

SUB-PLOTS

Spudwrenching



Sub-plot — Industrial Sabotage ⚙️

A fighter in your opponent's deployment zone may make the Spudwrenching (Double) action — reveal this card the first time this action is made. If one of your fighters can complete three Spudwrenching actions in a row your gang gains D3+1 Reputation.

Attacks against machinery are a quick way for a House to hurt rivals, and many of the ancient technologies of Necromunda are irreplaceable.

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Spreading Unrest



Sub-plot — Industrial Sabotage ⚙️

A fighter in your opponent's deployment zone may make the Graffiti (Double) action — reveal this card the first time this action is made. If your gang completes three Graffiti actions then it gains D3 Reputation.

The House wants to start an uprising among their enemies' workers and has tasked the gang with spreading seditious propaganda.

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Superior Tools



Sub-plot — Industrial Sabotage ⚙️

Reveal this card at the start of the game and randomly choose one of the fighters in your crew — for this game increase the Strength and Damage characteristic of one of their weapons by 1. If your gang wins the game then it gains D3 Reputation.

The House has given the gang an experimental weapon for the next battle, eager to see its effects.

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Scorched Earth



Sub-plot — Industrial Sabotage ⚙️

Reveal this card at the start of the game. Zone Mortalis — destroy at least three doors. Sector Mechanicus — choose a piece of terrain within 6" of the centre of the table and wreck it. The terrain is T8 and W8 and is hit automatically. If your gang is successful they gain D3 Reputation.

If the House can't have it, then no one can.

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Show of Force



Sub-plot — Industrial Sabotage ⚙️

At the end of the game, if there are at least five enemy fighters Out of Action (not counting those that fled the battlefield), your gang gains D3+1 Reputation.

Sometimes winning is not enough, and to really drive home the dominance of a House, its enemies need to be utterly crushed.

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The Stitch Up



Sub-plot — Industrial Sabotage ⚙️

Reveal this card at the start of the game and randomly choose a fighter from your opponent's crew. When one of your fighters is in base contact with the chosen fighter, they may make the Plant Evidence (Basic) action. If successful, your gang gains D3 Reputation. At the end of the game, if the chosen fighter is not Seriously Injured or Out of Action your gang gains an additional D3 Reputation.

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SUB-PLOTS

Dangerous Ground



Sub-plot — Industrial Sabotage ⚙️

Reveal this card at the start of the game and choose a piece of terrain or game tile more than 12" from your deployment zone. At the end of the game if there are not enemy fighters within 6" of the piece of terrain or on the chosen game tile, your gang gains D3 Reputation.

A particular patch of turf is vital to your House and must be held at all costs.

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Right of Way



Sub-plot — Industrial Sabotage ⚙️

Reveal this card at the end of the game. If at least four of your fighters are in your enemy's deployment zone, your gang gains D6 Reputation.

The House needs a clear passage to move its goods through an area and wants the gang to make a path.

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Decapitating Strike



Sub-plot — Industrial Sabotage ⚙️

Reveal this card when one of your fighters takes an enemy Leader or Champion Out of Action. At the end of the game, if your opponent has no Leader or Champion models on the board, your gang gains D6 Reputation.

Taking out a gang's leadership is a sure way to put a spudwrench in their plans.

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Meat for the Machine



Sub-plot — Industrial Sabotage ⚙️

If the actions of one of your fighters knocks an enemy down a pitfall or causes them to fall from a height and be taken Out of Action, reveal this card and gain D3 Reputation. At the end of the game if three or more enemies have been removed in this way your gang gains an additional D3 Reputation.

The meat harvesters are always offering good sums for fresh meat, and often gather on the levels below a gang fight to gather up the leftovers.

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Contemptuous Takedown



Sub-plot — Industrial Sabotage ⚙️

Reveal this card if one of your fighters takes an enemy fighter Out of Action with an unarmed attack and gain D3 Reputation. If the enemy fighter was a Leader or Champion gain D6 Reputation instead.

A good yarn about a contemptuous takedown is good propaganda for the House.

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Juve Cull



Sub-plot — Industrial Sabotage ⚙️

Reveal this card if your gang has taken all of the opposing player's Javes Out of Action. If your opponent has no Javes in their crew, reveal it if you take Out of Action the three gangers with the lowest Credits value. If successful your gang gains D6 Reputation.

Separating the spores from the scum is good for all the Houses, plus, it keeps the locals in line.

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SUB-PLOTS

Swift Victory



Sub-plot — Industrial Sabotage ⚙️

Reveal this card at the end of the game if you won the scenario within 10 rounds or less and gain D6 Reputation. If you won the scenario in five rounds or less your gang gains 2D6 Reputation instead.

A quick victory always impresses the House masters.

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Extreme Displeasure



Sub-plot — Noble Whims ⚙️

Reveal this card at the start of the game, after your opponent has selected their crew but before deploying any fighters. Randomly select an enemy fighter from their crew; at the end of the game if the selected fighter has been taken Out of Action gain D6x10 Credits. If the fighter was taken Out of Action with a Melee weapon or Coup de Grace gain 2D6x10 Credits instead.

For reasons known only to the noble, one of the enemy fighters has earned their ire.

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Noble Nephew



Sub-plot — Noble Whims ⚙️

Reveal this card at the start of the game and randomly select a Juve from your gang, or a Ganger if your gang has no Juves. At the end of the game if the selected fighter has not suffered a wound gain 10 Credits, if they also managed to inflict at least one wound on an enemy gain an additional D6x10 Credits.

News has arrive that one of the gang's fighters is a distant relation to someone powerful and must be protected.

