

SECRET CACHE

Play this card instead of activating a fighter.

Set up an ammo cache anywhere on the battlefield.

General Tactics

STEEL FURY

Play this card at the start of any round.

For the duration of this round, fighters from this gang count the Fight (Basic) action as a Fight (Simple) action.

General Tactics

STERNER STUFF

Play this card instead of activating a fighter.

Make a Rally check for each Broken fighter in your gang, as though it was the End phase.

General Tactics

SUPPRESSING FIRE

Play this card after making an unsuccessful hit roll for a ranged weapon.

The target is Pinned, even though they were not hit by the attacks.

General Tactics

TECH OVERRIDE

Play this card when a friendly fighter makes an Access Terminal action or Bypass Lock action, or when rolling to see if a friendly fighter triggers a booby trap.

If making an Access Terminal action or Bypass Lock action, the intelligence check is passed automatically. If rolling to see whether a booby trap is triggered, you can choose the result instead of rolling.

General Tactics

THEY'RE EVERYWHERE!

Play this card instead of activating a fighter.

Each enemy fighter who is within 4’’ of two or more fighters from your gang must make a Cool check. If the check is failed, the enemy fighter is Pinned.

General Tactics