



## TAKE THE INITIATIVE

Play this card at the start of the round before rolling for Priority.

Your gang has Priority this round. If multiple gangs play this card then they must roll off to see who has Priority as normal.

GANG TACTICS

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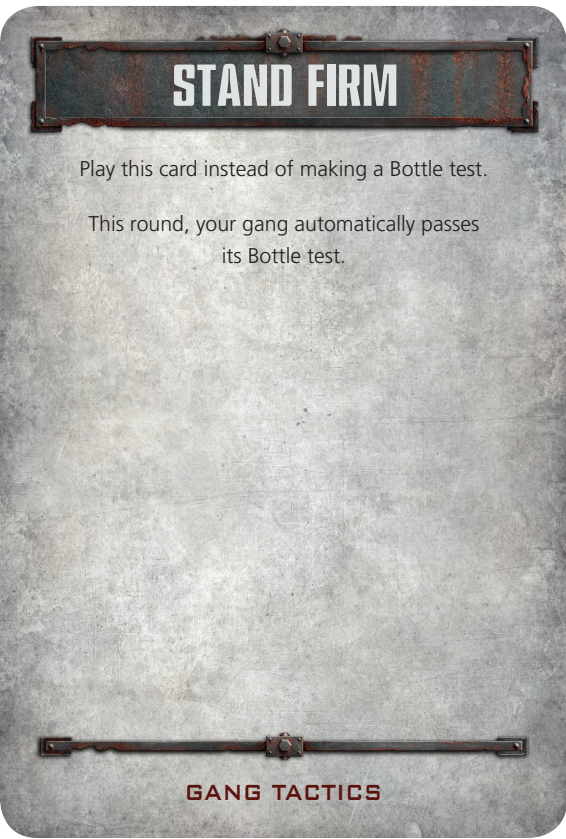


## SPEEDY RECOVERY

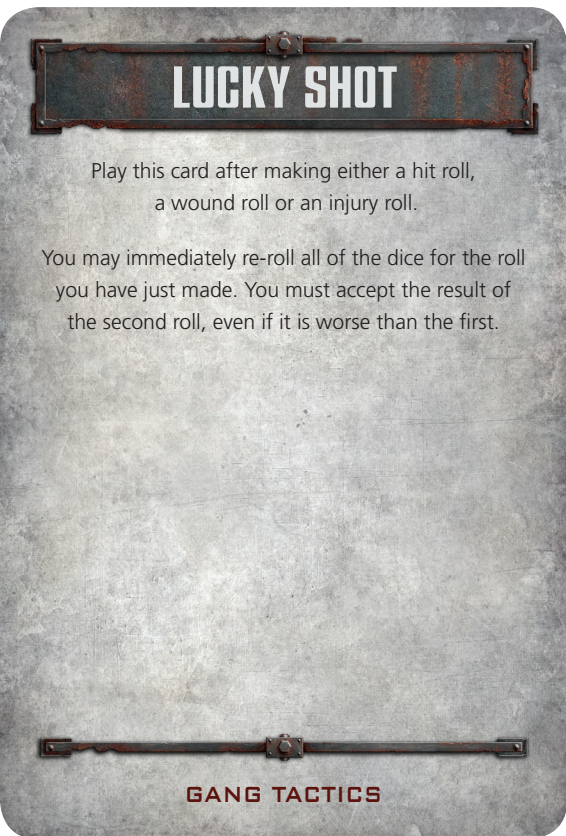
Play this card when making a Recovery test.

