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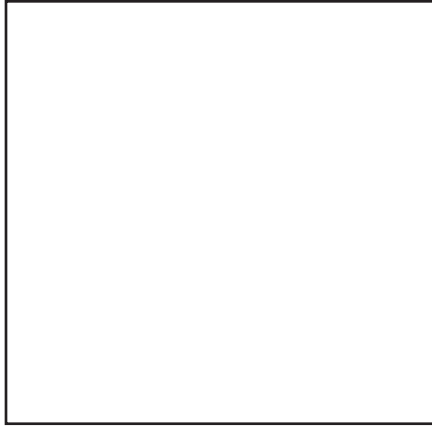
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move it!



Move an extra 2".

MOVEMENT



Art:

Target model may move an extra 2" this turn without penalty. The model may still shoot this turn.

trip



Running opponent falls after D6" of movement.

MOVEMENT



Art:

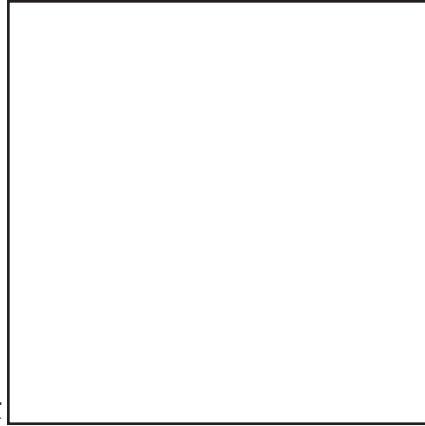
Play during opponent's move phase. Target model who is running can only move D6". At the end of its move, place the model in the "Pinned" position.

very sneaky



Move past an enemy on overwatch.

MOVEMENT



Art:

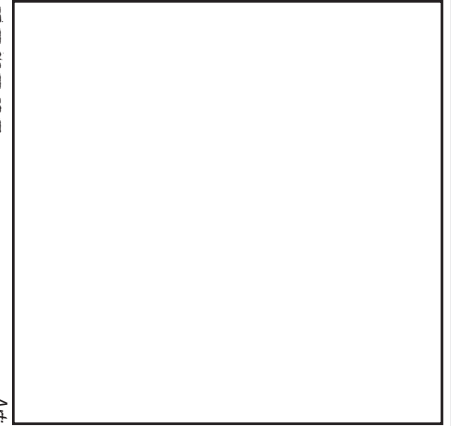
Target model may move across the line of sight of another model on overwatch without being fired at. Target must end its move out of sight of the enemy on overwatch.

★ heave



Heavy may move and shoot.

MOVEMENT



Art:

Target heavy may move and shoot this turn.

climbing gear



Move up impassable terrain.

MOVEMENT



Art: Ben Slopek

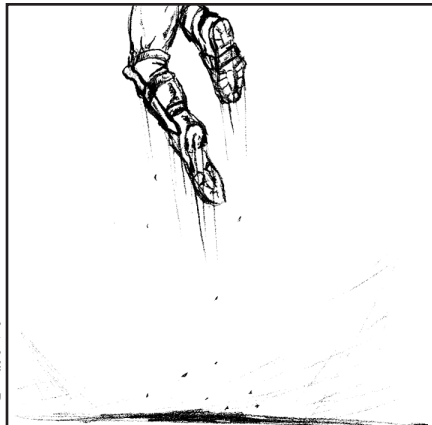
Target model can move up the side of impassable or difficult terrain without penalty.

a single bound



Jump over 2" terrain.

MOVEMENT



Art: Mike Berg

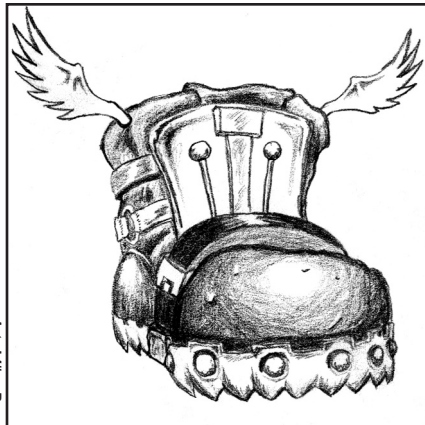
Target model may move over or onto any terrain up to 2" high without penalty.

