

NECROMUNDA

DARK UPRISING

GANG TACTICS



By Stiletto

BLESSED BY DEATH

Play this card when a fighter from your gang takes an enemy fighter Out of Action with a weapon with the Melee trait.

Tuck this card under the fighter's card; for the remainder of the battle, the fighter gains +1 WS

CORPSE GRINDER TACTICS

BLOOD SURGE

Play this card when a Standing and Active fighter in your gang is hit by a ranged attack.

The fighter does not become Pinned. Instead, they may immediately make a Move (Simple) action. The fighter may perform this action even if they are not Ready.

CORPSE GRINDER TACTICS

BOUNTIFUL FEAST

Play immediately after a fighter in your gang performs a Coup de Grace (Simple) action.

Remove a number of Flesh Wounds from the fighter equal to the Wounds characteristic of the enemy fighter taken Out of Action by the Coup de Grace.

CORPSE GRINDER TACTICS

FRENZY

Play this card instead of activating a fighter.

Choose a single Ready enemy fighter within 9" and line of sight of one of your fighters. The chosen fighter must make a Cool check. If they fail, they lose their Ready marker and must immediately make a Move (Simple action, moving as if subject to the Broken condition.

CORPSE GRINDER TACTICS

REND AND TEAR

Play this card at the start of any Action phase.

Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Rending trait.

CORPSE GRINDER TACTICS

SCENT OF BLOOD

Play this card when a fighter in your gang is taken Out of Action.

Choose a friendly Standing and Engaged fighter within 9" and line of sight of the fighter taken Out of Action. They may immediately make a Fight (Basic) action, even if they are not Ready.

CORPSE GRINDER TACTICS

VISIONS OF SLAUGHTER

Play this card at the start of any Action phase.

Until the End phase of this round, fighters from your gang treat the Charge action as (Basic) rather than (Double). However, until the End phase of this round, any fighter from your gang that performs the Charge (Basic) action reduces their Weapon Skill characteristic by -1.

CORPSE GRINDER TACTICS

WHIRLWIND OF BLOWS

Play this card 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.

CORPSE GRINDER TACTICS





ANKLE HOLSTER

Play this card when activating a fighter.

Tuck this card under the fighter's card. While it is there, the fighter may use their stubgun to make Shoot (Simple) actions as well as or in place of making Shoot (Basic) actions with any other ranged weapon. If the Ammo symbol is rolled on the Firepower dice, the card is discarded.

ENFORCER TACTICS

APPROPRIATE FORCE

Play this card when activating a fighter.

If this fighter makes a Fight (Basic) action, they gain one additional attack. This attack must be made with a weapon with the Melee trait and cannot be made with a weapon with the Sidearm trait. Roll for this attack separately and, if it hits, is resolved at +1 Damage.

ENFORCER TACTICS

"DON'T TRIP!"

Play this card when an enemy fighter that has used a Move (simple) action to climb finishes the action.

The enemy fighter must immediately pass an initiative check. If they fail, they will fall and are placed back where they started. If the enemy fighter climbed using a ladder or stairs, they gain a +2 modifier to the Initiative check.

ENFORCER TACTICS

EXTRA VEST

Play this card immediately after a fighter fails a save roll.

Roll a D6. On the roll of a 6, the save roll is passed. On any other result, the failed save roll stands.

ENFORCER TACTICS

EXCELLENT RECONNAISSANCE

Play this card at the start of the Deployment step up of the Pre-battle sequence, before any fighters have been deployed.

For the duration of this battle, one Palanite fighter of your choice (i.e., a fighter that is not a Subjugator) gains the Infiltrate skill.

ENFORCER TACTICS

LOCKDOWN

Play at the start of any round.

Every open door on the board that does not have a door terminal closes. Every closed door on the board that does not have a door terminal becomes locked and can only be opened with force, either by targeting them with attacks or by performing a Force Door (Basic) action against them.

Doors with terminals are unaffected by this card.

ENFORCER TACTICS

SHOCK AND AWE

Play at the start of any round.

For the duration of this round, D3+1 fighters of the controlling player's choice gain the Fearsome skill

ENFORCER TACTICS

STOP AND SEARCH

Play immediately after a fighter on your gang performs a Coup De Grace (Simple) or Restrain (Simple) action.

The Enforcer rifles through the pockets of their victim. Immediately add D6x10 credits to the gang's Stash.

ENFORCER TACTICS





CHAOS FANE

Chaos fanes are focal points for the worship of the Dark Gods; each gore-spattered temple a place for heretics to muster their forces and practice their profane rituals.

BENEFITS

Recruit: On a D6 roll of 4 or higher, the gang can add a Skinner or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll D3x10 and add this many credits to the gang's Stash.

RUINED

Recruit: On a D6 roll of 3 or higher, the gang can add an Initiate or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll a 2D6 and add this many portions of Meat to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

CORPSE GRINDER
CAMPAIGN TERRITORY

PRECINCT FORTRESS

Every hive zone operates under the watchful eye of an Enforcer Precinct Fortress, each one an impressive fortification and symbol of Lord Helmawr's authority.

