

FIRE DISCIPLINE

Play this card at the start of the battle, after setting up your gang.

For the duration of the battle, ranged attacks made by your fighters only trigger an Ammo check if the Firepower dice rolls an Ammo symbol **and** the hit roll is a success.

General Tactics

FRAG TRAP

Play this at the start of the battle, when setting up your gang.

Pick one of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter can make this action:
Set Frag Trap (Double) – Place a Frag Trap marker within 1” of the fighter. Then they can move up to D6”. If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centered on the fighter's base). On a 2-3, place a Frag Trap marker where the fighter stood. On a 4+, discard this card.

General Tactics

GROUP TACTICS

Play this card when it is your turn, before activating any fighters.

Instead of activating one fighter, activate up to three fighters (in the same way as making a Group activation).

General Tactics

HAVING A BAD DAY

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

Choose a Champion or Leader model in your opponent’s crew. For the duration of the game, Cool checks for other fighters from the opposing gang have a -2 modifier while that fighter is within 3” of the chosen Champion or Leader.

General Tactics

HEALTHY PARANOIA

Play when activating a fighter.

For the rest of the battle, the fighter have 360° vision arc.

General Tactics

HIDDEN PASSAGE

Play this card at the start of your turn, immediately before activating a fighter.

Note: Zone Mortalis only,

Place an unused Ductway marker anywhere on the board, following the normal rules for placing a ductway.

General Tactics