

BLAZING FURY

Play this card when activating a fighter.

For the duration of this fighter's turn, the Shoot action is treated as Simple rather than Basic.

General Tactics

BLOOD DEBT

Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.

For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker. Tuck this card under the attacker's Fighter card as a reminder.

General Tactics

BURST OF COURAGE

Play this card when making a Cool check for a fighter.

The fighter automatically passes the check, and any more Cool checks they are required to make until the end of the round.

General Tactics

CHAIN ATTACKS

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

The activating fighter can move up to D6'' and make a Fight Basic action. Their activation then immediately ends.

General Tactics

...CLICK

Play this card after an enemy fighter completes an attack with a ranged weapon.

The weapon immediately runs Out of Ammo, as if it had failed an Ammo check.

General Tactics

CROSSFIRE

Play this card when a fighter makes a ranged attack against a target who has already been shot at by a friendly fighter.

The hit roll succeeds automatically.

General Tactics