★ sprint



Triple movement during run or charge.

MOVEMENT



Art: Mike Berg

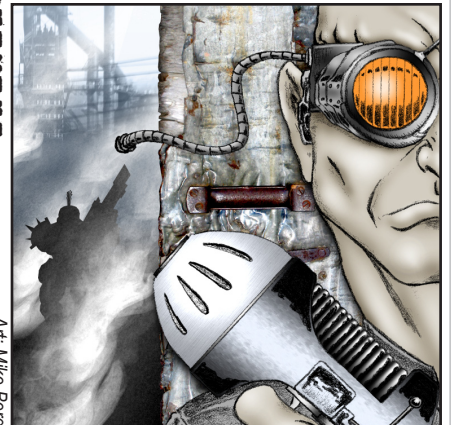
Target model may triple its movement rate when it runs or charges, rather than doubling it.

★ ambush



Go into overwatch and hide in same turn.

MOVEMENT



Art: Mike Berg

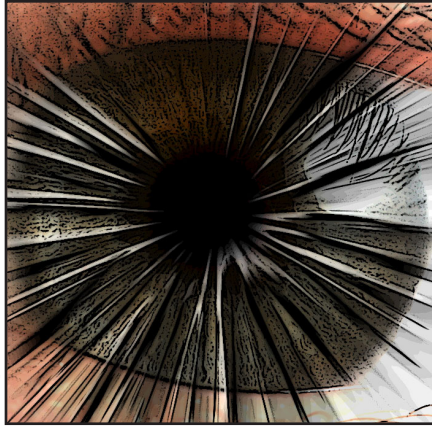
Target model may go into overwatch and hide in the same turn.

★ thread the needle



Ignore cover.

SHOOTING



Art: Ben Slopek

Ignore negative "To Hit" modifiers when shooting at a target that is behind cover. Cannot be used with sustained fire.

★ dead aim



+1 To Hit

SHOOTING



Art: Alberto Machado

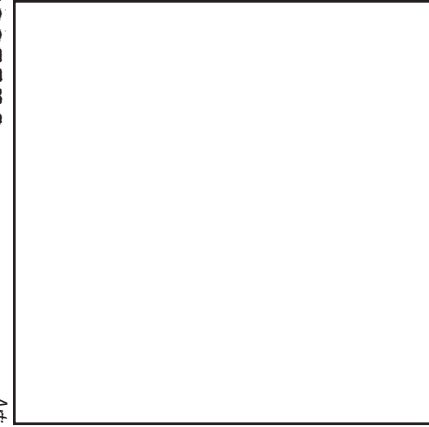
Target model receives +1 to hit when shooting. May be played after the "To Hit" roll has been made.

ricochet



Missed shot hits next closest model.

SHOOTING



Art:

One missed shot hits the next closest enemy model within 4" of the target, regardless of line of sight. Strength of the shot is -. Cannot be used with template weapons or sustained fire.

★ ka-boom



Barrel Shot.

SHOOTING



Art:

Target model may shoot at a barrel. Barrel has Toughness 2. Roll "To Wound" dice on chart below, accepting the highest result. Sustained fire may be used. Template weapons get +1 on the table below. If the barrel explodes, shooter gains 3 Exp. but no Exp. is gained from any resulting wounds.
1-2: Nothing happens. Place the barrel on its side.
3-4: Explosion. Place the large blast template over the barrel. Any model under it receives a S3 hit.
5: Flying Explosion. Use the Scatter Dice to move the barrel, then place the large blast template over it. Any model under it receives a S3 hit.
6: Massive Explosion. Any model within 4" of the barrel takes a S4 hit.

take cover!



Move 2" into cover when being shot at.

