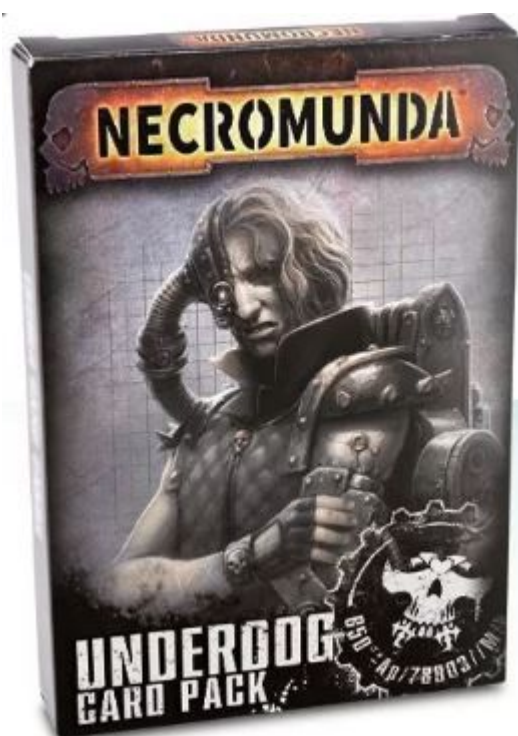


UNDERDOG

CARD PACK



By Stiletto

HOW TO USE THIS DECK

Underdog Tactics cards are special cards accessible by those gangs who find themselves heavily outmatched by their opponents. A player's gang is classed as an Underdog if their Gang Rating is less than their opponent's, and the different is 400 credits or greater. If a gang is classed as an Underdog, they can use Underdog Tactics in addition to any other Gang Tactics cards they have access to. Underdog Tactics cards are shuffled into a separate card deck known as the Underdog deck. The Underdog player may draw one Underdog card instead of drawing two regular Gang Tactics cards.

For example, a gang is allowed to randomly draw seven Gang Tactics Cards - two for the scenario and five for the difference in Gang Rating. They decide to draw three cards from the regular Gang Tactics deck and two cards from the Underdog deck. Once drawn, Underdog Gang Tactics cards follow the same rules as other Gang Tactics cards.

DECOY

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

If, at the end of the battle, this fighter has been taken Out of Action by an enemy Champion or Leader, this fighter gains D3 Experience points and 2D6x10 credits are added to your gang's Stash.

UNDERDOG TACTICS

GIANT KILLER

Play this card at the start of the battle, before the first round.

For the duration of the battle, all of your fighters gain 1 extra Experience point for taking an enemy fighter Out of Action.

UNDERDOG TACTICS

GRATEFUL TRADER

Play this card during Step 7 of the pre-battle sequence.

Choose one item of Wargear from the Trading Post, up to a value of 3D6x10 credits and with a Rarity of 10 or less. For the duration of this game, you may equip one of your fighters with the item. If you win the battle, that fighter may keep the item.

UNDERDOG TACTICS

HARD TRAINING

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

When the fighter activates for the first time, reveal this card. You may immediately give this fighter one Primary skill and one Secondary skill of your choice. These skills last until the end of the battle.

UNDERDOG TACTICS

MIRACULOUS RECOVERY

Play this card during Step 7 of the pre-battle sequence.

Choose one of your fighters who is in recovery. The fighter makes a sudden recovery and is no longer in Recovery. You may immediately swap this fighter for another fighter in your crew.

UNDERDOG TACTICS

OLD WOUND

Play this card during Step 7 of the pre-battle sequence.

Choose one of your opponent's fighters. This fighter begins the game with a Flesh Wound.

UNDERDOG TACTICS

PAID IN FULL

Play this card during Step 3 of the post-battle sequence.

For each friendly fighter who was taken Out of Action, add D6x10 credits to your gang's Stash.

UNDERDOG TACTICS

SECRET STASH

Play this card during Step 3 of the post-battle sequence.

If at least one of your fighters survived the battle without going Out of Action, add 3D6x10 credits to your gang's Stash.