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Lost Heirloom



Sub-plot — Noble Whims ⚙️

Zone Mortalis — the heirloom is in a ductway. Sector Mechanicus — it is on one of the upper levels of a piece of terrain that has a raised area and is 12" or less across. Your fighters can make the Search (Double) action if they are within 3" of a ductway or on the upper level of a piece of terrain — reveal this card the first time this action is made. On a 5+ they find the heirloom and gain 2D6x10 Credits.

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A Warning



Sub-plot — Noble Whims ⚙️

When one of your fighters makes a successful melee attack against the enemy Leader you can reveal this card and choose to end the attack without effect. If you do so gain D6x10 Credits, if your Leader delivers the message gain 2D6x10 Credits instead.

The gang has a message to deliver and the noble wants to make sure the enemy Leader knows just who it is from.

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Cruel and Unusual



Sub-plot — Noble Whims ⚙️

At the end of the game, if your fighters caused at least two enemy fighters to become Broken, reveal this card and gain D3x10 Credits. If three or more enemy fighters were Broken, gain D6x10 Credits instead.

The noble likes to hear the piteous screams of their enemies and has even sent the gang a vox recording device for just that purpose.

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SUB-PLOTS

Spyrer Style



Sub-plot — Noble Whims ⚙️

Reveal this card at the start of the game. Your opponent reduces the penalty to hit your fighters by 1. If you win gain 2D6x10 Credits, if you win without any fighters going Out of Action gain 3D6x10 Credits instead.

Appearance is everything for some nobles and the gang has been told they must wear the colours of a particular House luminary in their coming battle. For this battle, your gang has been forced to wear garishly bright coats, huge floppy hats, or distilled Phyrri Cat scent.

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Recovery Job



Sub-plot — Noble Whims ⚙️

When one of your fighters is in base contact with any enemy fighter, they may make the Shakedown (Basic) action — reveal this card the first time one of your fighters makes this action and gain D3x10 Credits. Shakedown actions taken against Champions and Leaders yield D6x10 Credits instead.

The enemy gang owes money to someone the noble knows and the noble wants the gang to collect.

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Death from Above



Sub-plot — Noble Whims ⚙️

Sector Mechanicus only — If you take an enemy fighter Out of action by having another fighter (either friendly or enemy) fall on them, reveal this card to gain 2D6x10 Credits. If the enemy fighter was a Leader or Champion, gain 3D6x10 Credits instead.

The noble has a dark sense of humour and wants the gang to deliver his retribution 'from on high'.

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A Suitable Spectacle



Sub-plot — Noble Whims ⚙️

If an attack made by one of your fighters rolls 3 or more injury dice at once, and at least one of the dice comes up Out of Action, reveal this card and gain D6x10 Credits.

'The more blood the better' is often the cry of the House masters.

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No Witnesses



Sub-plot — Noble Whims ⚙️

Reveal this card when you take an enemy fighter Out of Action, and no enemy models have line of sight to either the enemy fighter, or the fighter that took them out, to gain D3x10 Credits. If your fighter took out the model with a Melee weapon, your gang gains D6x10 Credits instead.

Sometimes a quiet kill is just what is required to advance the noble's plans.

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Make Some Noise



Sub-plot — Noble Whims ⚙️

Reveal this card at the end of any round when you have fired five or more weapons with the Blast, Rapid Fire or Blaze traits, without causing any wounds and gain 2D6x10 Credits.

Some nobles want to set the hive on fire, just to watch it burn!

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SUB-PLOTS

Shadowing



Sub-plot — Noble Whims

Reveal this card at the start of the game and randomly choose a fighter from your opponent's crew. Any fighter within 12" of the chosen fighter may make the Shadow (Double) action. A Shadowing fighter makes no other action this turn, but if its target moves it is also moved to remain within 12" of them — unless stopped by impassable terrain or enemy models. At the end of the game, if you have a fighter Shadowing the target your gang gains D6 Reputation.

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Work for the Docs



Sub-plot — Noble Whims

Reveal this card at the end of the game. For every fighter, friend or foe, that went Out of Action but did not die (a 66 results on the Lasting Injury table), your gang gains D3x10 Credits. Any fighters who rolled a Trip to the Docs provide D6x10 Credits instead.

The noble has bought a share in a local sawbones holding and wants the gang to drum up business.

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Vox Failure



Sub-plot — Unforgiving Underhive

Reveal this card at the start of the game. For the duration of the scenario, your Leader's Leading by Example range is reduced to 6" and any of your fighters out of line of sight of any friendly models add 1 to their Leadership and Cool characteristics to a maximum of 12+. If your gang wins, every fighter that took part gains D3 Experience points in addition to any Experience rewards for the scenario.

Gangers must often make do with second rate gear.

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Failed Assassination



Sub-plot — Unforgiving Underhive

Reveal this card at the start of the game and randomly select one of the fighters from your crew. For the duration of the game, the fighter must reduce their M, WS, BS and S by 1. If the fighter survives the game without being Seriously Injured or taken Out of Action, they gain D6 Experience points in addition to any Experience rewards for the scenario.

There are few rules in gang warfare; some fighters are not above evening the odds before the battle has begun.

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Wandering Watchmen



Sub-plot — Unforgiving Underhive

You may reveal this card at the start of any round. Randomly select D3 fighters that are not part of your crew and set them up in your deployment area; these fighters are now part of your crew for this scenario. If you lose the scenario, none of your fighters will gain any Experience for the game.

One of the gang's patrols is in the right place at the right time and has heard the sounds of battle.

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Loaded for Sump Spider



Sub-plot — Unforgiving Underhive

Reveal this card at the start of the game.

For the duration of the scenario, every fighter in your crew may re-roll failed ammo tests. However, all hits on your fighters from ranged weapons deal an extra point of Damage. Every fighter in your crew that survives the game without being taken Out of Action gains D3 Experience points in addition to any Experience rewards for the scenario.

