GANG

TACTICS

Made by Xiądz

GANG TACTICS

A Good Day



Gang Tactics

Play at the start of the game after both sides have set up.

Choose a Champion or Leader model in your crew. Tuck this card under that fighter's card. For the duration of the game, Cool checks for other fighters from your gang have a +2 modifier if they are within 3" of the chosen Champion or Leader.

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Adrenaline Surge



Gang Tactics

Play when activating a fighter.

The fighter can make one additional action this turn.

Battle Madness



Gang Tactics

Play instead of activating a fighter.

Choose a Broken Fighter from either gang. They immediately make a ranged attack against the closest fighter they can see, friend or foe. If they are in base contact with another fighter, they make close combat attacks instead.

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Beast Lure



Gang Tactics

A fighter can spend an action to play this card.

Place the Beast's Lair marker within 3" of this fighter. Then, they can move up to D6". If they end the action within 6" of the lair, there is a chance they will be attacked as normal.

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Blackout



Gang Tactics

Play this card at the start of any round.

For the duration of this round, ranged attacks have an additional -1 modifier if made against targets between 6" and 12" away, or a -2 modifier if made against targets more than 12" away. Attackers using an infra-scope or photo -goggles, or targeting a fighter with a Blaze marker, ignore these penalties.

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Blazing Fury



Gang Tactics

Play this card when activating a fighter.

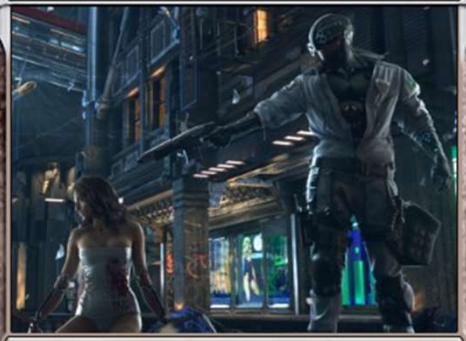
For the duration of this fighter's turn, the Shoot action is treated as Simple rather than Basic.

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GANG TACTICS

Blood Debt



Gang Tactics

Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.

For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker. Tuck this card under the attacker's Fighter card as a reminder.

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Burst of Courage



Gang Tactics

Play this card when making a Cool check for a fighter.

The fighter automatically passes the check, and any more Cool checks they are required to make until the end of the round.

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Chain Attacks



Gang Tactics

Play when a fighter takes an enemy Out of Action with a Melee attack.

The activating fighter can move up to D6" and make a Fight Basic action. Their activation then immediately ends.

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...Click!



Gang Tactics

Play this card after an enemy fighter completes an attack with a ranged weapon.

The weapon immediately runs Out of Ammo, as if it had failed an Ammo check.

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Combat Drugs



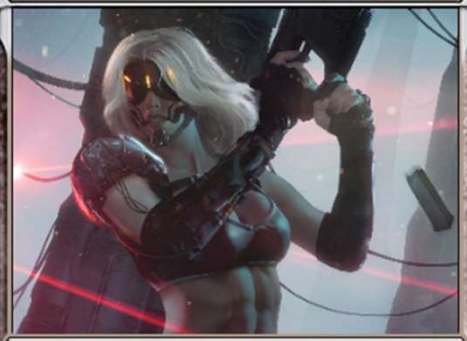
Gang Tactics

Play when a fighter makes a melee attack.

For the duration of this turn, the fighter gains D3 additional attacks. However, should the fighter gain the full 3 additional attacks, they will automatically suffer a Flesh Wound at the end of their activation.

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Crossfire



Gang Tactics

Play this card when a fighter makes a ranged attack against a target who has already been shot at by a friendly fighter.

The hit roll succeeds automatically.

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GANG TACTICS

Dangerous Footing



Gang Tactics

Play when your opponent activates a fighter.

Immediately place a Pitfall Crater marker beneath the fighter. The fighter must take an Initiative test. If the test is passed, the fighter makes a Move action to safety and their activation continues. If the Initiative test is failed, the fighter falls into the crater and is immediately taken Out of Action. The pitfall Crater remains in place for the duration of the battle.

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Deadlock



Gang Tactics

Zone Mortalis only.

Play this card at the start of any round.

Choose a closed door anywhere on the board. For the duration of this round, the door cannot be opened in any way.

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Desperate Effort



Gang Tactics

Play when it is your turn to activate a fighter, but none of your fighters have Ready markers.

Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned.

