

Cawdor.

DEFAULT ✓ Faith Through Fear	Play when a fighter fails a Cool check.	Instead of suffering the normal effects of failing a Cool check, the fighter immediately charges the nearest enemy model. If they fail the charge, they become Pinned.
1 Faith Through Fire	Play at the start of any round.	For the duration of this round, friendly models with a Blaze marker on them may move and take actions as normal. In addition, all their melee attacks gain the Blaze trait.
2 For the Lost!	Play at the start of any round.	For every friendly model that has been taken Out of Action in the battle so far, one chosen Champion or Leader can add +1 to their Strength and Attacks characteristic, to a maximum of +3. These effects last until the end of the round.
3 Redemption!	Play when a friendly fighter is taken Out of Action.	Centre the 3" Blast marker on the fighter that has just been taken Out of Action. All models under the marker count as being hit by a frag grenade. (Strength 3, AP -, Dam. 1, Knockback).
4 Rat Warren	Play after your opponent activates one of their fighters.	If the fighter they have just activated does not have line of sight to any friendly fighters, they must make an Intelligence check. If failed, you may place that fighter anywhere within 6" of their current location. You may not place them within 3" of any of your fighters or in the air.
5 Makeshift Armour	One of your fighters can spend an action to play this Tactic.	The fighter's armour save is treated as one point better than it is. If any save roll for the fighter is a 1 (before modifiers), this effect ends after resolving the attack(s).
6 Makeshift Cover	Play at the start of any round.	Place D3 barricades or similar pieces of terrain anywhere on the battlefield within 3" of one of your fighters.

Generic Tactics

1 Seize the Initiative	Play at the beginning of any round, before rolling for Priority.	You immediately take Priority this turn without any dice being rolled (If your opponent also has this tactic, you both discard it and roll off again to determine priority).
2 Distraction	Play when your opponent activates a fighter.	The opponent must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn.
3 Lucky Item	Play when a friendly fighter fails an armour save.	The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Piercing).
4 Roger That!	Play at the start of any round.	Pick a Ganger with a Ready marker. For this round only, that fighter gets Group Activation (1).
5 What's a few Teeth?	Play this when a friendly fighter suffers a Flesh Wound.	The Flesh Wound is ignored. Any other effects of the hit still apply.
6 Double Time	Play when activating a fighter.	This fighter can perform a free Move (Simple) action during its activation.