

ORLOCK

GANG TACTICS CARDS



By Stiletto

AMMO PACK

Play this gang tactic instead of activating a fighter.

Choose a friendly Orlock fighter with the Munitioneer skill. All friendly fighters within 6" and line of sight of that fighter that have the Out of Ammo condition may immediately perform a free Reload (Simple) action. A fighter can perform this action even if they would normally be unable to do so (for example, if their weapon has the Scarce trait). Seriously Injured fighters, however, are not affected by this gang tactic.

ORLOCK TACTICS

BLOOD BROTHERS

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

The gang may recruit two Hive Scum for this battle without needing to pay a hiring fee or the cost of their weapons and Wargear. If they do so, during the post-battle sequence the gang gains only half the amount of credits from scenario rewards. If you do not have models available to represent these Hive Scum, you may discard this gang tactic and select another.

ORLOCK TACTICS

BOND OF IRON

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the End phase of this round, all friendly Orlock fighters with the Group Activation (X) special rule can activate one additional fighter as part of any Group Activation they make, e.g., a fighter with Group Activation (2) can activate three fighters instead.

ORLOCK TACTICS

BOOM BOOM SURPRISE

Play this gang tactic instead of activating a fighter.

Choose a Promethium Barrel Gang Terrain feature that is within 8" of a friendly fighter that can see the chosen Promethium Barrel. The barrel explodes; resolve the effects of an attack with an incendiary charge centred on the Promethium Barrel. After this gang tactic is resolved, remove the Promethium Barrel from the battlefield.

ORLOCK TACTICS

DOWN BUT NOT OUT

Play this gang tactic when activating a Seriously Injured friendly fighter that is within 3" of a friendly Standing and Active Orlock fighter.

The activated fighter suffers a Flesh Wound and then becomes Standing and Active. The fighter may then make a single Basic or Simple Action, after which the fighter's activation ends.

ORLOCK TACTICS

GRANDSTANDING

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

If your (Leader) is not part of your crew, one (Champion) of your choice within your crew may be replaced with your (Leader). If no (Champions) are part of your crew, a (Ganger) may be replaced instead. If your (Leader) is part of your crew already, you may discard this gang tactic and select another.

ORLOCK TACTICS

INITIATION

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 up to three Greenhorns. These fighters are recruited for free but will leave the gang at the end of this battle. Each Greenhorn is armed with a sawn-off shotgun and flak armour. 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.

ORLOCK TACTICS

PROTECTION DUTY

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 be joined by a Rebel Lord. This fighter will leave the gang at the end of this battle. This fighter is not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have a model available to represent this fighter, you may discard this gang tactic and select another.

If this Rebel Lord is taken Out of Action, every friendly fighter suffers a -2 modifier to their Cool for the remainder of this battle. Additionally, if this battle is part of a campaign, your gang loses 5 Reputation (to a minimum of 0), and the gang that takes the Rebel Lord Out of Action gains 3 Reputation, at the end of the battle.

ORLOCK TACTICS

QUICK TRICK

Play this gang tactic when an enemy fighter declares a Charge (Double) action and moves within 1" of a friendly Orlock fighter.

The fighter can immediately make an attack with a sawn-off shotgun against the charging fighter even if they are not equipped with one. The enemy fighter cannot be Pinned by this attack but, if they are Seriously Injured, their activation ends.

ORLOCK TACTICS

SEISMIC SURPRISE

Play this gang tactic when a friendly Orlock fighter performs a Shoot (Basic) action with a frag grenade.

Until the end of their activation, this fighter's frag grenades gain the Seismic trait.

ORLOCK TACTICS

SHOWBOATING

Play this gang tactic when a friendly Orlock fighter takes an enemy fighter Out of Action with an attack as part of a Charge (Double) action.

If the fighter is no longer Engaged, they may immediately make a second, free Charge (Double) action. If the fighter is Engaged, they may immediately make a free Fight (Basic) action instead.

ORLOCK TACTICS

STEPPING UP

Play this gang tactic when a friendly Orlock fighter with the Gang Hierarchy (Leader) trait is taken Out of Action.

Choose a friendly Orlock fighter that is on the battlefield and has the Gang Hierarchy (Champion) skill. Until the end of this battle, or until the chosen fighter is taken Out of Action, the chosen fighter replaces their Gang Hierarchy (Champion) and Group Activation (1) special rules with the Gang Hierarchy (Leader) and Group Activation (2) special rules.

ORLOCK TACTICS

STRENGTH OF ARMS

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the End phase of this round, attacks made by friendly Orlock fighters made with a weapon that has the Melee trait gain +1S for each additional friendly fighter that is also Engaged with the target, to a maximum of +3.

ORLOCK TACTICS

TOUGH AS NAILS

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Choose a friendly Orlock fighter with the Gang Hierarchy (X) special rule. For the remainder of this battle, roll a D6 each time the chosen fighter suffers a wound (roll separately for each wound caused by a single attack). On a 2+, that wound is ignored. On a 1, the fighter suffers the wound as normal and this gang tactic is immediately discarded.

Should the fighter suffer an Injury without suffering a wound (e.g., due to a weapon with the Gas trait), this gang tactic is immediately discarded.

ORLOCK TACTICS

TRIGGER DISCIPLINE

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the End phase of this round, all friendly Orlock fighters that start their activation within 6" of a friendly fighter with the Gang Hierarchy (X) rule count as having the Steady Hands skill.

ORLOCK TACTICS

UP CLOSE AND PERSONAL

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Choose up to three friendly Orlock fighters. Until the end of the battle, any sawn-off shotguns carried by those fighters gain the Sidearm trait.

ORLOCK TACTICS

WALL OF IRON

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the End phase of this round, any friendly fighter that is in base contact with one or more Standing and Active friendly Orlock fighters cannot be involuntary placed Prone and Pinned (they may, however, voluntarily go Prone should you wish).

ORLOCK TACTICS

WHAT'S IN A NAME?

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

Choose a friendly Orlock fighter in your starting crew.

Until the end of this battle, that fighter gains one additional Orlock Legendary Name of your choice.

This does not affect their Credit cost.

ORLOCK TACTICS

TACTICS CARD

TACTICS CARD









CREDITS

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

Weapon

	Rng		Acc			Str	Ap	D	Am	Traits
	S	L	S	L						

SKILLS:

WARGEAR:

CREDITS

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

Weapon

	Rng		Acc			Str	Ap	D	Am	Traits
	S	L	S	L						

SKILLS:

WARGEAR:

CREDITS

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Weapon

	Rng		Acc			Str	Ap	D	Am	Traits
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Weapon

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	S	L	S	L						

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WARGEAR:



