

MELTA TRAP

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

Pick one of your fighters to carry the melta trap, and put this card under their Fighter card. Once during the game, the fighter can make this action:
Set melta Trap (Double) – Place a melta 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 Melta Trap marker where the fighter stood. On a 4+, discard this card.

General Tactics

POINT-BLANK SHOT

Play this card when a fighter makes a Fight action or a Charge action.

Pick one of the fighter’s ranged weapons that does not have the Blast trait or Template trait. For the duration of this turn, that weapon can be used in close combat in the same way as a pistol.

General Tactics

PROPER PREPARATION

Play this card before setting up the gang at the start of the battle.

Pick one of your fighters and put this card under their Fighter's card.
For the duration of the battle, this fighter's weapon gain the Plentiful trait unless they already have the Scarce trait, in which case their weapons are counted as not being Scarce.

General Tactics

REACTION FIRE

Play when an enemy fighters is activated, before they make their first action.

Pick a fighter from your gang – that fighter can immediately make a Shoot (Basic) action against the activating enemy model, as long as they are in range and line of sight.

General Tactics

RICOCHET

Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.

Pick another fighter within 5” of the target, even if they are not visible to the attacker, and roll to hit against them. Do not roll the Firepower dice again.

General Tactics

RIGGED DOOR

Play this card immediately after an enemy fighter makes an action.
Note: Zone Mortalis only

Pick any door on the board and either close or open it. If closing a door and there is a fighter standing in the doorway, they must test to see whether they avoid closing door as normal.

General Tactics