Play when activating a model. Visibility (+6") during this activation. SQUAT TACTICS S-018-2022-SD

TACTICS: SQUATS

COMBAT POWER DISTRIBUTIONS

Play after deployment.

A friendly fighter with exo-suit gains the following for this battle:

- +1S and -1 AP bonus to a close combat weapon.
- Reckless to all weapons.

SQUATS TACTICS

S-019-2025-SD

EAGER TO IMPRESS

Play after deployment.

A friendly Juve (Specialist) gains an additional +D3 XP for taking an enemy Leader or Champion OoA this battle.

SQUAT TACTICS

S-020-2025-SD

OUR CLAN HERITAGE

Play after deployment.

A friendly Champion can make any Ancestry post-battle action after this battle and even if in Recovery or Convalescence.

SQUAT TACTICS

S-021-2025-SD

CONTROL NODE EXTENDER

Play after deployment.

A friendly fighter's pets gain 9" control radius (instead of the normal 3").

SQUAT TACTICS

S-022-2025-SD

GRAVEL TO THE END

Play during an End phase (before Bottle checks).

All friendly Recovery tests this round are automatically Flesh Wound.

SQUAT TACTICS

S-023-2025-SD

MAKING A STAND

Play at the start of any round (before Priority).

A friendly fighter gains the following this round:

- Cannot become Pinned.
- At the start of the End phase, become Seriously Injured.

SQUAT TACTICS

S-024-2025-SD

MINING TUNNELS

Play before deployment.

A friendly fighter with exo-suit gains Infiltrate.

SQUAT TACTICS

S-025-2025-SD

LOW BLOW

Play when activating a friendly fighter.

This fighter's shooting attacks against enemies on a higher elevation gain +1 modifier to Wound rolls during this activation.

SQUAT TACTICS

S-026-2025-SD

AUTOMATIC RAIN

Play when activating a friendly fighter.

This fighter gains the following during this activation:

- Rapid Fire weapons gain Rapid Fire (+1).
- Any weapon fired automatically runs Out of Ammo.

SQUAT TACTICS

S-027-2025-SD

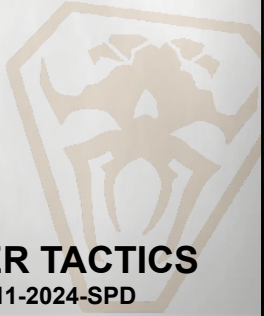
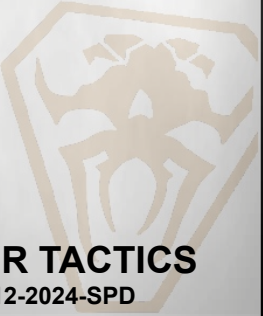
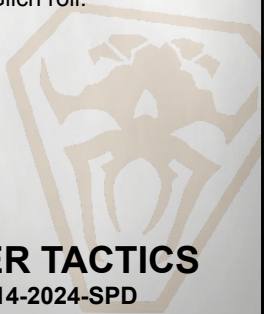
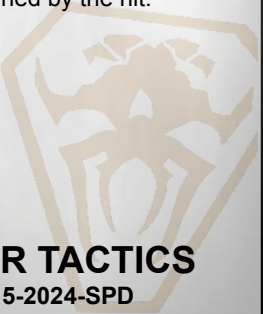
TACTICS: SQUATS

HEADS OF IRON Play during an End phase (before Bottle checks). The Bottle check is automatically passed. Note: Same as Stand Firm, Dedicated To Duty, Deadmen Walking. SQUATS TACTICS S-028-2025-SD	OVERCLOCKED REACTOR VEHICLE Play when activating a friendly vehicle. This vehicle gains +2 Handling & movement this activation. SQUAT TACTICS S-029-2025-SD	RAMMING BREACH VEHICLE Play when activating a friendly vehicle. This vehicle ignores damage from head-on collisions this activation. SQUAT TACTICS S-030-2025-SD
RESPIRATOR PIPES Play after deployment. D3 friendly fighters gain Respirators this battle. SQUAT TACTICS S-031-2025-SD	BURST OF SPEED Play when activating a friendly fighter. This fighter can make a Move (Free) action. SQUAT TACTICS S-032-2025-SD	INFERNO ROUNDS Play when activating a friendly fighter. This fighter's Ironhead autoguns and Ironhead boltguns gain Blaze this activation. SQUAT TACTICS S-033-2025-SD
IRON SWING Play after deployment. A friendly fighter gain Knockback for a single Melee weapon this battle. SQUAT TACTICS S-034-2025-SD	THAT ALL YOU'VE GOT? Play when activating a fighter with 3+ Flesh Wounds. This fighter gains an additional +D3 XP for taking enemy fighters OoA this activation. SQUAT TACTICS S-035-2025-SD	IRON RIDE Play when activating a friendly Mounted fighter. +1T to this fighter (for the purpose of Wound rolls) until the start of this fighter's next activation. SQUAT TACTICS S-036-2025-SD

