

Ash Wastes Nomads

DEFAULT ✓ Fade to Ash	Play during any End phase, before any Recovery tests.	The battle ends as if your gang had retreated from the battlefield. Friendly fighters who are Seriously Injured automatically recover and there is no chance for any fighters to be Captured.
1 Blessed by the Storm	Play at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this round, if the Visibility (X") rule is not active for this battle, apply the Visibility (24") rule. Otherwise, either increase or decrease the value of X" by 6" to a minimum of 6".
2 Overcharge!	Play when a friendly fighter makes a ranged attack, before rolling the dice.	For the duration of the attack, the Shock trait activates on a Hit roll of 5+ instead of 6+.
3 Spineroach Venom	Play when a friendly fighter makes a close combat attack before rolling dice.	For the duration of this attack, one of the fighter's weapons with the Melee trait gains the Toxin trait.
4 Fade and Switch	Play at the beginning of any round, before rolling for initiative.	Select two friendly fighters on the battlefield, neither of which are Engaged. Swap the position of the two fighters.
5 Raiders Without Equal	Play this gang tactic during the Wrap-Up phase of the post- battle sequence.	Add D3x10 credits to your gang's Stash for each enemy with 3 or more Wounds that were taken out of action during the battle.
6 Disorientating Ash Cloud	Play at the start of any round, after rolling for Priority.	Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Ballistic Skill and Movement characteristics.

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.