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SUB-PLOTS

Out of Favour



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card at the start of the game. For the duration of the game, add 2 to the Cool characteristics of all of your fighters, to a maximum of 12+. If your gang wins the game, each fighter gains an additional D3 Experience points in addition to any noted in the scenario. If you win without any fighters going Out of Action, each fighter gains D6 extra Experience points instead.

The gang's House has fallen out of favour.

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House Spies



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card before either gang has deployed. You must set up before your opponent regardless of the normal rules for the scenario, and your opponent automatically wins the Priority roll for the first turn. Thereafter, your opponent gains a +1 on all rolls to determine who has Priority. Every fighter in your crew that survives the game without being taken Out of Action gains D3 Experience points in addition to any Experience rewards for the scenario.

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Doppelgänger



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card the first time one of your Gangers (not Juvies, Leader or Champions) is taken Out of Action. Instead of removing the model, leave them on the board — any effects, such as having run out of ammo, are discarded and they are restored to their starting wounds. They now count as part of the opponent's gang for the remainder of the scenario. If one of your fighters manages to take the imposter Out of Action, they gain D6 Experience points. No Lasting Injury roll is made for the imposter fighter.

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A Bit of Payback



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card the first time one of your fighters successfully completes a Coup de Grace action to give that fighter an Experience point in addition to any Experience for taking an enemy Out of Action. For the remainder of the game, Coup de Grace actions taken by your fighters will award them an additional Experience point, provided that they have not already gained any Experience as a result of this card.

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Bad Day



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card the first time either your Leader or one of your Champions activates — for the duration of the game, that Leader or Champion cannot make group activations. If the chosen fighter survives the game without being taken Out of Action, they gain D3 Experience points if they are a Champion, or D6 if they are a Leader.

Every gang boss has their off days; it's just that sometimes it gets people killed.

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Act of Defiance



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card if one of your fighters moves into base contact with two or more models to gain D3 Experience points for that fighter. If the fighter takes out all enemies in base contact in the same activation that this card is revealed, that fighter gain an additional D3 Experience points.

If you're going down, you might as well take as many with you as you can.

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SUB-PLOTS

Grim Resolve



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card when one of your fighters rallies from being Broken; that fighter gains one Experience point. For the remainder of the battle, every time one of your fighters rallies from being Broken, they will gain an Experience point unless they have already gained Experience as a result of this card.

Only the hard survive in Necromunda.

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Hazard Pay



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card the first time one of your fighters successfully leaps over a pitfall, survives a hazard that inflicts Damage or interacts with a hazard that could damage them and survives; that fighter gains one Experience point.

For the remainder of the battle, every time one of your fighters survives a hazard in these ways they gain an Experience point, unless they have already gained Experience as a result of this card.

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Chemical Solutions



Sub-plot — Unforgiving Underhive ⚙️

Reveal this card the first time one of your fighters suffers a Flesh Wound. For the duration of the game, your fighters ignore the effects of Flesh Wounds. However, when rolling on the Lasting Injuries table, they must roll twice and accept the higher result. At the end of the game, every fighter in the crew — that is still alive — gains an additional D3 Experience points.

The gang has been hitting the chems hard, making them less likely to feel injuries but also more reckless!

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Outlaw Vendetta



Sub-plot — Dark Influences ⚙️

Reveal this card at the end of any round in which four or more enemy fighters suffer a Serious Injury or are taken Out of Action by your gang. If these conditions are met, draw a random Gang Tactics card.

Guilders aren't the only ones to put out bounties.

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Strangers in the Hive



Sub-plot — Dark Influences ⚙️

Reveal this card when your gang takes an enemy fighter Out of Action with a melee attack who is out of line of sight and more than 12" from any models in their own gang. If these conditions are met, draw a random Gang Tactics card.

Eyes watch from the darkness, waiting for your gang to lure some prey into their grasp.

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Deathly Silence



Sub-plot — Dark Influences ⚙️

Reveal this card if at least half of your opponent's crew is either Seriously Injured, Out of Action or held off the table as Reinforcements. If these conditions are met, draw a random Gang Tactics card.

In the aftermath of a massacre, dark forces gather.

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SUB-PLOTS

Mind Slavers



Sub-plot — Dark Influences ⚙️

Reveal this card when an enemy fighter fails a Willpower test with a result of 4 or less. If these conditions are met, draw a random Gang Tactics card.

A weak mind is fertile ground for predatory psykers.

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Scrap Code



Sub-plot — Dark Influences ⚙️

Reveal this card at the start of the game and choose three pieces of terrain and/or door consoles at least 6" from your deployment area and at least 8" from each other.

Fighters may make the Hacking (Double) action while within 1" of these points. If they do, make an Intelligence test for them — if successful, they have planted the code. If your gang can hack all three locations, draw a random Gang Tactics card.

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Cold Trade



Sub-plot — Dark Influences ⚙️

Reveal this card the first time one of your fighters sends an enemy fighter Out of Action, either in melee or as part of a Coup de Grace action — then roll a D6, adding 1 to the result for each enemy fighter previously taken Out of Action in the same way. If the result is 6+, your gang has found the object and you may draw a random Gang Tactics card.

An enemy fighter is unwittingly carrying an off-world object of great interest to the Guilders.

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Suppression Order



Sub-plot — Dark Influences ⚙️

Reveal this card at the end of any round in which every enemy fighter on the board is Prone. If these conditions are met, draw a random Gang Tactics card.

Keeping an enemy gang kissing the ground is a good way of letting them know their place.

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Official Secrets



Sub-plot — Dark Influences ⚙️

When one of your fighters activates within 6" of your opponent's Leader, you may reveal this card and have them make the Pict Capture (Double) action. If a model that has taken this action begins their activation in your deployment area, you can remove them from the game (they do not count as going Out of Action) and draw a random Gang Tactics card.

Enforcers want some evidence on a gang Leader.

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A Little Surprise



Sub-plot — Dark Influences ⚙️

Reveal this card at the start of the game and randomly select one of your crew to carry the bomb. The bomb carrier can make the Plant Bomb (Double) action. If the bomb carrier completes this action three times within 6" of the centre of the board, the bomb has been planted and you can draw a random Gang Tactics card. Should the bomb carrier go Out of Action before planting the bomb, work out the effects of a frag trap as if it had gone off centred on the bomb carrier's position.

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SUB-PLOTS

The Payoff



Sub-plot — Dark Influences ⚙️

For this battle, your fighters can make the Bribe (Basic) action if they are in base contact with an enemy Ganger or Juve (not the Leader or a Champion). Reveal this card the first time this action is made. When an enemy is bribed they must make a Willpower test. If failed, the enemy gang receives D3x10 Credits and the bribed Ganger is removed from the board. They do not count as being taken Out of Action. As soon as an enemy has been successfully bribed, discard this card and draw a random Gang Tactics card.

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Guilder Packet



Sub-plot — Dark Influences ⚙️

Reveal this card at the start of the game and randomly select one of your crew to be the courier. At the end of any round, if the courier is in the enemy's deployment area, you can remove the courier from the board (they do not count as going Out of Action) and draw a random Gang Tactics card.

Guilders like to use gangers as couriers in the underhive, because they don't ask too many questions.

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Dark Offering



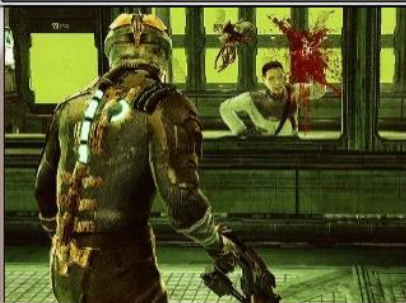
Sub-plot — Dark Influences ⚙️

Reveal this card at the start of the game and choose a point on the board at least 12" from your deployment area. If, at any time, there are three or more Seriously Injured fighters within 6" of the chosen point, discard this card and draw a random Gang Tactics card.

Dark powers demand their due.

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Bad Blood



Sub-plot — Dark Influences ⚙️

Reveal this card at the start of the game and randomly choose one of the fighters in your crew. If this fighter is taken Out of Action with a Melee weapon, draw a random Gang Tactics card. If the chosen fighter was a Champion or Leader, you may choose the Gang Tactics card instead.

A strange infection has taken root in one of your fighters that compels them to spread their tainted blood.

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Wheels Within Wheels



Sub-plot ⚙️

Reveal and discard this card then draw two more.

Accept that the Emperor has a place for all of us in his grand scheme, and be happy in the part you have to play.

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Unending Machinations



Sub-plot ⚙️

Reveal and discard this card then draw two more.

The minds of gods are not for mortals to know or to judge.

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GOLIATH SUB-PLOTS

King Hit



Sub-plot – Goliath ⚙️

Reveal this card when one of your fighters takes an enemy fighter Out of Action with an unarmed attack (Coup de Grace does not count).

The fighter immediately earns D3+1 XP. If they were Engaged with two or more enemies when this card was revealed, they earn D6+1 XP instead.

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Raw Aggression



Sub-plot – Goliath ⚙️

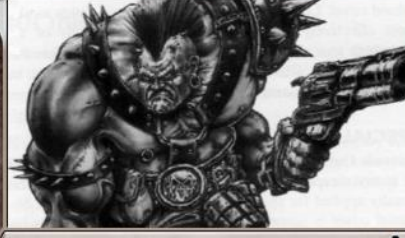
Reveal this card at the end of the game, provided there is still at least one model from your gang on the battlefield.

If all of your remaining fighters are in your opponent's deployment zone, your gang gains D3 Reputation. If the battle ended without any of your fighters going Out of Action, your gang gains 2D3 Reputation instead.

2020 C • CUSTOM CARD
MTGCS · EN ♡ UNKNOWN

MTGCARDSMITH.COM

Stimmer Rampage



Sub-plot – Goliath ⚙️

Reveal this card after both crews have deployed but before the first round begins.

Every fighter in your crew begins the game under the effect of a stimmer-slug stash. Unlike a normal stimmer-slug stash these effects last until the end of the battle, or when the fighter suffers a Serious Injury. However when rolling to see if a fighter is overcome, they must roll a number of D6 equal to the current round, with any results of 1 forcing them to suffer an injury dice.

If you win the scenario, your gang earns D6 Reputation; if you lose, your gang loses D3 Reputation instead.

2020 C • CUSTOM CARD
MTGCS · EN ♡ UNKNOWN

MTGCARDSMITH.COM

Paid Overkill



Sub-plot – Goliath ⚙️

If, at the start of any of your activations, two or more of your fighters are Engaged with the same enemy fighter, you may reveal this card.

If, at the end of the activation, the enemy has been taken Out of Action, your gang gains D6x10 credits.

2020 C • CUSTOM CARD
MTGCS · EN ♡ ALEXBOCA

MTGCARDSMITH.COM

Pit Fight



Sub-plot – Goliath ⚙️

The first time one of your fighters uses a weapon that does not have the Melee trait, discard this card. If, at the end of the battle, your fighters only used weapons with the Melee trait, reveal this card.

Every fighter in your gang gains D3 XP, in addition to any other XP awarded for the scenario.

2020 C • CUSTOM CARD
MTGCS · EN ♡ ADRIAN SMITH

MTGCARDSMITH.COM

Show of Brawn



Sub-plot – Goliath ⚙️

Reveal this card when a fighter in your crew uses a Brawn skill, whether this action was successful or not.