SHOOTING



Art: Mike Berg

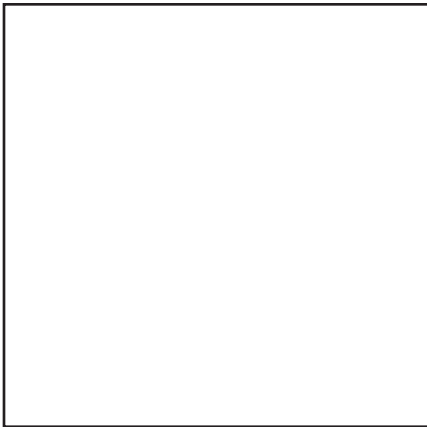
Play during opponents shooting phase, after your opponent has decided who to shoot at, but before they roll to hit. Move target model up to 2" to take advantage of cover.

mechanically inclined



Re-roll one failed ammo roll.

SHOOTING



Art:

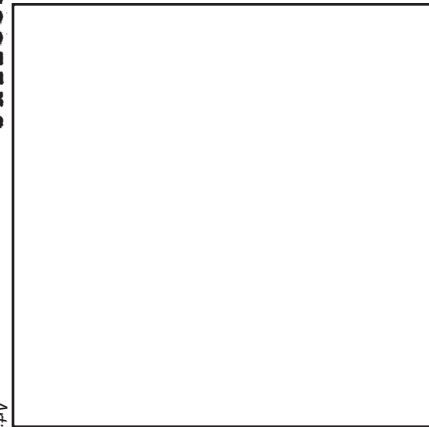
Re-roll one failed ammo roll.

★ lucky shot



Re-roll one failed "To Hit" roll.

SHOOTING



Art:

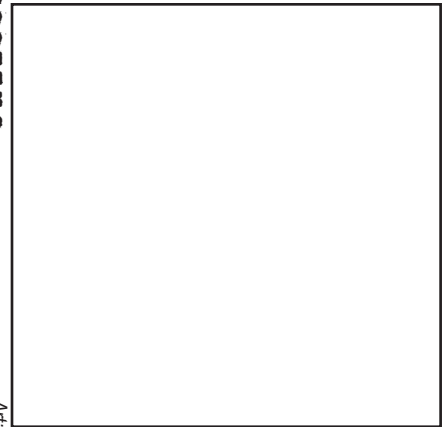
Re-roll one failed "To Hit" roll.

take one for the team



Take a shot on yourself that has hit a friendly model.

SHOOTING



Art:

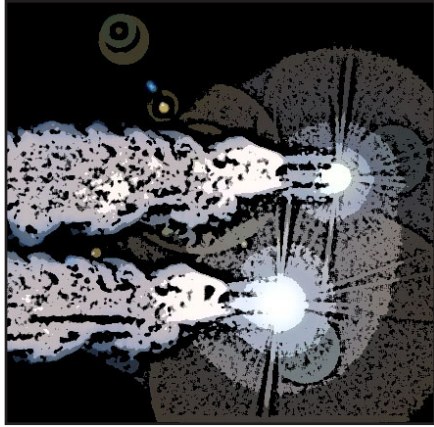
Target model within 1" of a friendly model hit in the shooting phase may take the hit on itself.

★ itchy trigger finger

□□

Shoot twice.

SHOOTING



Art: Ben Slopek

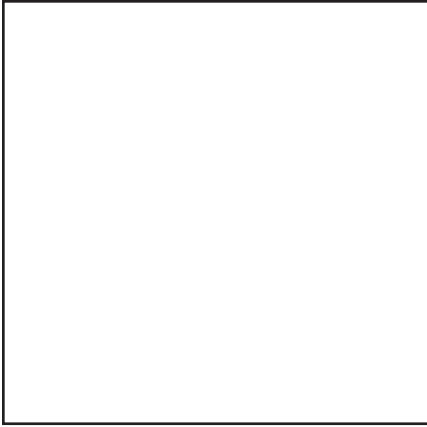
Target model may take 2 shots this turn. (Pistols and Basic Weapons Only) Shots may be fired at the same model or at two different models.

hip shot

□□

Run and shoot at -1 to hit.