UNDERDOG TACTICS

SUDDEN DEATH

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

Should this fighter take an enemy Champion or Leader Out of Action, your gang gains +6 Reputation.

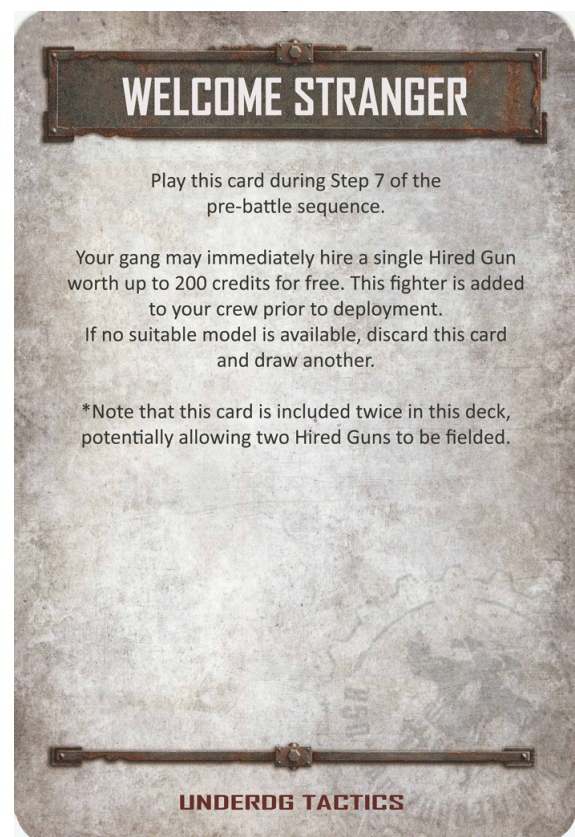
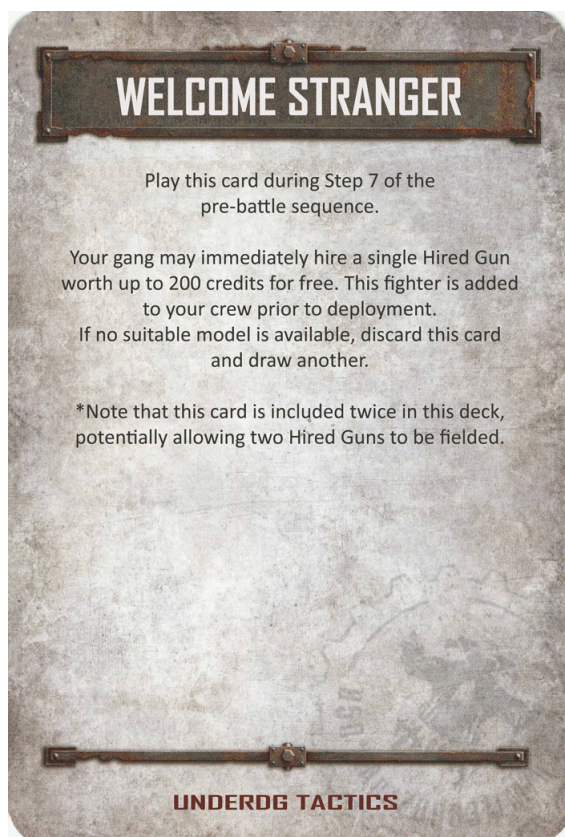
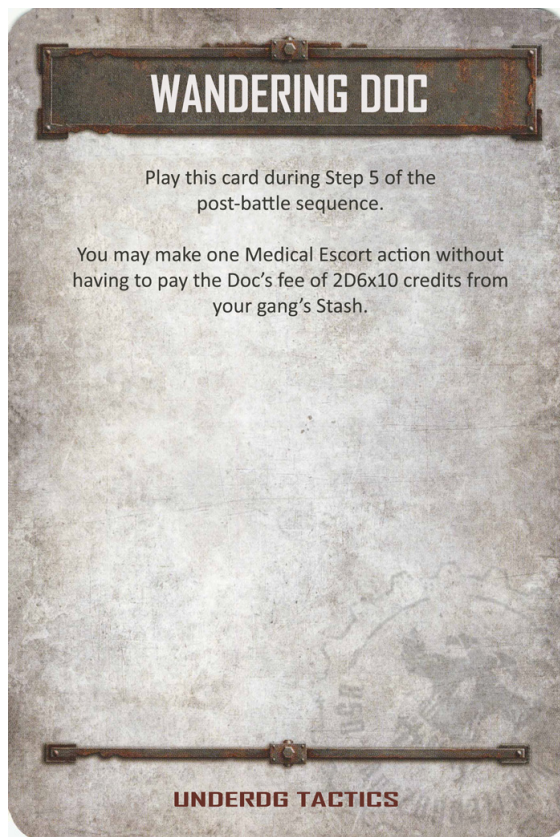
UNDERDOG TACTICS