The fighter gains 1 XP; if the use of the skill took an enemy fighter Out of Action, they gain D3 XP instead.

2020 C • CUSTOM CARD
MTGCS · EN ♡ UNKNOWN

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Chains* if in doubt.

GOLIATH SUB-PLOTS

Excessive Force



Sub-plot – Goliath

If one of your fighters inflicts 5 or more points of damage to an enemy fighter in a single activation, reveal this card.

Your gang gains 1 Reputation; if the attack resulted in the enemy fighter going Out of Action, your gang gains 2 Reputation instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Personal Vendetta



Sub-plot – Goliath

Reveal this card should your gang's Leader take your opponent's Leader Out of Action with either a Shoot (Basic) or Fight (Basic) action.

Your gang immediately gains D3 randomly determined Gang Tactics.

2020 C • CUSTOM CARD
MTGCS • EN • ION CAVE

MTGCARDSMITH.COM

Sky Stomp



Sub-plot – Goliath

Should one of your fighters fall on an enemy fighter, reveal this card. If the enemy fighter was Seriously Injured or taken Out of Action, your fighter gains 1 XP. In addition, if your fighter survived the fall without becoming Seriously Injured or going Out of Action, they gain an additional 1 XP.

2020 C • CUSTOM CARD
MTGCS • EN • HUNTERLIANG

MTGCARDSMITH.COM

Impressive Combo



Sub-plot – Goliath

Reveal this card if a Champion or Leader belonging to your gang wounds two or more enemy fighters during a single activation using a weapon with the Melee trait; your gang gains 1 Reputation.

If three or more enemy fighters were wounded, then your gang gains D3 Reputation instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Back from the Dead



Sub-plot – Goliath

Reveal this card the second time one of your fighters recovers from being Seriously Injured (i.e. rolling a Flesh Wound on a Recovery test).

Your gang gains D3 Reputation. If the recovered fighter goes on to take an enemy fighter Out of Action, you gang instead gains 2D3 Reputation.

2020 C • CUSTOM CARD
MTGCS • EN • DAVE KEENAN

MTGCARDSMITH.COM

Naked Brutality



Sub-plot – Goliath

Reveal this card during the Choose Crew step of the pre-battle sequence.

Nominate one of the fighters in your crew. For the duration of this battle the chosen fighter counts as having no weapons, armour or Wargear. If the fighter manages to inflict a Serious Injury or Out of Action result and if they are still on the battlefield at the end of the game they gain 6 XP.

2020 C • CUSTOM CARD
MTGCS • EN • TOMAS DUCHER

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Chains* if in doubt.

GOLIATH SUB-PLOTS



Some rules text has been abridged to fit. Check the *House of Chains* if in doubt.

ESCHER SUB-PLOTS

Decapitation



Sub-plot — Escher ⚙️

Reveal this sub-plot should one of your fighters take the enemy Leader Out of Action using a weapon with the Melee or Versatile trait.

Your gang immediately gains D3 Reputation. If the enemy Leader was taken Out of Action by your own Leader, your gang gains D6 Reputation instead.

2020 C • CUSTOM CARD
MTGCS • EN • MARIE OKON

MTGCARDSMITH.COM

Murder Run



Sub-plot — Escher ⚙️

Reveal this sub-plot if at least three enemy fighters are Seriously Injured or taken Out of Action during a single round.

Your gang immediately gains two random Gang Tactics. If the enemy fighters were Seriously Injured or taken Out of Action by weapons with the Melee or Versatile trait, your gang immediately gains three random Gang Tactics instead.

2020 C • CUSTOM CARD
MTGCS • EN • MARIE OKON

MTGCARDSMITH.COM

Experimental Gas



Sub-plot — Escher ⚙️

Reveal this sub-plot the first time an enemy fighter is Seriously Injured or taken Out of Action by one of your own fighters using a weapon with the Gas trait.

Your fighter immediately gains 1 XP. If two or more enemy fighters were Seriously Injured or taken Out of Action by this fighter, they gain D3 XP instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

A Slow Poison



Sub-plot — Escher ⚙️

Reveal this sub-plot should an enemy fighter that was Seriously Injured by a weapon with either the Gas or the Toxin trait go Out of Action during any subsequent Recovery phase.

Your gang gains D6x10 credits. If the enemy fighter was a Champion or Leader then your gang gains 2D6x10 credits instead.

2020 C • CUSTOM CARD
MTGCS • EN • RALPH HORSLEY

MTGCARDSMITH.COM

Queen Takes King



Sub-plot — Escher ⚙️

If your gang Leader takes an enemy Leader, Champion, or Bounty Hunter Out of Action, reveal this sub-plot.

Your gang gains D6x10 credits. If they took the enemy Leader, Champion, or Bounty Hunter Out of Action using a weapon with the Melee or Versatile trait, they gain 2D6x10 credits instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Flawless Victory



Sub-plot — Escher ⚙️

Reveal this sub-plot if, during the Wrap-up, none of your fighters are Seriously Injured or taken Out of Action, and if you have won the scenario.

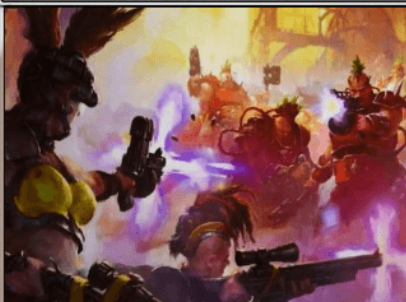
Your gang gains 3D6x10 credits. If at least a third of your opponents gang was Seriously Injured or taken Out of Action, you gang gains 4D6x10 credits instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

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ESCHER SUB-PLOTS

Scrag 'em All



Sub-plot — Escher ⚙️

Reveal this sub-plot if the battle ended before round 9 and your gang was victorious.