SHOOTING

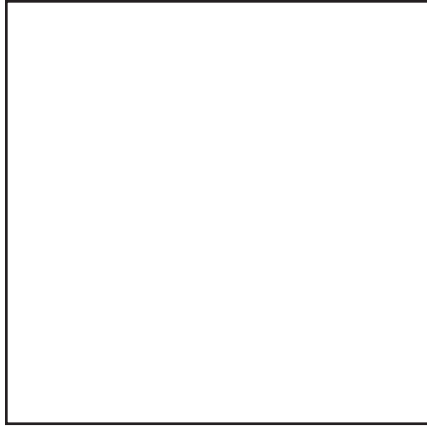


Art:

Target model who ran this turn may shoot during the shooting phase at -1 to hit, and cannot count bonuses from sights. Pistols, Basic, and Special Weapons only.

□■

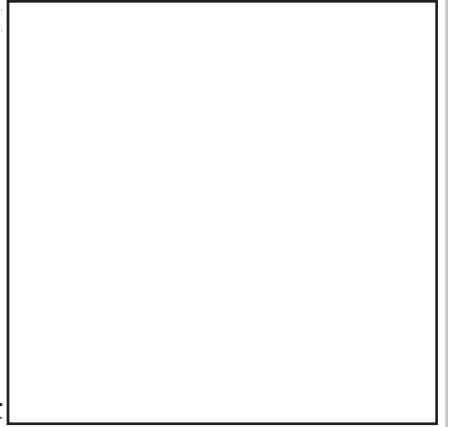
SHOOTING



Art:

□□

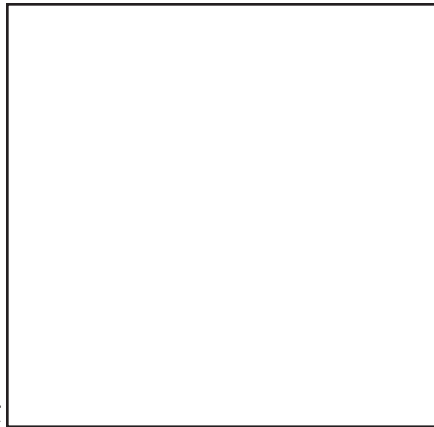
SHOOTING



Art:

□■

SHOOTING



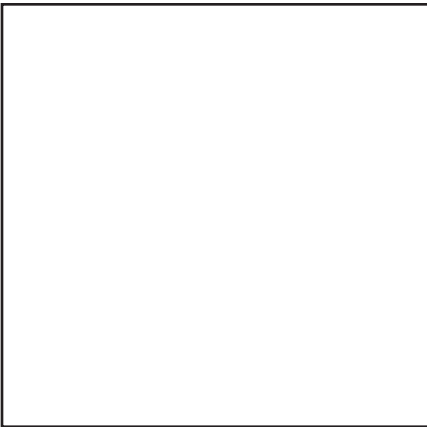
Art:

mechanically inclined

□

Re-roll one failed ammo roll.

SHOOTING

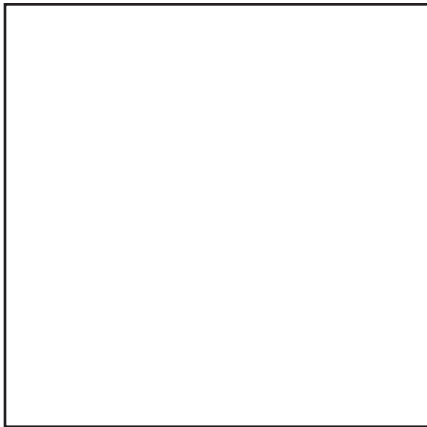


Art:

Re-roll one failed ammo roll.

