

DEADLOCK

Play this card at the start of any round.
Note: Zone Mortalis only.

Choose a closed door anywhere on the board. For the duration of this round, the door cannot be opened in any way.

General Tactics

DESPERATE EFFORT

Play when it is your turn to activate a fighter, but none of your fighters have Ready markers.

Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned.

General Tactics

DISTRACTION

Play when your opponent activates a fighter.

The opposite player must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn, instead of two.

General Tactics

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.

General Tactics

EMERGENCY SEAL

Play instead of activating a fighter.
Note: Zone Mortalis only.

Ductways cannot be used for the duration of this round – they are treated as not being on the board at all.

General Tactics

FEARSOME REPUTATION

Play after one of your fighters puts an enemy Out of Action.

For the rest of the game, any nerve checks made for enemy fighters within 8” of them have a -2 modifier.

General Tactics