Your gang gains D3 Reputation.

If the battle ended before round 6, and your gang was victorious, your gang gains D6 Reputation instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

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Terror Tactics



Sub-plot — Escher ⚙️

At the start of any round, if there are at least three Broken enemy fighters, reveal this sub-plot.

Your gang immediately gains one randomly determined Gang Tactic. If any of the Broken enemy fighters are a Champion or Leader, your gang immediately gains two randomly determined Gang Tactics instead.

2020 C • CUSTOM CARD
MTGCS • EN • IOHAN BASS

MTGCARDSMITH.COM

Bloody Sisterhood



Sub-plot — Escher ⚙️

Reveal this sub-plot if, during any Recovery phase, two or more of your fighters recover from being Seriously Injured (i.e. they roll a Flesh Wound on the Recovery dice and become Prone and Pinned).

Your gang gains D3 Reputation.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Attention Seeker



Sub-plot — Escher ⚙️

Reveal this sub-plot during the Wrap-up if, during the battle, one of your fighters Seriously Injured or took Out of Action at least three enemy fighters.

Your gang gains 1 Reputation. If the fighter Seriously Injured or took Out of Action at least three enemy fighters using a weapon with the Melee or Versatile trait, your gang gains D3 Reputation instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Cruel and Unusual



Sub-plot — Escher ⚙️

Reveal this sub-plot if in the End phase of any round at least three enemy fighters have been taken Out of Action with the Coup de Grace (Simple) action so far in this battle.

Your gang immediately gains one randomly determined Gang Tactic. If any of the fighters taken out by a Coup de Grace (Simple) action were a Leader or Champion, you may generate two Gang Tactics instead.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

A Dark Fate



Sub-plot — Escher ⚙️

Reveal this sub-plot immediately during the post-battle sequence should your gang capture an enemy fighter.

You may immediately roll on the Lasting Injury table for the captured fighter and apply the results. On any result other than 'Memorable Death', the fighter is then returned to its own gang, and your own gang gains D3 Reputation.

2020 C • CUSTOM CARD
MTGCS • EN • SILVE ARGYLE

MTGCARDSMITH.COM

ESCHER SUB-PLOTS



ORLOCK SUB-PLOTS

Hardman



Sub-plot – Orlock ⚙️

Reveal this card when one of your fighters suffers two or more Flesh Wounds as part of a single damaging hit.

If the fighter is still on the battlefield after working out the results of the hit, your gang gains 1 Reputation. If the fighter is still Standing and Active, they gain D3 Reputation.

2020 C • CUSTOM CARD
MTGCS · EN • UNKNOWN

MTGCARDSMITH.COM

Sumptown Shakedown



Sub-plot – Orlock ⚙️

Reveal this card when a friendly fighter performs a Coup De Grace (Simple) action. Instead of rolling on the Lasting Injury table for the opponent's fighter instead count the results as Out Cold, and add D3x10 credits to your gang's Stash. For the remainder of the battle, whenever a friendly fighter performs the Coup De Grace (Simple) action, the fighter taken Out of Action automatically counts the result on the Lasting Injury table as Out Cold, and D3x10 credits are added to your gang's Stash.

2020 C • CUSTOM CARD
MTGCS · EN • PARANOIMAC

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Prospecting Mission



Sub-plot – Orlock ⚙️

Reveal this card at the start of the battle, after both crews have deployed, but before rolling for Priority. Place three markers anywhere on the battlefield at least 12" from your deployment zone, and at least 8" from each other. During the battle, if one of your fighters is activated within 1" of one of these markers they may perform the Prospect (Basic) action, and remove the marker from the battlefield. At the end of the battle, add D6x10 credits to your gang's Stash for each marker that was removed.

2020 C • CUSTOM CARD
MTGCS · EN • JORDAN LAMARRE-WAN

MTGCARDSMITH.COM

Comeback King



Sub-plot – Orlock ⚙️

Reveal this card at the start of any round if your gang has failed a Bottle test and your opponent has at least three times as many fighters on the battlefield as you do.

If you subsequently go on to win the battle, your gang gains D3 Reputation.

2020 C • CUSTOM CARD
MTGCS · EN • UNKNOWN

MTGCARDSMITH.COM

Call them Out



Sub-plot – Orlock ⚙️

Reveal this card at the start of the battle, after both crews have deployed, but before rolling for Priority. Choose one of your fighters and one of your opponent's fighters. If, during the course of the battle, your chosen fighter takes the chosen enemy fighter Out of Action from a distance of no more than 6", your gang gains D3 Reputation.

2020 C • CUSTOM CARD
MTGCS · EN • UNKNOWN

MTGCARDSMITH.COM

Take a Beating



Sub-plot – Orlock ⚙️

Reveal this card if you win the battle with three or fewer friendly fighters Standing and Active.

If you do, add D6x10 credits to your gang's Stash. If you won the battle with only a single friendly fighter Standing and Active, gain 2D6x10 credits instead.

2020 C • CUSTOM CARD
MTGCS · EN • DMITRY VISHNEVSKY

MTGCARDSMITH.COM

ORLOCK SUB-PLOTS

Race the Clock



Sub-plot – Orlock

If the battle ends before the start of round 7, and you are the winner of the scenario, reveal this card to gain 1 Reputation for your gang. If the battle ended before the start of round 3, and your gang was the winner of the scenario, gain D3 Reputation instead.

