

HIVE TREMORS

Play this at the start of any round.

Every Active fighter must take 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.

Zone Mortalis: Place D3 spare ductways across any walls of your choice.

Sector Mechanicus: Remove D3 ladders of your choice.

General Tactics

BATTLE MADNESS

Play this card instead of activating a fighter.

Choose a Broken fighter from either gang. They immediately make a ranged attack against the closest fighter they can see, friend or foe. If they are in base contact with another fighter, they make a close combat attack instead.

General Tactics

ADRENALINE SURGE

Play when activating a fighter.

The fighter can make one additional action this turn.

General Tactics

BEAST LURE

A fighter can spend an action to play this card.

Place the Beast’s Lair marker within 3” of this fighter. Then, they can move up to D6”. If they end the action within 6” of the lair, there is a chance they will be attacked as normal.

General Tactics

A GOOD DAY

Play at the start of the game after both sides have set up.

Choose a Champion or Leader model in your crew. Tuck this card under the fighter’s card. For the duration of the game, Cool checks for other fighters from your gang have a +2 modifier if they are within 3" of the chosen Champion or Leader.

General Tactics

BLACKOUT

Play this card at the start of any round.

For the duration of this round, ranged attacks have an additional -1 modifier if made against targets between 6” and 12” away, or a -2 modifier if made against targets more than 12” away. Attackers using an infra-scope or photo-googles, or targeting a fighter with a Blaze marker, ignore these penalties.

General Tactics