Venators / Bounty Hunters.

DEFAULT ✓ Blood Money	Play when an enemy fighter is taken Out of Action.	Your gang immediately gains credits equal to half the fighter's cost (rounding up).
1 Blood Debt	Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.	For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker.
2 Tripwire Trap	Play when an enemy fighter ascends or descends a ladder or stairs, or moves through a doorway.	Once the enemy fighter completes their Move action, they become pinned.
3 Ricochet	Play 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.
4 Thundering Charge	Play when a fighter makes a Charge action, before they move.	Double the fighter's Move instead of adding D3".
5 Speedy Recovery	Play when making a Recovery test.	One of your fighters can re-roll a single Recovery dice.
6 Free Space		Discuss with the Arbitrator before the campaign begins to choose a Tactic that suits your gang's theme.

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.