2020 C • CUSTOM CARD
MTGCS · EN ➡ NOUR EL DIN

MTGCARDSMITH.COM

Outland Showdown



Sub-plot – Orlock

Reveal this card at the start of any activation if a friendly fighter and one of your opponent's fighters are within 12" of each other, but also both more than 12" from any other fighters. If this is the case, and your fighter can Seriously Injure the enemy fighter or take them Out of Action your gang gains 1 Reputation.

2020 C • CUSTOM CARD
MTGCS · EN ➡ UNKNOWN

MTGCARDSMITH.COM

Hostile Negotiations



Sub-plot – Orlock

When your opponent plays a gang tactic, if you have fewer fighters on the battlefield than your opponent does, reveal this card to immediately gain a single gang tactic. If they have three times as many, or more, fighters than you, gain two gang tactics instead.

2020 C • CUSTOM CARD
MTGCS · EN ➡ UNKNOWN

MTGCARDSMITH.COM

Badzone Brotherhood



Sub-plot – Orlock

Reveal this card if one of your Champions or your Leader use the Leading by Example special rule to allow three or more friendly fighters to automatically pass their Cool checks.

The Champion or Leader immediately gains D3 XP. If the Champion or Leader used the Leading by Example special rule to allow all remaining members of the crew to automatically pass their Cool checks, they gain D6 XP instead.

2020 C • CUSTOM CARD
MTGCS · EN ➡ WARP-ZERO

MTGCARDSMITH.COM

Mano-a-Mano



Sub-plot – Orlock

Reveal this card at the start of any activation while your Leader is Engaged with your opponent's Leader.

If your Leader takes your opponent's Leader Out of Action with a Fight (Basic) action, add D6x10 credits to your gang's Stash. If your Leader did so while Engaged with more than one enemy fighter, then add 2D6x10 credits to your Stash instead.

2020 C • CUSTOM CARD
MTGCS · EN ➡ RANDIS

MTGCARDSMITH.COM

Ash Bath



Sub-plot – Orlock

Reveal this card if three or more enemy fighters are subject to the Blaze condition at the same time to immediately gain a single gang tactic.

2020 C • CUSTOM CARD
MTGCS · EN ➡ JAMES PAUCK

MTGCARDSMITH.COM

ORLOCK SUB-PLOTS



VAN SAAR SUB-PLOTS

Retaliatory Fire



Sub-plot — Van Saar

Reveal this Sub-plot if a Champion or Leader belonging to your gang is Seriously Injured or taken Out of Action by an enemy fighter. If, at the end of the Action phase, that enemy fighter is Seriously Injured or Out of Action, every fighter in your gang gains 1 XP. Otherwise, this card is discarded.

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Methodical



Sub-plot — Van Saar

Reveal this Sub-plot the first time a Seriously Injured enemy fighter is taken Out of Action by one of your fighters as a result of a Shoot (Basic) action. Your fighter immediately gains an additional 1 XP.

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MTGCS · EN DUELISTO

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Shooting Gallery



Sub-plot — Van Saar

The first time one of your fighters becomes Engaged by an enemy fighter, discard this Sub-plot. If, at the end of the battle, this Sub-plot has not been discarded, reveal this Sub-plot. If you do so, your gang gains D3 Reputation, in addition to any scenario rewards.

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Forward Thinking



Sub-plot — Van Saar

Reveal this Sub-plot when your opponent plays a gang tactic. If you have yet to play a gang tactic this battle, immediately gain one randomly determined gang tactic. If your opponent has played two or more gang tactics before this Sub-plot is revealed, and you have yet to play any gang tactics, immediately gain two randomly determined gang tactics instead.

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Radiation Purge



Sub-plot — Van Saar

Reveal this Sub-plot the first time an enemy fighter reduces their Toughness characteristic to 0 due to a 4+ being rolled as a result of the Rad-phage trait, your gang gains D3 Reputation. If that enemy fighter was a Champion or Leader, then your gang gains D6 Reputation instead.

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Seize the System



Sub-plot — Van Saar

If, at the start of any of your activations, two or more fighters have made a successful Intelligence check this round, for any reason, reveal this Sub-plot. You may immediately open, close and/or lock all doors on the battlefield, determining what happens to each door individually.

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MTGCS · EN NIKULINA-HELENA

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VAN SAAR SUB-PLOTS

Sucker Punch



Sub-plot — Van Saar ⚙️

Reveal this Sub-plot if an enemy fighter becomes Seriously Injured or is taken Out of Action by a Reaction attack made by one of your fighters. That fighter gains an additional D3 XP.

2020 C • CUSTOM CARD
MTGCS · EN 🔄 UNKNOWN

MTGCARDSMITH.COM

Well-prepared



Sub-plot — Van Saar ⚙️

The first time one of your fighters fails an Ammo check, discard this Sub-plot. If, at the end of the battle, this card has not been discard, your gang gains an additional D3 Reputation.

2020 C • CUSTOM CARD
MTGCS · EN 🔄 DNA-1

MTGCARDSMITH.COM

Reliable Tech



Sub-plot — Van Saar ⚙️

Reveal this Sub-plot during the Choose Crew steps of the pre-battle sequence. For the duration of the battle, only weapons with the Plentiful trait can be used; if a fighter that is part of your crew does not have such a weapon, they count as being equipped with a laspistol until the end of the battle, after which the laspistol is discarded. Should your gang win the scenario, it receives 2D6x10 credits.

2020 C • CUSTOM CARD
MTGCS · EN 🔄 UNKNOWN

MTGCARDSMITH.COM

Shoot for the Head



Sub-plot — Van Saar ⚙️

Reveal this Sub-plot if a fighter from your gang Seriously Injures or takes your opponent's Leader Out of Action with a Shoot (Basic) action. Your gang immediately gains D3 randomly determined gang tactics.