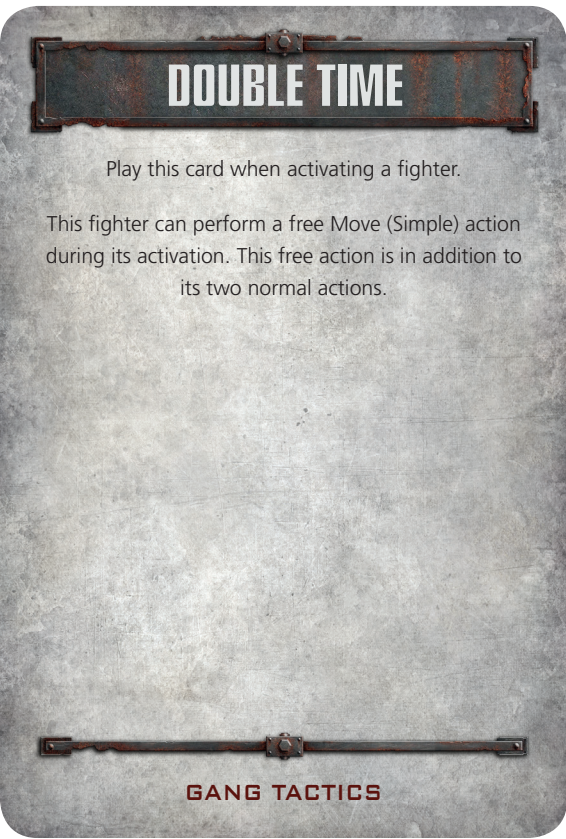
One of your fighters can re-roll a single Recovery dice.

GANG TACTICS



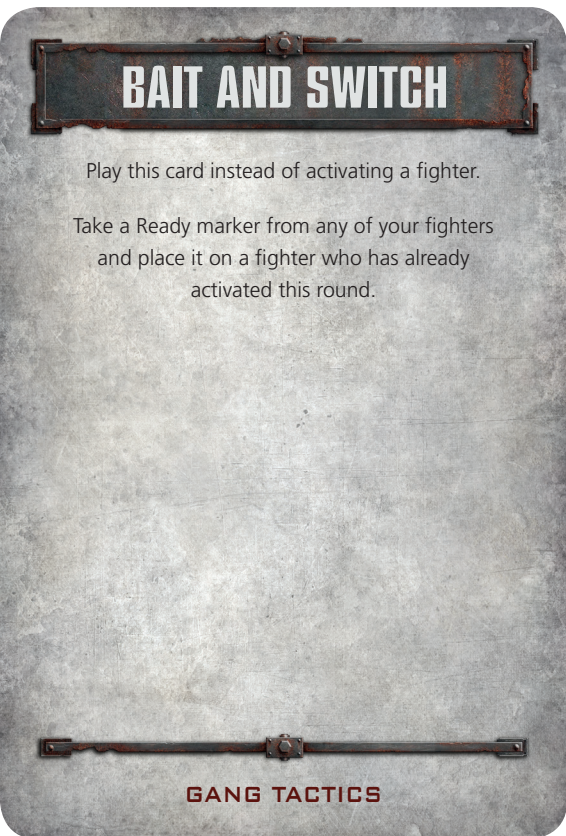
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## RAPID HEALING

Play this card instead of activating a fighter.

Choose one of your fighters. This fighter either recovers one Wound or removes one Flesh Wound.

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## RECKLESS CHARGE

Play this card when a fighter makes a Charge (Double) action.

The fighter counts as having rolled a 3 on the D3 to determine their maximum charge range.

GANG TACTICS



## STIMM OVERLOAD

Play this card when activating a fighter.

This fighter counts a Charge (Double) action as a Basic action this turn.