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Distraction



Gang Tactics

Play when your opponent activates a fighter.

The opposite player must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn, instead of two.

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Double-Fisted



Gang Tactics

Play when a fighter makes a ranged attack.

For the duration of the ranged attack, the fighter can attack with two ranged weapons, resolving a full attack with each, one after the other.
Both must be made against the same target.

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Emergency Seal



Gang Tactics

Zone Mortalis only.

Play instead of activating a fighter.

Ductways cannot be used for the duration of this round - they are treated as not being on the board at all.

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GANG TACTICS

Fall Back



Gang Tactics

Play this card when activating a fighter.

This fighter may immediately make a Retreat (Basic) action without having to make an Initiative check. Additionally, each enemy fighter that was Engaging them is unable to make any Reaction attacks.

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Fearsome Reputation



Gang Tactics

Play after one of your fighters puts an enemy Out of Action.

For the rest of the game, any nerve checks made for enemy fighters within 8" of them have a -2 modifier.

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Fire Discipline



Gang Tactics

Play this card at the start of the battle, after setting up your gang.

For the duration of the battle, ranged attacks made by your fighters only trigger an Ammo check if the Firepower dice rolls an Ammo symbol and the hit roll is a success.

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Frag Trap



Gang Tactics

Play at the start of the battle, when setting up your gang. Pick any of your fighters to carry the trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can Set Frag Trap (Double) - Place a Frag Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a marker where the fighter stood. On a 4+, discard this card.

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Group Tactics



Gang Tactics

Play this card when it is your turn, before activating any fighters.

Instead of activating one fighter, activate up to three fighters (in the same way as making a Group activation).

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Having a Bad Day



Gang Tactics

Play at the start of the game after both sides have set up.

Choose a Champion or Leader model in your opponent's crew. For the duration of the game, Cool checks for other fighters from the opposing gang have a -2 modifier while that fighter is within 3" of the chosen Champion or Leader.

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GANG TACTICS

Healthy Paranoia



Gang Tactics

Play when activating a fighter.

For the rest of the battle, the fighter have 360 vision arc.

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Hidden Passage



Gang Tactics

Zone Mortalis only (see page 126).

Play this card at the start of your turn, immediately before activating a fighter.

Place an unused Ductway marker anywhere on the board, following the normal rules for placing a ductway.

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Hive Tremors



Gang Tactics

Play at the start of any round.

Every Active fighter on the table must make an Initiative test - any who fail are Pinned. After all fighters have tested, place D3 additional loot caskets anywhere on the table not within 6" of a fighter. Finally, if the game uses a Zone Mortalis scenario, place D3 spare ductways across any walls of your choice. If the game uses a Sector Mechanicus scenario, remove D3 ladders of your choice.

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Just Add Nails



Gang Tactics

Play when making an attack with a frag grenade, before rolling to hit.

The grenade's Blast (3") trait becomes Blast (5").

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Last Gasp



Gang Tactics

Play this card when one of your active fighters is taken Out of Action.

Before the fighter is removed from play, they can immediately make an attack. This is a close combat attack if they are Engaged, otherwise it is a ranged attack. If they are equipped with a grenade that has the Blast trait, and the Blast marker is centred on them, it will not scatter. As soon as the attack has been resolved, the fighter is removed from play.

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Lucky Find



Gang Tactics

Play this card when activating a fighter with a weapon that is Out of Ammo.

One of the fighter's weapons is automatically reloaded at the cost of one action - no Ammo check is required.

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GANG TACTICS

Lucky Lho-stick Case



Gang Tactics

Play this card when a friendly fighter fails an armour save.

The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Penetration).

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Makeshift Armour



Gang Tactics

One of your fighters can spend an action to play this card.

Tuck this card under the fighter's card; while it is there, their armour save is treated as one point better than it is. If any save roll for the fighter is a 1 (before modifiers), discard this card after resolving the attack(s).

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Master Switch



Gang Tactics

Zone Mortalis only.

Play this card instead of activating a fighter.

Every door on the board that does not have a door terminal either opens or closes. They must all do the same, i.e., this card cannot be used to open some doors and close others.

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Melta Trap



Gang Tactics

Play this at the start of the battle, when setting up your gang. Pick any of your fighters to carry the trap, and put this card under their card. Once during the game, the fighter, as long as they are Active, can Set Melta Trap (Double) - place a Melta Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a marker where the fighter stood. On a 4+, discard this card.

