



Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.
Permission to photocopy/print for personal use only.





Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.
Permission to photocopy/print for personal use only.





Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Permission to photocopy/print for personal use only.





RAPID HEALING

Play this card instead of activating a fighter.

Choose one of your fighters. This fighter either recovers one Wound or removes one Flesh Wound.



GANG TACTICS

Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Permission to photocopy/print for personal use only.



RECKLESS CHARGE

Play this card when a fighter makes a Charge (Double) action.

The fighter counts as having rolled a 3 on the D3 to determine their maximum charge range.



GANG TACTICS



Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Permission to photocopy/print for personal use only.





Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Permission to photocopy/print for personal use only.





CALL THE FAITHFUL

Play this card after both sides have deployed.

You may add an extra D3 fighters to your crew (potentially exceeding the normal crew size for the scenario). These fighters must be chosen randomly from any fighters not already included in your crew.

CAWDOR GANG TACTICS

Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Permission to photocopy/print for personal use only.



MASS INFILTRATION

Play this card during deployment.

Choose D3 fighters in your crew. For the duration of this battle, these fighters gain the Infiltrate skill.

DELAQUE GANG TACTICS



Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Permission to photocopy/print for personal use only.





Necromunda © Copyright Games Workshop Limited 2019. Necromunda, GW, Games Workshop, Citadel and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Permission to photocopy/print for personal use only.