GOLIATH GANG TACTICS

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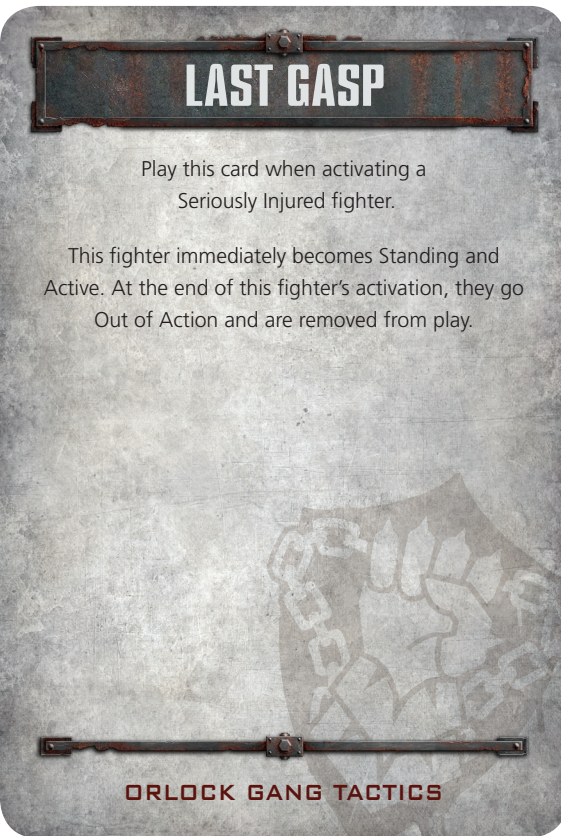


## SWIFT REDEPLOYMENT

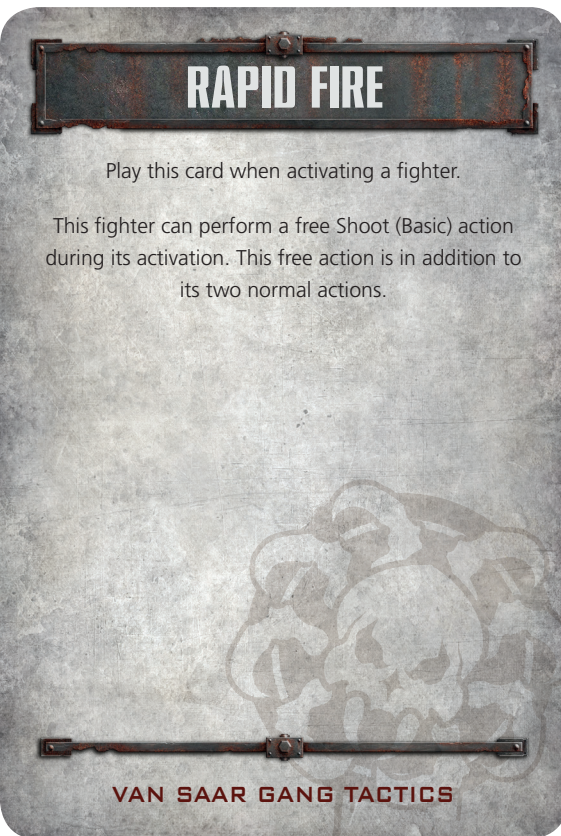
Play this card instead of activating a fighter.

Roll a D3. All of your fighters can immediately move that many inches, even if they have already been activated this round.

ESCHER GANG TACTICS



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## CALL THE FAITHFUL

Play this card after both sides have deployed.

You may add an extra D3 fighters to your crew (potentially exceeding the normal crew size for the scenario). These fighters must be chosen randomly from any fighters not already included in your crew.

CAWDOR GANG TACTICS

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## MASS INFILTRATION

Play this card during deployment.

Choose D3 fighters in your crew. For the duration of this battle, these fighters gain the Infiltrate skill.

DELAQUE GANG TACTICS



## CULT AMBUSH

Play this card immediately before deployment.

Your gang's deployment area is expanded by 3" (in all directions), though cannot overlap your enemy's deployment area.

GENESTEALER CULT GANG TACTICS

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## DARK BLESSINGS

Play this card when your Demagogue is Seriously Injured or taken Out of Action but before removing the fighter from the board.

Make a Willpower check for the Demagogue. If the check is passed, replace the Demagogue with a Chaos Spawn. During the Wrap-up step, the Chaos Spawn is removed from play and you must test to see if the Demagogue succumbs their injuries, as if they were Seriously Injured when the battle ended.

CHAOS HELOTS GANG TACTICS





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