

Delaque.

DEFAULT ✓ Assassins	Play instead of activating a fighter.	For the remainder of this round, any ranged attacks made by a Delaque fighter that is outside of the target's vision arc gains +2 to hit.
1 Spiked Drinks	Play during the pre-battle sequence, once crews have been chosen.	Nominate 1 fighter from your opponent's starting crew. For the duration of this battle, that fighter suffers -1 to their Ballistic Skill, Weapon Skill, and Intelligence, but gains +2 to their Cool.
2 Faceless	Play at the start of any round other than the first, after rolling for Priority..	Choose two of your Delaque fighters anywhere on the board. These fighters swap positions, even if they are Engaged in melee. Leaders, Champions, Brutes, Hired Guns, and Seriously Injured fighters cannot be chosen.
3 Labyrinth	Play at the start of the game, after both gangs have been deployed.	You may immediately move D6 obstacles up to 3" in any direction. Alternatively, you may either add or remove D3 obstacles.
4 Ghostly	Play this card when activating a fighter.	Ranged attacks targeting this fighter suffer a -1 modifier to the hit roll for the rest of the battle. In each End phase, roll a D6. On a 1 this effect ends.
5 Darkness Falls	Play at the start of any round other than the first, after rolling for Priority.	For this round, the Pitch Black scenario rules are in effect. (Visibility 3")
6 Gripped By Fear	Play at the start of any round, after rolling for Priority.	Nominate D3 fighters in the enemy gang. For the duration of this round, they suffer -1 to their Weapon Skill and Cool 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.