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Nerves of Steel



Gang Tactics

Play when a fighter makes a ranged attack.

The fighter may ignore normal Target Priority rules and may instead target any eligible enemy fighter they wish without having to pass a Cool check.

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Point-Blank Shot



Gang Tactics

Play this card when a fighter makes a Fight action or a Charge action.

Pick one of the fighter's ranged weapons that does not have the Blast trait or Template trait. For the duration of this turn, that weapon can be used in close combat in the same way as a pistol.

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GANG TACTICS

Proper Preparation



Gang Tactics

Play this card before setting up the gang at the start of the battle.

Pick one of your fighters and put this card under their Fighter's card. For the duration of the battle, this fighter's weapons gain the Plentiful trait unless they already have the Scarce trait, in which case their weapons are counted as not being Scarce.

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Rapid Fire



Gang Tactics

Play this card when activating a fighter.

This turn, the fighter may make two Fire (Basic) actions, provide they use the same weapon for both and make no other actions for any reason. However, at the end of their activation, the weapon counts as automatically having failed an Ammo check.

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Reaction Fire



Gang Tactics

Play when an enemy fighters is activated, before they make their first action.

Pick a fighter from your gang - that fighter can immediately make a Shoot (Basic) action against the activating enemy model, as long as they are in range and line of sight.

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Ricochet



Gang Tactics

Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.

Pick another fighter within 5" of the target, even if they are not visible to the attacker, and roll to hit against them. Do not roll the Firepower dice again.

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Rigged Door



Gang Tactics

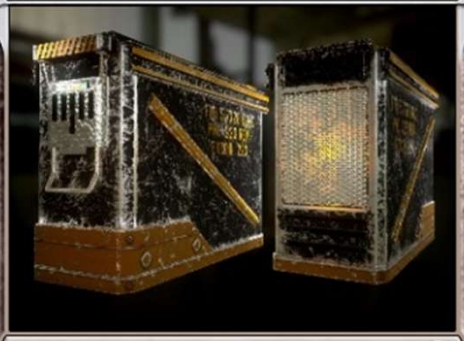
Zone Mortalis only.

Play this card immediately after an enemy fighter makes an action.

Pick any door on the board and either close or open it. If closing a door and there is a fighter standing in the doorway, they must test to see whether they avoid closing door as normal.

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Secret Cache



Gang Tactics

Play this card instead of activating a fighter.

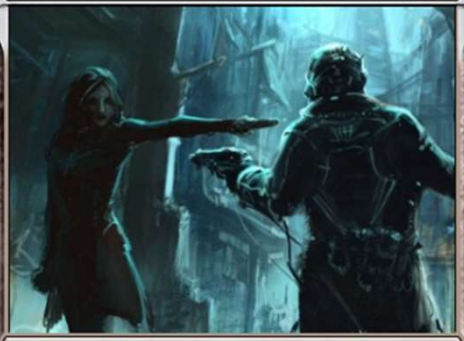
Set up an ammo cache anywhere on the battlefield.

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GANG TACTICS

Seize the Initiative



Gang Tactics

Play this card at the beginning of any round, before rolling for Priority.

You immediately take Priority this turn without any dice being rolled.

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Slippery



Gang Tactics

Play this card when activating a fighter.

Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter treats the Crawl Through action as (Basic) rather than (Double).

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Steel Fury



Gang Tactics

Play this card at the start of any round.

For the duration of this round, fighters from this gang count the Fight (Basic) action as a Fight (Simple) action.

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Sterner Stuff



Gang Tactics

Play this card instead of activating a fighter.

Make a Rally check for each Broken fighter in your gang, as though it was the End phase.

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Sump Slump



Gang Tactics

Play at the start of any turn.

Immediately remove D3 Barricades of your choice from anywhere on the board.

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Supressing Fire



Gang Tactics

Play this card after making an unsuccessful hit roll for a ranged weapon.

The target is Pinned, even though they were not hit by the attacks.

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GANG TACTICS

Tech Override



Gang Tactics

Play this card when a friendly fighter makes an Access Terminal action or Bypass Lock action, or when rolling to see if a friendly fighter triggers a booby trap.

If making an Access Terminal action or Bypass Lock action, the intelligence check is passed automatically. If rolling to see whether a booby trap is triggered, you can choose the result instead of rolling.

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They're Everywhere!



Gang Tactics

Play this card instead of activating a fighter.

