

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").

General Tactics

LAST GASP

Play this card when one of your active fighters is taken Out of Action.

Before the fighter is removed from play, they can immediately make an attack. This is a close combat attack if they are Engaged, otherwise it is a ranged attack. If they are equipped with a grenade that has the Blast trait, and the Blast marker is centered on them, it will not scatter. As soon as the attack has been resolved, the fighter is removed from play.

General Tactics

LUCKY FIND

Play this card when activating a fighter with a weapon that is Out of Ammo.

One of the fighter's weapons is automatically reloaded at the cost of one action – no Ammo check is required.

General Tactics

LUCKY LHO-STICK CASE

Play this card when a friendly fighter fails an armour save.

The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Penetration).

General Tactics

MAKESHIFT ARMOUR

One of your fighters can spend an action to play this card.

Tuck this card under the fighter's card; while it is there, their armour save is treated as one point better than it is. If any save roll for the fighter is a 1 (before modifiers), discard this card after resolving the attack(s).

General Tactics

MASTER SWITCH

Play this card instead of activating a fighter.

Note: Zone Mortalis only.

Every door on the board that does not have a door terminal either opens or closes. They must all do the same, i.e., this card cannot be used to open some doors and close others.

General Tactics