

NECROMUNDA

UNDERHIVE

GANG TACTICS



By Stiletto

COUNTER-CHARGE

Play this card when an enemy fighter makes a Charge action, after they move but before they make their attacks.

Pick a Readied fighter from your gang. They can make a Standard Move (adding D3" to the distance they can move, as though they were charging) towards the enemy fighter who charged.

The counter-charging fighter cannot make any attacks, but they can make Reaction attacks and grant assists/ interference as normal.

ESCHER TACTICS

GAS TRAP

Play this at the start of the battle when setting up your gang.

Pick any of your fighters to carry the gas trap, and put this card under their Fighter card. Once during the game, the fighter can make this action:

Set Gas Trap (Double)

Place a Gas Trap marker within 1" of the fighter. Then they can move up to D6".

If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Gas Trap marker where the fighter stood.

On a 4+, discard this card.

ESCHER TACTICS

SCRAG

Play this card after both gangs have been set up at the start of the battle, before the first round begins.

Enemy fighters must make a Nerve test if they are within 9" rather than 3" (they must still be visible). In addition, subtract 2 from the result of any Nerve tests made for fighters within 3".

ESCHER TACTICS

STEALTHY ADVANCE

Play this card after both gangs have been set up at the start of the battle, before the first round begins.

Up to half of the fighters in your crew (rounding up) can immediately make a Standard Move.

ESCHER TACTICS

BRUTAL CHARGE

Play this card when one of your fighters makes a Charge action.

For the duration of the action, the fighter's Movement characteristic is increased by 2", and their Attacks characteristic is increased by 1. In addition, any attacks they make gain the Knockback trait.

GOLIATH TACTICS

INHUMAN RESILIENCE

Play this card instead of activating a fighter on your turn.

Each of your Pinned fighters immediately stands up. Then make a Recovery roll for each Injured fighter in your gang, treating Out of Action results as Seriously Injured.

GOLIATH TACTICS

STIMM SURGE

Play this card when activating a fighter.

Tuck this card under the Fighter's card. While it is there, the fighter's Move, Strength and Toughness are each increased by 1. In each End phase, roll a D6. On a 1, the card is discarded and an Injury roll is made for the fighter, using a Damage of 2. On a 2, the card is discarded. On a 3, the fighter suffers a Flesh Wound but the card remains in play.

GOLIATH TACTICS

UNSTOPPABLE BEHEMOTH

Play this card after an attack is made against one of your fighters, before the Injury roll (if any) is made.

The attack has no further effect – no Injury roll is made. In addition, if your fighter is pinned, they immediately stand up.

GOLIATH TACTICS

...CLICK

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

The weapon immediately runs Out of Ammo, as if it had failed an Ammo check.

GANG TACTICS

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GANG TACTICS

BLOOD DEBT

Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.

For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker. Tuck this card under the attacker's Fighter card as a reminder.

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GANG TACTICS

FRAG TRAP

Play this at the start of the battle,
when setting up your gang.

Pick any of your fighters to carry the frag trap, and
put this card under their Fighter card. Once during
the game, the fighter, can make this action:

Set Frag Trap (Double)

Place a Frag Trap marker within 1" of the fighter.
Then they can move up to D6".

If the fighter goes Out of Action before making this
action, roll a D6. On a 1, the trap triggered (centred
on the fighter's base). On a 2-3, place a Frag Trap
marker where the fighter stood.
On a 4+, discard this card.

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GANG TACTICS

GROUP TACTICS

Play this card when it is your turn,
before activating any fighters.

Instead of activating one fighter, activate up to
three fighters (in the same way as making a Group
activation). Each of them must make the same action.

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Place an unused Ductway marker anywhere on the board, following the normal rules for placing a ductway.

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GANG TACTICS

LAST GASP

Play this card when one of your active fighters is taken Out of Action.

Before the fighter is removed from play, they can immediately make an attack. This is a close combat attack if they are Engaged, otherwise it is a ranged attack. If they are equipped with a grenade that has the Blast trait, and the Blast marker is centred on them, it will not scatter.

As soon as the attack has been resolved, the fighter is removed from play.

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LUCKY FIND

Play this card when activating a fighter with a weapon that is Out of Ammo.

One of the fighter's weapons is automatically reloaded at the cost of one action – no Ammo check is required.

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MAKESHIFT ARMOUR

One of your fighters can spend an action to play this card.

Tuck this card under the fighter's card; while it is there, their armour save is treated as one point better than it is. (a 5+ Save is treated as a 4+ Save, for example) If any save roll for the fighter is a 1 (before modifiers), discard this card after resolving the attack(s).

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GANG TACTICS

MELTA TRAP

Play this at the start of the battle,
when setting up your gang.

Pick any of your fighters to carry the melta trap, and
put this card under their Fighter card. Once during
the game, the fighter, can make this action:

Set Melta Trap (Double)

Place a Melta Trap marker within 1" of the fighter.
Then they can move up to D6".

If the fighter goes Out of Action before making this
action, roll a D6. On a 1, the trap triggered (centred
on the fighter's base). On a 2-3, place a Melta Trap
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On a 4+, discard this card.

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On a 4+, discard this card.

GANG TACTICS

RIGGED DOOR

Play this card immediately after
an enemy fighter makes an action.

Pick any door on the board and either close or open
it. If closing a door and there is a fighter standing
in the doorway, they must test to see whether they
avoid closing door as normal.

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