Each enemy fighter who is within 4" of two or more fighters from your gang must make a Cool check. If the check is failed, the enemy fighter is Pinned.

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Thundering Charge



Gang Tactics

Play when a fighter makes a Charge action, before they move.

Double the fighter's Move instead of adding D3".

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Trusty Backup



Gang Tactics

Play this card when activating a fighter.

Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter has an additional stub gun.

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Violent-Minded



Gang Tactics

Play this card when activating a fighter.

This turn, the fighter can make an additional action (usually three rather than two), as long as at least one of their actions is Shoot or Fight.

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What's a few Teeth?



Gang Tactics

Play this when a friendly fighter suffers a Flesh Wound.

The Flesh Wound is ignored. Any other effects of the injury still apply.

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GANG TACTICS

You're coming with Me!



Gang Tactics

Play when a fighter is taken Out of Action by a close combat attack.

The chosen fighter may make a single close combat attack against the enemy that took them Out of Action. They are then removed from play as normal.

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Death Trap



Gang Tactics

Zone Mortalis only.

Play this card when an enemy fighter makes an Operate Door action to either open or close a door.

The fighter must test to see if they are struck by the door, as described on page 31, as if they were standing in a doorway when the door is closed.

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Duck and Cover



Gang Tactics

Play this card when activating a fighter.

This turn, the fighter may make two Fire (Basic) actions, provided they use the same Basic or Pistol weapon for both. After resolving these actions, the fighter may move D3".

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Quick Time



Gang Tactics

Play this card when activating a fighter.

Tuck this card under the fighter's card. While it is there, the fighter's Move is increased by 2. In each End phase, roll a D6. On a 1, the card is discarded.

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Snap Fire



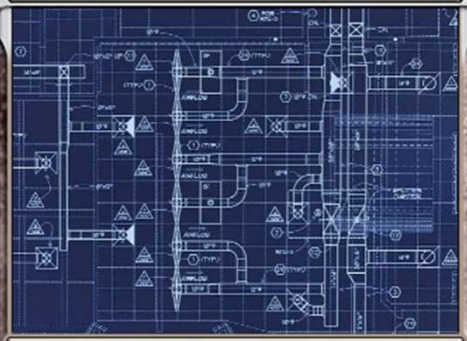
Gang Tactics

Play this card after an enemy fighter completes an attack with a ranged weapon.

A readied fighter in your gang may immediately take a shot at the enemy fighter with a Pistol or Basic weapon. However, they must subtract 1 from the hit roll.

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Trap Chute



Gang Tactics

Play when an enemy model crawls through a ductway.

The enemy model is placed by the enemy player within 1" of a randomly chosen ductway with 18" of their current location. If there are no other ductway markers in this then the model is removed for D3 rounds. When they return to play, place them within 1" of the ductway they were crawling through.

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GANG TACTICS

Trapped Console



Gang Tactics

Play this card when an enemy fighter interacts with a console, before the end of the action.

Centre the 3" blast marker on the enemy fighter. All models under the marker suffer a Strength 3, AP -, Damage 1 hit.

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Vacuum Chamber



Gang Tactics

Zone Mortalis only.

Place this card when a door is opened.

All models within 12" of the opening door are immediately moved D6" toward the doorway.

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You!



Gang Tactics

Play this card when activating a fighter.

Choose an enemy model with line of sight to the fighter you have just activated. For the remainder of the game, any ranged or melee attacks made by this fighter against the nominated enemy gain +1 on the wound roll. The fighter can only make ranged and melee attacks against the nominated enemy until that enemy has been taken Out of Action.

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Disorienting Shadows



Gang Tactics

Play at the start of any round, after rolling for Priority.

Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Ballistic Skill and Movement characteristics.

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Forward Planning



Gang Tactics

Play at the start of the game, after both gangs have been deployed.

Choose up to three fighters. These fighters may immediately make a free Move (Simple) action.

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Hidden Blade



Gang Tactics

Play when a fighter makes a Fight (Basic) action.

The fighter adds D3 to their Attacks characteristic for the duration of this action.

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GANG TACTICS

History of Violence



Gang Tactics

Play during the pre-battle sequence, during Step Five: Choose Crews.

Nominate one fighter from your opponent's starting crew. That fighter is unwilling to face your gang in combat and so may not be selected for this battle. Your opponent must immediately discard that fighter and select another, following the same crew selection method as already used.

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Opening Volley



Gang Tactics

Play at the start of the game, after both gangs have been deployed.