TACTICS: SPYRER

VOW OF CARNAGE Play when a friendly fighter increased the Kill Count for a second time this battle. Roll 2 dice and choose which to apply when generating a Power Boost (Suit Evolution) during the post-battle sequence after the battle.  SPYRER TACTICS SP-001-2024-SPD	CLAIM PREY Play after deployment. Select a friendly fighter as the hunter and an enemy Leader or Champion as the prey. If the prey goes OoA as a result of an action made by the hunter, gain +1 Kill Count.  SPYRER TACTICS SP-002-2024-SPD	POWER SURGE Play after deployment. A friendly fighter can ignore negative effects of any Suit Glitches this battle.  SPYRER TACTICS SP-003-2024-SPD
ENVIRONMENTAL ADAPTATION Play after deployment. A friendly fighter gains filter plugs and is immune to Blaze and Rad-phage this battle.  SPYRER TACTICS SP-004-2024-SPD	STALK THE SHADOWS Play when activating a Malcadon fighter. Can spend a Double action (Shadow Stalk) this activation: Remove this fighter from the battlefield, then redeploy anywhere at least 9" from enemies and out of LOS from enemies.  SPYRER TACTICS SP-005-2024-SPD	WINGS OF DEATH Play when activating a Yeld fighter. Can make Ride By attacks as if mounted this activation.  SPYRER TACTICS SP-006-2024-SPD
UNSTOPPABLE FORCE Play when activating a Orrus fighter. Gain +1S and Knockback to attacks when Charging (applies to the free Fight action) this activation.  SPYRER TACTICS SP-007-2024-SPD	FINESSE STRIKE Play when activating a Jakara fighter. When making a Fight action, gain Sever, but only make one attack (regardless of Attacks stat or other bonuses) this activation.  SPYRER TACTICS SP-008-2024-SPD	SEISMIC SMASH! Play when activating a Orrus fighter. Can make a Double action (Ground Pound) to make the following attack this activation: S4, AP-1, D2, Template, Seismic.  SPYRER TACTICS SP-009-2024-SPD

TACTICS: SPYRER

COORDINATED STRIKE Play when activating a Leader. Gain Group Activation (1) this activation.  SPYRER TACTICS SP-010-2024-SPD	ELEVATED FIREPOWER Play when activating a Yeld fighter. +1S to all ranged weapons equipped by this fighter against targets at least 6" below this fighter this activation.  SPYRER TACTICS SP-011-2024-SPD	REPOSITION Play when activating a Malcadon fighter. Grapnel (Double) becomes Free action this activation.  SPYRER TACTICS SP-012-2024-SPD
HIT & RUN Play when activating a Jakara fighter. Retreat (Basic) becomes Free action this activation.  SPYRER TACTICS SP-013-2024-SPD	KILL FRENZY Play when a friendly fighter is taken OoA (before being removed and suffering Suit Glitches). Remove all Flesh Wounds and change status to Pinned. For the rest of the battle, all equipped weapons gain Reckless. After the battle, suffer a Suit Glitch roll.  SPYRER TACTICS SP-014-2024-SPD	BULLDOZE Play when activating a Orrus fighter. Move through impassable terrain 2" or less wide as if it were difficult terrain this activation. Each time this is done, suffer a S4, AP-1, D1 hit after moving. HOUSE RULE Not Pinned by the hit.  SPYRER TACTICS SP-015-2024-SPD
FAKE OUT Play when activating a Jakara fighter. Can make a Basic action (Feint) this activation: In any subsequent Fight action, the target cannot use Parry (trait) and suffers -1 hit modifier to Reaction attacks.  SPYRER TACTICS SP-016-2024-SPD	CHAMELEONIC OVERLOAD Play at the start of any round (before determining Priority). A Yeld fighter cannot be targeted by shooting attacks this round. After the round, for the rest of the battle the Yeld hunting rig does not modify hit rolls.  SPYRER TACTICS SP-017-2024-SPD	YOU'RE MINE NOW! Play when activating a Malcadon fighter. The paired web incisors gain Drag this activation.  SPYRER TACTICS SP-018-2024-SPD