SURVIVALIST

During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.

If, at the end of the battle, this fighter has not gone Out of Action or succumbed to their injuries, they gain D6 Experience points.

UNDERDOG TACTICS



BEAST REPELLENT

Play this card when activating a fighter.

For the duration of this fighter's activation, they do not risk rousing the Beast, regardless of how close they are to the Beast's Lair.

GANG TACTICS

BULLET MAGNET

Play this card when a fighter fires a weapon with the Rapid Fire trait.

Add 1 to the number of hits rolled on each Firepower dice.

GANG TACTICS

COUNTER-ASSAULT

Play this card when one of your fighters makes a Reaction attack.

The fighter's Reaction attacks are made at +1 to Hit. In addition, they automatically pass the Initiative check required to make Reaction attacks against a disengaging enemy.

GANG TACTICS

GRENADE BOUQUET

Play this card when a fighter makes an attack with a grenade that has a Blast trait.

The fighter may immediately make three attacks with this type of grenade, rather than the usual one. Each of these attacks counts as a miss and so will automatically scatter. Once all three attacks are resolved, the fighter will automatically fail the Ammo check and run out of grenades of that type.

GANG TACTICS

LAST ROUND

Play this card when activating a fighter that has one or more Out of Ammo markers on them.

Choose one of this fighter's ranged weapons that is Out of Ammo. The fighter immediately performs a Shoot (Basic) action with that weapon that will hit automatically. Do not roll an Ammo Die - the weapon remains Out of Ammo. Weapons with the Rapid Fire (X) trait make only one shot.

GANG TACTICS

MACHINE CURSE

Play this card instead of activating a fighter.

Choose an enemy fighter. They must immediately make an Ammo check for each of their ranged weapons.

GANG TACTICS

MAKESHIFT COVER

Play this card at the start of any round.

Place D3 barricades or similar pieces of terrain anywhere on the battlefield within 3" of one of your fighters.

GANG TACTICS

REJUVE STIMM

Play this card instead of activating a fighter.

Choose any friendly fighter who has suffered at least one Wound. This fighter immediately regains any lost Wounds.

GANG TACTICS

RELOAD!

Play this card in the End phase of any round.

Immediately make a Reload (Simple) action for any or all of your fighters.

GANG TACTICS

SACRIFICE

Play this card when a fighter is hit by a ranged attack.

Nominate a friendly fighter within 2" of the fighter who has been hit. The nominated fighter becomes the target of the ranged attack instead.

GANG TACTICS

SPREADING CONFLAGRATION

Play this card at the start of any round.

For the duration of this round, fighters activating within 3" of a fighter that is subject to the Blaze condition must test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.

GANG TACTICS

UNSTABLE ENERGY

Play this card when an enemy fighter armed with a las, plasma or melta weapon of any type makes an attack with that weapon.

For the remainder of this round, all enemy weapons of the same type (las, plasma or melta) gain the Unstable trait if they do not already have it. If they already have the Unstable trait, they gain the Scarce trait.

GANG TACTICS