□□■

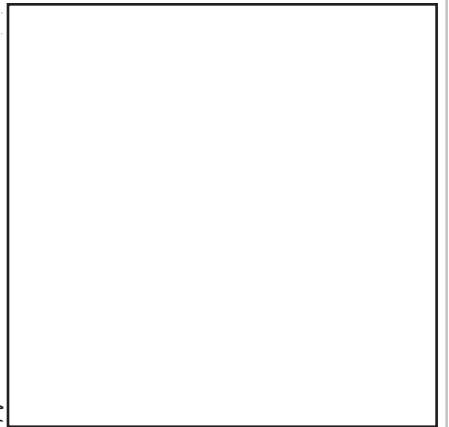
SHOOTING



Art:

□□■

SHOOTING



Art:

fisticuffs □□

+1 Attack.

ASSAULT

Art:

Play at the beginning of the Assault Phase. Target model gains +1 Attack for this turn.

★ sucker punch □□■

Add 1 to Combat Score.

ASSAULT

Art:

May be played after attack dice are rolled. Add 1 to target model's combat score.

★ rage □■

+1 Strength.

ASSAULT

Art:

Play before the Assault Phase. Target model receives +1 Strength for this turn.

not today □□

Model in combat can move D6".

ASSAULT

Art:

Play before combat begins. Target model that is in combat but not surrounded can move D6".

disarm □□■

Disable opponent weapon on 4+

ASSAULT

Art:

Play at the start of combat. Target model may disable one opponent weapon on a D6 roll of 4+. Opponent may not use the weapon for the rest of the game.

parry □■

Re-roll an opponent's attack dice.

ASSAULT

Art:

During combat, re-roll one of your opponent's attack dice.

★ berserk □□■

Double attack dice during charge.

ASSAULT

Art:

Target charging model doubles the number of attack dice it uses in the turn that it charges.

□□■

ASSAULT

Art:

still standing

Automatic Flesh Wound.

OTHR

Art:

Instead of rolling on the Injury Chart, any target wounded model automatically receives the "Flesh Wound" result.

medic

Re-roll once on the Injury Chart.

OTHR

Art:

Re-roll once on the Injury Chart

get back in there!

Automatically rally.

OTHR

Art:

Play at any time. Target model who is fleeing automatically rallies.

★ we're not done yet!

Re-roll one failed bottle test.

OTHR

Art:

Re-roll one failed bottle test.

★ backbone

Re-roll one failed Leadership test.

OTHR

Art:

Re-roll one failed Leadership test.

dodge

Wounded model receives 5+ invulnerable save.

OTHR

Art:

Play before rolling on the Injury Chart. Target wounded model receives a 5+ invulnerable save for this wound only.

catfall

Take no damage or penalties from falling.

OTHR

Art:

Target falling model takes no damage and suffers no penalties from falling.

★ raid

Play at any time, except when your opponent is playing a card. Tap one Archeotech card of your opponents to untap one Archeotech card of your own.

OTHR

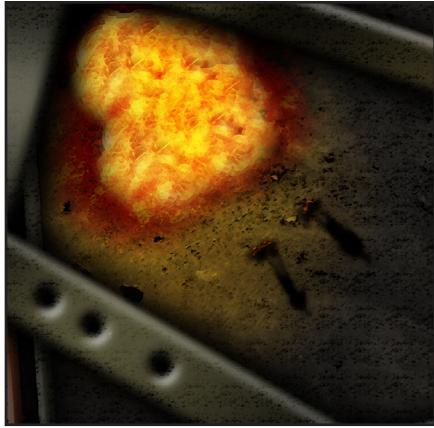
Art:

★ fire from above

□□■

Falling bomb from somewhere above in the Hive.

HAZARD



Art: Milos

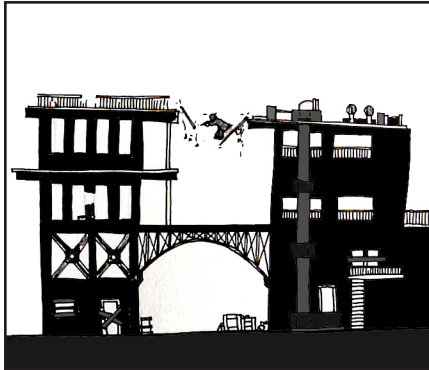
Play during your shooting phase. Place the large blast template anywhere on the table. Roll the scatter dice, ignoring the "hit" result. Any model under the template suffers a strength 3 hit.

weak bolts

□■

Catwalk with a model on it collapses.