Choose up to three fighters. These fighters may immediately make a free Shoot (Basic) action. Note that this does not apply if the action would be (Simple) or (Double) for any reason.

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Service Tunnels



Gang Tactics

Play when deploying your gang.

One fighter chosen by you from your starting crew gains the Infiltrate skill for the duration of this battle and may be deployed accordingly.

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Spiked Drinks



Gang Tactics

Play during the pre-battle sequence, during Step Five: Choose Crews.

Nominate one fighter from your opponent's starting crew. For the duration of this battle, that fighter suffers -1 to their Ballistic Skill, Weapon Skill, and Intelligence, but gains +2 to their Cool.

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Wrong Again



Gang Tactics

Play when one of your fighters is hit by a ranged attack.

Choose any other friendly fighter within range and line of sight of the attacking model. This chosen fighter becomes the new target for the attack, which is resolved as normal.

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Bait and Switch



Gang Tactics

Play this card instead of activating a fighter.

Take a Ready marker from any of your fighters and place it on a fighter who has already activated this round.

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GANG TACTICS

Double Time



Gang Tactics

Play this card when activating a fighter.

This fighter can perform a free Move (Simple) action during its activation. This free action is in addition to its two normal actions.

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Lucky Shot



Gang Tactics

Play this card after making either a hit roll, a wound roll or an injury roll.

You may immediately re-roll all of the dice for the roll you have just made. You must accept the result of the second roll, even if it is worse than the first.

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Rapid Healing



Gang Tactics

Play this card instead of activating a fighter.

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

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Reckless Charge



Gang Tactics

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.

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Speedy Recovery



Gang Tactics

Play this card when making a Recovery test.

One of your fighters can re-roll a single Recovery dice.

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Stand Firm



Gang Tactics

Play this card instead of making a Bottle test.

This round, your gang automatically passes its Bottle test.

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GANG TACTICS

Take the Initiative



Gang Tactics

Play this card at the start of the round before rolling for Priority.

Your gang has Priority this round. If multiple gangs play this card then they must roll off to see who has Priority as normal

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Hard Stop



Gang Tactics

Play when one of your fighters becomes Engaged as part of an enemy Charge (Double) action.

Your fighter may immediately make a free Fight (Basic) action, interrupting the opposing fighter's activation.

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Shield Wall



Gang Tactics

Play this card instead of activating a fighter.

Tuck this card under a fighter's card. For the remainder of the battle, add 1 to fighter's armour save, and any friendly fighter in base contact with this fighter, to a maximum of 2+, against attack that originate from within this fighter's vision arc.

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Stop Resisting



Gang Tactics

Play this card when a friendly Standing and Engaged fighter makes a Fight (Basic) action, (including as part of a Charge (Double) action).

Until the End phase of this round, enemy fighters cannot make Reaction attacks against this fighter.

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Swift Justice



Gang Tactics

Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.

A friendly fighter can immediately make a free Shoot (Basic) action against the attacker.

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Breach and Clear



Gang Tactics

Play after a friendly fighter makes an Operate Door (Simple) action or successful Force Door (Basic) action.

The fighter may immediately make a free Shoot (Basic) action.

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GANG TACTICS

Roger That!



Gang Tactics

Play at the start of any round.

Pick a Ganger with a Ready marker. For this turn only, that fighter is treated as a Champion for the purposes of activating groups â in other words, if they are activated, you can activate up to one other fighter within 4" of them.

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MTGCS · EN Unknown

Loud and Clear



Gang Tactics

Play during the pre-battle sequence, during Step 8. Deployment.

Tuck this card under a fighter's card. Until the end of the battle, this fighter has stun grenades.

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Look the Other Way



Gang Tactics

Play this card when a sentry spots an attacker.

The sentry does not gain a Ready marker. In addition, you may change the sentry's facing as you wish.

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MTGCS · EN Unknown

Loose Cannon



Gang Tactics

Play when activating a fighter.

Until the End phase of this round, the fighter treats the Shoot action as (Simple) rather than (Basic). However, until the End phase of this round, the fighter suffers a -1 to their Ballistic Skill.

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Long Arm



Gang Tactics

Play at the start of any round.

Until the End phase of this round, friendly fighters count as having +1 Strength for the purposes of determining the Long range of a grenade.

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MTGCS · EN Unknown

Close to Retirement



Gang Tactics

Play at the start of any round.