2020 C • CUSTOM CARD
MTGCS · EN 🔄 IVAN SEVIC

MTGCARDSMITH.COM

Explosive Message



Sub-plot — Van Saar ⚙️

Reveal this Sub-plot during the Wrap-up if, during the battle, one of your fighters Seriously Injured or took Out of Action at least three enemy fighters with attacks made with weapons with the Grenade trait. Your gang gains D6x10 credits, in addition to any scenario rewards.

2020 C • CUSTOM CARD
MTGCS · EN 🔄 UNKNOWN

MTGCARDSMITH.COM

Deadeye



Sub-plot — Van Saar ⚙️

Reveal this Sub-plot the first time an enemy fighter is Seriously Injured or taken Out of Action as a result of an Improbable Shot made by one of your fighters. That fighter gains an additional D3 XP and your gang gains an additional D3 Reputation.

2020 C • CUSTOM CARD
MTGCS · EN 🔄 LEEJI

MTGCARDSMITH.COM

VAN SAAR SUB-PLOTS



CAWDOR SUB-PLOTS

Test of Faith



Sub-plot – Cawdor

Reveal this Sub-plot if a Champion or Leader belonging to your gang is Seriously Injured or taken Out of Action by an enemy fighter. If, at the end of the Action phase, that enemy fighter is Seriously Injured or Out of Action, every fighter in your gang gains 1 XP. If the enemy fighter is not Seriously Injured or taken Out of Action by then, this card is discarded.

2022 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Fires of Redemption



Sub-plot – Cawdor

Reveal this Sub-plot if three or more enemy fighters are subject to the Blaze condition at the same time to immediately gain a single randomly selected Gang Tactic.

2022 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Folly of the Faithless



Sub-plot – Cawdor

Reveal this Sub-plot at start of the battle if the enemy's starting crew contains one or more Psykers. For the duration of this battle, all Psykers in the enemy gang suffer a -1 modifier to their Willpower checks. In addition, for each enemy Psyker taken Out of Action during this battle, your gang gains D3 Reputation.

2022 C • CUSTOM CARD
MTGCS • EN • TASONIUTA

MTGCARDSMITH.COM

Purge them All!



Sub-plot – Cawdor

Reveal this sub-plot if at least three enemy fighters are Seriously Injured or taken Out of Action during a single round. Your gang immediately gains two randomly determined Gang Tactics. If the enemy fighters were Seriously Injured or taken Out of Action by weapons with the Blaze trait, your gang immediately gains three randomly determined Gang Tactics instead.

2022 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Hymn of Devotion



Sub-plot – Cawdor

If, at the start of any of your activations, two or more friendly House Cawdor fighters have made a successful Threshold test this round, reveal this Sub-plot. Every enemy fighter on the battlefield suffers a -1 modifier to any Cool checks they are required to make until the end of this round.

2022 C • CUSTOM CARD
MTGCS • EN • STEELAN RUSTIC

MTGCARDSMITH.COM

Martyrdom



Sub-plot – Cawdor

Reveal this Sub-plot during the Choose Crew step of the pre-battle sequence. Choose one of the fighters in your crew and tuck this card under their Fighter card. For the duration of this battle the chosen fighter counts as having no weapons, armour or Wargear regardless of what appears on their model. If the fighter manages to inflict a Serious Injury or Out of Action result on an enemy fighter, they earn D3 XP. If, after achieving this feat, the fighter is then taken Out of Action, your gang earns 2D3 Reputation.

2023 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

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CAWDOR SUB-PLOTS

Righteous are the Fallen



Sub-plot – Cawdor

Reveal this Sub-plot if you win the battle with three or fewer friendly fighters Standing and Active. If you do, your gang gains D3 Reputation. If you won the battle with only a single friendly fighter Standing and Active, your gang gains 2D3 Reputation instead.

2022 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

If it Doesn't Hurt, It Doesn't Count!



Sub-plot – Cawdor

Reveal this Sub-plot when a friendly House Cawdor Champion or Leader recovers from being Seriously Injured (i.e. rolling a Flesh Wound when making a Recovery test). Your gang gains D3 Reputation. If the recovered fighter then goes on to recover from being Seriously Injured a second time before the end of the battle, your gang instead gains 2D3 Reputation.

2022 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

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March to the Grave



Sub-plot – Cawdor

Reveal this Sub-plot at the start of any round if your gang has failed a Bottle test and your opponent has at least three times as many fighters on the battlefield as you do.

If you subsequently win the battle, your gang gains D3 Reputation.

2022 C • CUSTOM CARD
MTGCS • EN • AKB8

MTGCARDSMITH.COM

Rites of Doom



Sub-plot – Cawdor

If, at the start of any of your activations, two or more of your fighters are Engaged with the same enemy Leader or Champion, you may reveal this Sub-plot. If, at the end of the activation that enemy Leader or Champion has been taken Out of Action, your gang gains D3+1 Reputation.

2022 C • CUSTOM CARD
MTGCS • EN • ROTAREN

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Word of the God-Emperor



Sub-plot – Cawdor

Reveal this Sub-plot when a Champion or Leader belonging to your gang uses the Group Activation (X) special rule. Until the start of their next activation, every fighter activated as part of that Group Activation gains a special 3+ save roll against any hits that cannot be modified in any way. In addition, until the start of their next activation, every fighter activated as part of that Group Activation that performs a Coup De Grace (Simple) action earns an additional 1 XP and your gang gains 1 Reputation.

2022 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

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Reign of Madness



Sub-plots – Cawdor

Reveal this Sub-plot when an enemy fighter fails a Nerve test. For the remainder of this battle, any enemy fighter that fails a Nerve test does not become Broken. Instead, they become subject to the Insane condition.

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CAWDOR SUB-PLOTS



CARD BACKS

