

CAWDOR

GANG CARDS



By Stiletto

BLESSED VISIONS

Play at the start of the game after both sides have deployed.

For the duration of the game, the gang's fighters may use their normal BS when making Blind Fire ranged attacks or ranged attack through Ductways.

CAWDOR TACTICS

DEADMEN WALKING

Play at the start of any End phase.

If your gang is required to make a Bottle test during this End phase, it will automatically pass.

CAWDOR TACTICS

DIVINE MOTIVATION

Play at the start of the game after both sides have deployed.

For the duration of the battle, the gang's Leader adds 2 to the dice roll for any Cool checks they are required to take. If the leader is taken Out of Action, all friendly fighters must make an immediate Cool check or become Broken.

CAWDOR TACTICS

EFFIGY OF THE DAMNED

Play at the start of any turn.

Choose a terrain feature at least 6" in diameter or a board tile. For the duration of this turn, any models entering or beginning their turns in the affected area must roll to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.

CAWDOR TACTICS

FAITH THROUGH FEAR

Play this card 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 there are no enemy models in range, they become Pinned.

CAWDOR TACTICS

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 - though they still take damage as normal. In addition, all their melee attacks gain the Blaze trait.

CAWDOR TACTICS

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.

CAWDOR TACTICS

LET IT BURN!

Play at the start of any round.

For the duration of this round, all ranged weapons used by friendly models gain the Blaze trait.

CAWDOR TACTICS

NO PRISONERS!

Play at the start of any End phase.

For the duration of the End phase, Seriously Injured enemy models making Recovery tests must roll two Injury dice and pick the worst result.

CAWDOR TACTICS

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.

CAWDOR TACTICS

RIGHTEDOUS DAY

Play at the start of any round.

For the duration of the round, all successful wound rolls made against friendly fighter must be re-rolled. However, friendly fighters not engaged in melee must charge the nearest enemy model if possible, or use their entire activation to move as close to the enemy as possible.

CAWDOR TACTICS

STIRRING ORATION

Play at the start of any round.

Choose one friendly Leader or Champion model. For the duration of the round, the Leading by Example rule applies as long as the fighter can draw line of sight to the chosen model. For this round, the chosen Leader or Champion cannot benefit from the effects of cover.

CAWDOR TACTICS

DEATH TRAP

Play this card when an enemy fighter makes an Operate Door action to either open or close a door.

The fighter must test to see if they are struck by the door, as described on page 64 of *Necromunda: Underhive*, as if they were standing in a doorway when the door is closed.

This card can only be used in Zone Mortalis battles. If it is randomly drawn in a Sector Mechanicus battle, discard it and draw a new one.

GANG TACTICS

DUCK AND COVER

Play this card when activating a fighter.

This turn, the fighter may make two Fire (Basic) actions, provided they use the same Basic or Pistol weapon for both. After resolving these actions, the fighter may move D3".

GANG TACTICS

QUICK TIME

Play this card when activating a fighter.

Tuck this card under the fighter's card. While it is there, the fighter's Move is increased by 2. In each End phase, roll a D6. On a 1, the card is discarded.

GANG TACTICS

SNAP FIRE

Play this card after an enemy fighter completes an attack with a ranged weapon.

A readied fighter in your gang may immediately take a shot at the enemy fighter with a Pistol or Basic weapon. However, they must subtract 1 from the hit roll.

GANG TACTICS

TRAP CHUTE

Play when an enemy model crawls through a ductway.

The enemy model is placed by the enemy player within 1" of a randomly chosen ductway within 18" of their current location. If there are no other ductway markers in this range then the model is removed from play for D3 rounds. When they return to play, place them within 1" of the ductway they were crawling through.

GANG TACTICS

TRAPPED CONSOLE

Play this card when an enemy fighter interacts with a console, before the end of the action.

Centre the 3" blast marker on the enemy fighter. All models under the marker suffer a Strength 3, AP -, Damage 1 hit.

GANG TACTICS

VACUUM CHAMBER

Place this card when a door is opened.

All models within 12" of the opening door are immediately moved D6" toward the doorway.

This card can only be used in Zone Mortalis battles. If it is randomly drawn in a Sector Mechanicus battle, discard it and draw a new one.

GANG TACTICS

YOU!

Play this card when activating a fighter.

Choose an enemy model with line of sight to the fighter you have just activated. For the remainder of the game, any ranged or melee attacks made by this fighter against the nominated enemy gain +1 on the wound roll. The fighter can only make ranged and melee attacks against the nominated enemy until that enemy has been taken Out of Action.

GANG TACTICS









