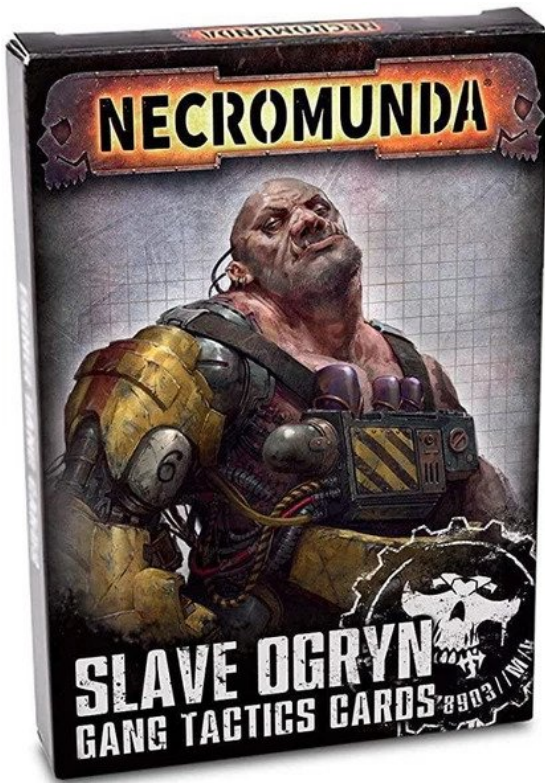


SLAVE OGRYN

GANG TACTICS CARDS



By Stiletto

AVENGING OGRYN

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

Choose a friendly Slave Ogryn that is Standing and Active, and has a Ready marker on them. Until the end of this round, that fighter automatically passes any Nerve tests it has to make. In addition, the fighter immediately activates, interrupting the enemy fighter's turn, and performs their activation as normal. This fighter then loses their Ready marker.

SLAVE OGRYN TACTICS

CHAIN BREAKER

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

Until the end of this battle, do not roll Recovery tests for any friendly Slave Ogryn fighters that are Webbed. Instead, treat them as having rolled a Flesh Wound result and they immediately become Standing. If your opponent does not have any fighters armed with weapons with the Web trait, you may discard this gang tactic and select another.

Alternatively, if the battle is part of a campaign, friendly fighters cannot be captured during the post-battle sequence; any fighter that is captured counts as having rolled an Out Cold result on the Lasting Injuries table.

SLAVE OGRYN TACTICS

DIE ON YOUR FEET

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

Until the end of this battle, when a friendly Slave Ogryn fighter is the target of a **Coup De Grace (Simple) action**, they take D3 Flesh Wounds instead of going Out of Action. The Slave Ogryn is then immediately moved 1" directly away from the fighter performing the action and is placed Prone and Pinned - they are no longer Seriously Injured.

SLAVE OGRYN TACTICS

FREEDOM IN DEATH

Play this gang tactic when a friendly Slave Ogryn fighter is taken Out of Action.

Before removing this fighter from the battlefield, they may immediately make a free **Shoot (Basic) action** with a weapon with the Grenade trait they are equipped with that has the Blast (3 "/5 "/*) trait. The central hole of the Blast marker must be centred over this fighter and the attack automatically hits.

SLAVE OGRYN TACTICS

GENE-BRED

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

Choose a Slave Ogryn fighter in your starting crew. Until the end of this battle, that fighter gains up to two Gene-smithing upgrades of your choice. These must be chosen from the Unborn Gene-smithed Upgrades but do not affect the fighter's Credit cost. Any upgrade that affects the fighter during the post-battle sequence will affect the Slave Ogryn fighter before the upgrade is removed.

SLAVE OGRYN TACTICS

HIDDEN LOYALTIES

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

Choose a fighter from your starting crew. Until the end of this battle, that fighter gains the Infiltrate skill.

SLAVE OGRYN TACTICS

LIMB FROM LIMB

Play this gang tactic when activating a friendly Slave Ogryn fighter.

Until the End phase of this round, any weapon with the Melee trait the fighter carries gains the Sever trait.

SLAVE OGRYN TACTICS

LOOTED GEAR

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

Choose a fighter from your starting crew that is on the battlefield and place a marker on that fighter's card. Until the end of this battle, a single weapon that fighter is equipped with loses one of the following Traits: Reckless, Scarce, Unwieldy.

You may choose which weapon is affected by this gang tactic and which Trait is lost.

SLAVE OGRYN TACTICS

NO, I'M SMARTICUS!

