

Corpse Grinder Cults.

Hive Kowloon errata – Masks.

Masks only provide their benefits when the attacker is in the Corpse Grinder's vision arc.

DEFAULT ✓ Bountiful Feast	Play when a friendly fighter from your gang takes an enemy fighter Out of Action with a Fight or Coup De Grace action.	Remove a number of Flesh Wounds from your fighter equal to the Wounds characteristic of the enemy fighter they took Out of Action.
1 Blessed By Death	Play when a fighter from your gang takes an enemy fighter Out of Action with a Fight or Coup De Grace action.	For the remainder of the battle, the fighter gains +1 WS.
2 Reign of Blood	Play when a fighter from your gang takes an enemy fighter Out of Action with a Fight or Coup De Grace action. (Leader or Champion only).	For the rest of the battle, when this fighter makes a group activation, they may include one more fighter than normal as part of the group.
3 Savage Brutality	Play when a fighter from your gang takes an enemy fighter Out of Action with a Fight or Coup De Grace action.	All enemy fighters within 12" that can draw line of sight to the target must take Nerve tests. Any fighters outside 3" become Broken as normal if they fail, but automatically rally in the End phase.
4 Whirlwind of Blows	Play when activating a fighter in your gang that is Standing and Engaged.	For the duration of this fighter's activation, increase their Attacks characteristic by 1 for each enemy fighter they are Engaged with.
5 Marked for Death	Play instead of activating a fighter.	Choose an enemy fighter. For the rest of the battle, add 1 to any hit rolls for fighters from your gang when they target that fighter with a Melee weapon.
6 Tainted Meat	Play this Tactic during the pre-battle sequence, after all players' crews have been selected.	Nominate 1 fighter from your opponent's starting crew. That fighter starts this battle with 1 Flesh Wound.

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.