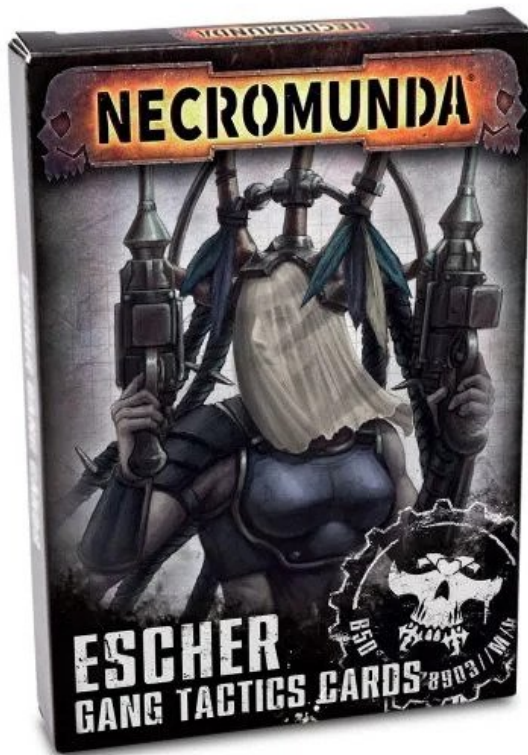


HOUSE ESCHER GANG TACTICS CARDS



By Stiletto

MISTRESS OF DEATH

Play this gang tactic when a friendly Death-maiden takes an enemy fighter Out of Action.

The Death-maiden's activation immediately ends, but she immediately becomes Standing and Active, and can be activated again this round.

ESCHER TACTICS

DANCE OF DEATH

Play this gang tactic at the start of the Action phase.

For the duration of the round, all friendly Escher fighters gain the Acrobatic skill.

ESCHER TACTICS

CHEMICAL REIGN

Play this gang tactic when activating a fighter.

The active fighter can choose to apply a single Chem-alchemy effect to one of their weapons that has either the Gas and/or Toxin traits.

ESCHER TACTICS

PREDATORY PHYRR

Play this gang tactic at the start of the Action phase.

For the duration of the round, enemy fighters become subject to the Horrors in the Dark special rule as detailed in the *Necromunda Rulebook*.

ESCHER TACTICS

BLADE TRAPS

Play this gang tactic instead of activating a fighter.

Place a Blade Cage marker anywhere within 2" of one of your fighters. When triggered, roll a D6. On a 4+, it is a Real Trap as detailed in the rules for Hidden Traps on page 100 of *Necromunda: House of Blades*

ESCHER TACTICS

DEATH AND THE MAIDEN

Play this gang tactic when a friendly fighter suffers a Memorable Death result on the Lasting Injury table.

Roll 2D6. If the result is equal to or lower than the fighter's Toughness characteristic, add a Deathmaiden to your gang. The new Death-maiden comes with no advancements or equipment.

ESCHER TACTICS

HIT AND RUN

Play this gang tactic at the start of the End phase.

Choose three of your fighters. These fighters may make a free Move (Simple) action or a Retreat (Basic) action.

ESCHER TACTICS

FREE FALL

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.

For the duration of the game, fighters in your crew gain the Catfall skill.

ESCHER TACTICS

RUNNING BATTLE

Play this gang tactic when activating a fighter.

The active fighter may make a Run and Gun (Double) action as if they had the Hip Shooting skill. If the fighter is part of a Group Activation then all fighters involved in the Group Activation may make a Run and Gun (Double) action.

ESCHER TACTICS

WYLD HUNT

Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.

Your gang may immediately recruit an Escher Wyld Runner and two Phelynx. These fighters are recruited for free but will leave the gang at the end of this battle. The Wyld Runner is armed with a whip and throwing knives. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.

ESCHER TACTICS

SISTERHOOD OF VIOLENCE

Play this gang tactic when an enemy fighter is taken Out of Action as a result of an attack made by a friendly fighter.

After completing the current fighter's activation, immediately activate a friendly fighter within 12" of the fighter who just activated.

ESCHER TACTICS

GIFTS OF THE MATRON

Play this gang tactic when activating a fighter.

The fighter can choose to apply a single Chem-alchemy Stimm effect to themselves.

ESCHER TACTICS

SHIVER PROPHECY

Play this gang tactic at the start of the End phase.

Roll 2D6. If the result is equal to or lower than the current game round, play one more full round. The game then ends and victory conditions and rewards are worked out as normal.

ESCHER TACTICS

SEARCH AND SCRAG

Play this gang tactic when an enemy fighter fails a Nerve test.

After the enemy fighter has completed their Run for Cover (Double) action, any of your fighters within 12" of them may make a Move (Simple) action. They must end this free move closer to the Broken fighter.

ESCHER TACTICS

KILL COUNT

Play this gang tactic at the start of the Action phase.

Choose a number between 1 and 6. If this number of enemy fighters are Seriously Injured or taken Out of Action as a result of attacks made by your fighters this round (fighters fleeing the battle as a result of failing a Bottle test do not count) then, if your gang's Leader is part of your crew for this battle, your gang's Leader earns a number of XP equal to the number chosen. If your crew does not include a fighter with the Leader (Escher) special rule, you may discard this gang tactic and select another.

ESCHER TACTICS

UNEXPECTED HELP

Play this gang tactic at the start of the End phase.

Choose a fighter in your gang who was not included as part of your crew for this scenario. This fighter immediately arrives using the rules for Reinforcements.

ESCHER TACTICS

RAIN OF BLADES

Play this gang tactic when activating a fighter.

The fighter can immediately make a Charge (Double) action. This charge is a free action and does not count against their normal allotment of actions this activation.

ESCHER TACTICS

QUEEN OF THE HIVE

Play this gang tactic at the start of the Action phase.

For the duration of this round, enemy fighters must pass a Willpower check if they wish to target a fighter in your crew with the Leader (Escher) special rule with a Shoot or Fight (Basic) action. If this check is failed they may choose a different target, ignoring the fighter with the Leader (Escher) special rule for the purposes of the Target Priority rule. If your crew does not include a fighter with the Leader (Escher) special rule, you may discard this gang tactic and select another.

ESCHER TACTICS

TACTICS CARD

TACTICS CARD









CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon

	Rng		Acc								
	S	L	S	L	Str	Ap	D	Am	Traits		

SKILLS:

WARGEAR:

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
"	+	+				+		+	+	+	+

Weapon

	Rng		Acc								
	S	L	S	L	Str	Ap	D	Am	Traits		

SKILLS:

WARGEAR:

CREDITS

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Weapon

	Rng		Acc		Str	Ap	D	Am	Traits
S	L	S	L						

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Weapon

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Weapon

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SKILLS:

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