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, roll a D6 each time a friendly Slave Ogryn fighter with the Gang Leader special rule is the target of a **Shoot (Basic) action**. On a 3+, you may transfer any successful hits that result from that action to a friendly Slave Ogryn fighter within 3" of the fighter with the Gang Leader special rule. Hits caused by a weapon with the Blast (3 "/5 "/*) trait are unaffected by this gang tactic.

SLAVE OGRYN TACTICS

NOT TODAY!

Play this gang tactic when a friendly Slave Ogryn fighter is taken Out of Action by an attack made with a ranged weapon.

Before removing the fighter from the battlefield, they may immediately become Standing and make a free **Charge (Double) action**. Immediately after this action, and any subsequent **Fight (Basic) action** made as part of the **Charge (Double) action**, is resolved, the fighter goes Out of Action as normal.

SLAVE OGRYN TACTICS

OUT OF MY WAY!

Play this gang tactic when activating a friendly Slave Ogryn fighter.

Until the End phase of this round, the fighter gains the Hurl skill if they did not already have it. In addition, the **Hurl (Basic) action** becomes a **Hurl (Simple) action** for this fighter. Any enemy fighter that is the target of this action must take a Strength check rather than an Initiative check; if they fail, the enemy fighter is hurled.

SLAVE OGRYN TACTICS

QUICKER THAN THEY LOOK

Play this gang tactic when activating a friendly Slave Ogryn fighter.

Until the End phase of this round, this fighter doubles their base Move characteristic while making a **Charge (Double) action**.

SLAVE OGRYN TACTICS

REBOOT

Play this gang tactic when a friendly Seriously Injured Lobo-slave fighter is activated.

This Lobo-slave immediately removes any Flesh Wounds and becomes Standing and Active. However, until the end of this battle, decrease this Lobo-slave's Weapon Skill and Attacks characteristics by 1, to a minimum of 6+ and 1 respectively.



SLAVE OGRYN TACTICS

RESURGENT THREAT

Play this gang tactic during the End phase, before making any Bottle tests.

Your gang immediately passes their Bottle test, without the need to roll a D6. In addition, you can choose who wins Priority in the next round.

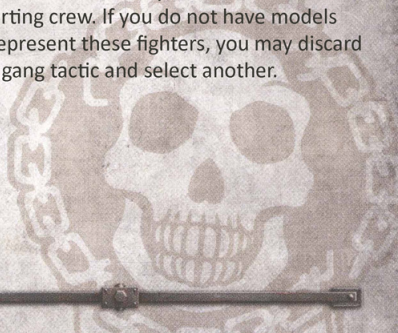


SLAVE OGRYN TACTICS

SLAVE BECOMES MASTER

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 two Goliath (Juve) fighters or one Goliath (Ganger) fighter. These fighters are recruited for free but will leave the gang at the end of this battle. Each fighter is equipped with a Frenzon collar and either a stub gun or a maul and an axe. 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.



SLAVE OGRYN TACTICS

STRONG AND STEADY

Play this gang tactic when a friendly fighter is hit by a ranged attack, before they become Prone and Pinned.

Immediately make a Strength test for the fighter. If it is passed, they do not become Pinned.

This gang tactic can be played after a fighter has failed a Cool check as part of the Nerves of Steel skill.



SLAVE OGRYN TACTICS

TOOLS OF THE TRADE

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

Choose a fighter from your starting crew that is on the battlefield and place a marker on their Fighter card. Choose one weapon with the Melee trait that the fighter is equipped with. For the duration of this battle, the fighter's Weapon Skill is treated as 2+ when making attacks with that weapon.

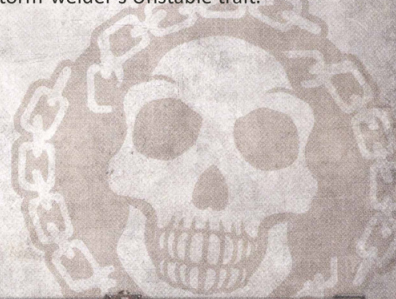


SLAVE OGRYN TACTICS

UNLEASH THE STORM

Play this gang tactic when a friendly Slave Ogryn fighter makes an attack with a Storm-welder, before rolling any dice.

Until the End phase of this round, the Storm-welder loses the Reckless trait. However, at the end of this fighter's activation, the weapon immediately goes Out of Ammo as if they rolled the Ammo symbol on the Firepower dice; this counts as an additional roll of the Ammo symbol for the purposes of the Storm-welder's Unstable trait.



SLAVE OGRYN TACTICS

TACTICS CARD

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