HAZARD



Art: Alberto Machado

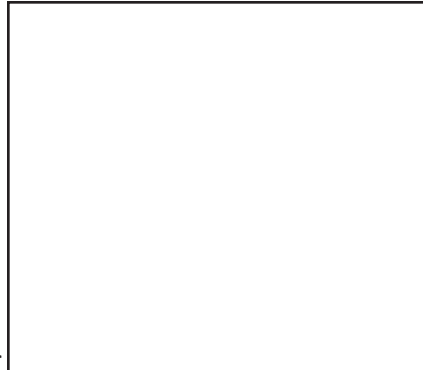
Play at end of opponent's move phase. Remove one catwalk with a model on it from the table. Any model on the catwalk falls using the falling rules. Any model under the catwalk must make an immediate initiative test to dive out of the way. If they fail, they suffer a strength 3 hit. Otherwise move them the shortest distance to avoid the catwalk without falling themselves.

vermin

□■

Model attacked by a rat.

HAZARD



Art:

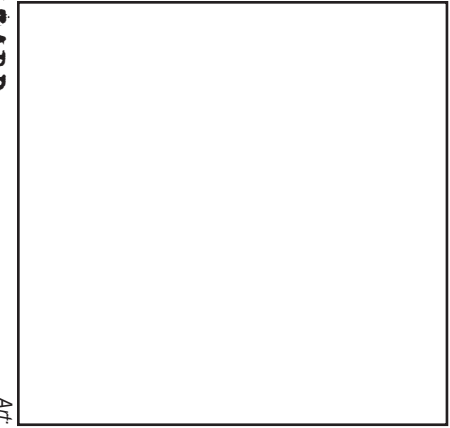
Play at the end of opponent's move phase. Target model is attacked by a large rat with WS 2. Instantly roll combat dice. If the rat wins, the target immediately takes one S2 hit (regardless of the difference in combat scores). At the beginning of every subsequent move phase for that model, the model takes one S2 hit.

vertigo

□

Model near a ledge must take Initiative test or fall.

HAZARD

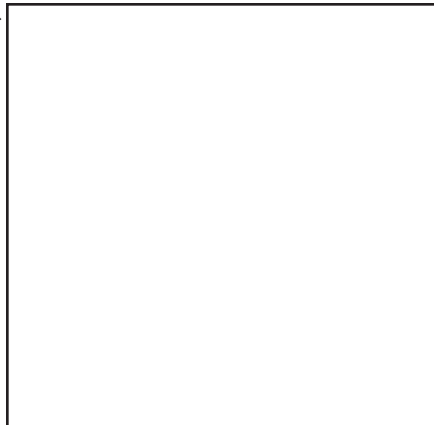


Art:

Play at any time during opponents move phase, including part way through a models move. Target model that comes within 1" of a ledge must take an immediate Initiative test to prevent falling.

□□■

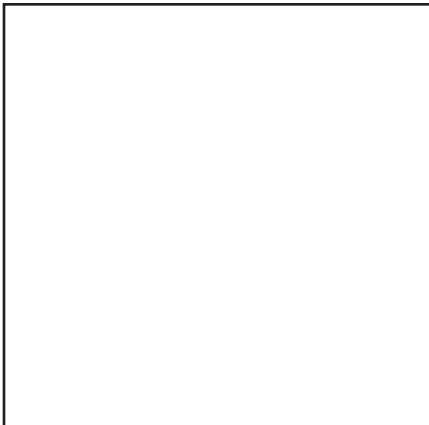
HAZARD



Art:

□□■

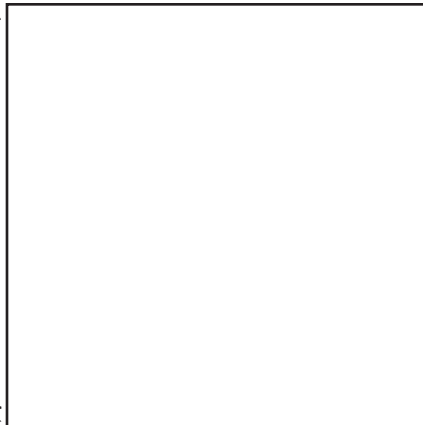
HAZARD



Art:

□□■

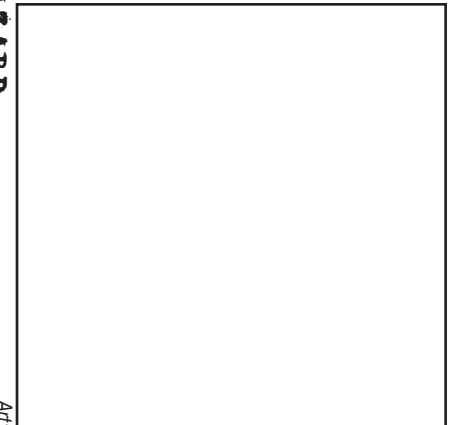
HAZARD



Art:

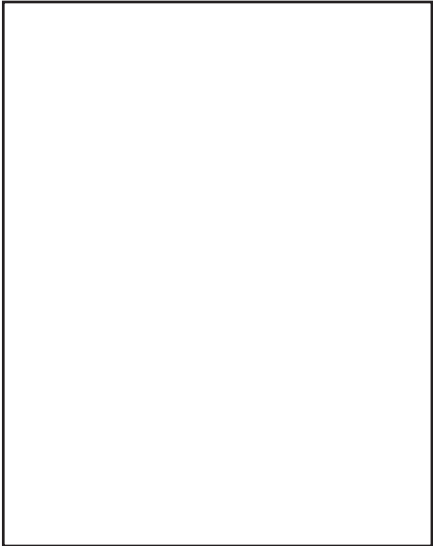
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HAZARD



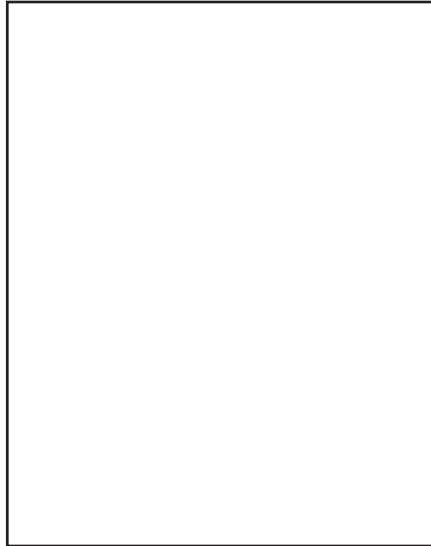
Art:

archeotech



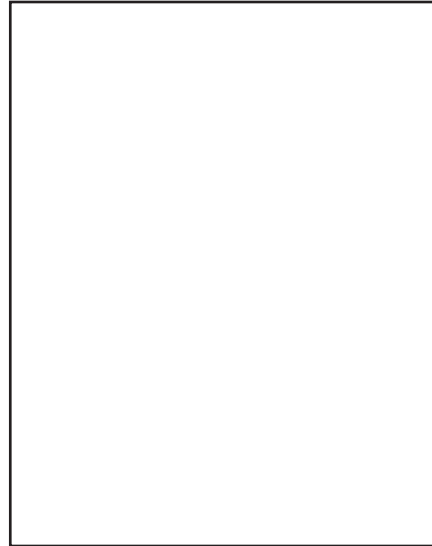
RESOURCE

archeotech



RESOURCE

archeotech



RESOURCE

fate



RESOURCE

fate



RESOURCE

fate



RESOURCE

fate



RESOURCE

fate



RESOURCE