BENEFITS

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Recruit: On a D6 roll of 4 or higher, the gang can add a Palanite Rookie Patrolman to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

ENFORCER
CAMPAIGN TERRITORY

ASH GATE

The great ash gates that connect a hive to the wastes and other regions of Necromunda are loci of trade and contact with the outside world.

BENEFITS

Recruit: On a D6 roll of 4 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

RUINED

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

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UPRISING CAMPAIGN TERRITORY

FUNGAL SPRAWL

Fungal growths can dominate entire hive levels, and are both dangerous and profitable in equal measures; there being much wealth a gang can find among their wilds.

BENEFITS

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign Week. Weapons with the Toxin trait have a Strength characteristic of '-1'.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign Week. Weapons with the Toxin trait have a Strength characteristic of '-1'.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

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Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

GUILDER STRONGHOLD

The Merchant Guilds manage the exchanges between Houses, and are centres for commerce and control in every hive.

BENEFITS

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman, a Skinner, a Ganger or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 40 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Scavenging: Add a Scavenging to the gang's Stash.

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Income: Roll D6x10 and add this many credits to the gang's Stash.

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Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Scavenging: Add a Scavenging to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

HAB LEVEL

Huge sections of the hive are given over to residential habitation, blocks of tiny living spaces and coffin quarters where workers might rest briefly between cycles.

BENEFITS

Reputation: Roll a D6 and increase the gang's Reputation by the amount rolled.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

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Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

MANUFACTORY LEVEL

Heavy industry is the heart and soul of Necromunda, the hives churning out vast amounts of weapons and wargear for its people and the greater Imperium.

BENEFITS

Equipment: The gang can add up to 30 credits worth of weapons or Wargear from its House Equipment List to its Stash for free.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

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Equipment: The gang can add up to 30 credits worth of weapons or Wargear from its House Equipment List to its Stash for free.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

RECLAMATION ZONES

Scrapyards, vapour sinks and corpse farms are all vital to the continued existence of a hive city, and can provide considerable bounty to those who control them.

BENEFITS

Equipment: Reduce the cost of items on the gang's House Equipment List by 10 credits, to a minimum of 5 credits.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

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UPRISING CAMPAIGN TERRITORY

SETTLEMENT

Hive settlements come in all shapes and sizes, from tiny scrapper holesteads and remote prospector outposts to sprawling walled towns and gateway cities.

BENEFITS

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 25 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, or a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

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Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

SLAVE PITS

Pit fighting is a common pastime throughout the underhive, offering both a venue for gangs to place wagers as well as hone the fighting skills of their gangers.

BENEFITS

Training: Roll a D6 for each fighter in the gang. On a 6, the fighter gains D3 Experience points.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

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Starvation: Roll D3 and add this many portions of Meat to the gang's Stash.

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UPRISING CAMPAIGN TERRITORY

THERMAL VENT

Heat and light are vital commodities in a hive, and controlling them provides a powerful resource to trade for a gang as well as significantly better living conditions.

BENEFITS

Better Living: The gang is able to find a competent cook. At the end of Step 2 of the pre-battle sequence, roll a D6 for each of the gang's fighters that is In Recovery. On a 6, a constant supply of good food has helped them recover more quickly - their In Recovery box on the gang roster is cleared, and they are now available for this battle.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

RUINED

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Add a Scavenging roll to the gang's Stash.

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UPRISING CAMPAIGN TERRITORY

UNDERHIVE SHRINE

Hives are filled with places holy to their inhabitants, where they might offer up prayers to the God-Emperor or the spirits of the hive itself.

BENEFITS

Blessings: At the start of the Campaign Week, roll a D6 for each fighter in the gang. On a 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.

Income: Roll D3x10 and add this many credits to the gang's Stash.

RUINED

Blessings: At the start of the Campaign Week, roll a D6 for each fighter in the gang. On a 5 or 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

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Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

UPRISING CAMPAIGN TERRITORY

WALL OUTPOST

The Wall separates the Spire, and its nobles, from the rest of the hive. It is heavily fortified and those living within its shadow benefit from the trade that passes through it.

BENEFITS

Finest Things: When purchasing weapons and Wargear, the gang reduces the cost of equipment of 100 credits or more by 25 credits.

Income: Roll D6x10 and add this many credits to the gang's Stash.

RUINED

Finest Things: The gang may re-roll one Scavenging roll in each post-battle sequence.

Scavenging: Add one Scavenging roll to the gang's Stash.

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UPRISING CAMPAIGN TERRITORY

WASTELANDS

Wastelands offer isolation and protection from the watchful eye of both Enforcer patrols and Chaos renegades, and are also good places to lay ambushes.

BENEFITS

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 3 or more, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Income: Roll D3x10 and add this many credits to the gang's Stash.

RUINED

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 2 or more, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Starvation: Add 1 portion of Meat to the gang's Stash.

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