Until the End phase of this round, your opponent's Leader suffers a -2 modifier to any Cool checks they must make. If your opponent's Leader is not available for this battle, discard this card.

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GANG TACTICS

Dedicated to Duty



Gang Tactics

Play during the End phase, before you make a Bottle test.

Your gang automatically passes their Bottle test.

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Preemptive Measures



Gang Tactics

Play at the start of any round, before rolling for Priority.

Up to two of your fighters may immediately make a free Move (Simple) action.

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MTGCS · EN Unknown

Got Your Back



Gang Tactics

Play at the start of any round.

Until the End phase of this round, fighters in your gang can provide assists even if they are Engaged with any other fighters from the same gang as the target of the attack. Only one fighter can provide an assist this way for each close combat attack.

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Tactical Deployment



Gang Tactics

Play during the pre-battle sequence during Step 5. Choose Crews.

If the scenario uses Random (X) crew selection, you may re-select any fighters of your choice. Shuffle the cards back into your deck and redraw that number of cards. The second draw stands, even if the same fighters are drawn again.

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MTGCS · EN Unknown

Cut Their Supply



Gang Tactics

Play at the start of the game after both sides have deployed.

Choose a weapon possessed by an enemy fighter. For the duration of the game, this weapon loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.

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MTGCS · EN Unknown

Beast Repellent



Gang Tactics

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.

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Made by Xiądz

GANG TACTICS

Bullet Magnet



Gang Tactics

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.

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Counter-Assault



Gang Tactics

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 disengaging enemy.

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Grenade Bouquet



Gang Tactics

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.

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Last Round



Gang Tactics

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 Dice - the weapon remains Out of Ammo. Weapons with the Rapid Fire (X) trait make only one shot.

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Machine Curse



Gang Tactics

Play this card instead of activating a fighter.

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

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Makeshift Cover



Gang Tactics

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 fighter.

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GANG TACTICS

Rejuve Stimm



Gang Tactics

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.

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Reload!



Gang Tactics

Play this card in the End phase of any round.

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

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Sacrifice



Gang Tactics

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.

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Spreading Conflagration



Gang Tactics

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.

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Unstable Energy



Gang Tactics

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.

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A Present for You!



Gang Tactics

Play this card when your opponent activates one of their fighters, even if the fighter was activated as part of a Group Activation. Centre the 3" Blast marker on the fighter who has just activated, then roll the Scatter dice and a D6 to see where the marker moves to. If a Hit is rolled on the Scatter dice, the marker remains where it is. Roll a D6 on the table below to determine what kind of Traits(s) the blast has: [1-2 Concussion,3-4 Flash, 5-6 Fear, Gas]. Any fighters under the marker immediately suffer a hit with the Trait(s) listed.

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GANG TACTICS

Marked for Death



Gang Tactics

Play this card instead of activating a fighter.

Choose an enemy fighter. For the rest of the battle, add 1 to result of any hit rolls for fighters from your gang when they target that fighter with a Melee weapon.

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Veiled Threat



Gang Tactics

Play this card during any Action phase, after Fleeing the Battlefield but before Activating Fighters.

Choose a friendly fighter. For the remainder of this round, that fighter cannot be targeted by a ranged attack unless they are the only visible target.

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MTGCS · EN · UNKNOWN

Blade for Every Occasion



Gang Tactics

Play this card when activating a fighter.

Tuck this card under the fighter's card. Until the end of the battle, this fighter has an additional axe.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Unnerving Whispers



Gang Tactics

Play this card instead of activating a fighter.

An enemy fighter of your choice must pass a Willpower check at -2 or become subject to the Insanity condition. Place an Insanity marker on the fighter and immediately roll a D6 on the Insanity table (see page 60 of the Necromunda Rulebook).

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Blood Surge



Gang Tactics

Play this card when activating a fighter.

For the duration of the round, the fighter is treated as if they had used a stimm-slug stash. However, during the End phase, they do not need to check for a stimm overload.

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MTGCS · EN · UNKNOWN

Blood-drenched Champion



Gang Tactics

Play this card instead of activating a fighter.

An enemy fighter of your choice that is visible to your leader must pass a Nerve test, subtracting 2 from the result, or become Broken.

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GANG TACTICS

Born to Slaughter



Gang Tactics

Play this card immediately after it has been drawn during step 7 of the pre-battle sequence.

Nominate one fighter from your starting crew. For the duration of this battle, that fighter gains +1 to their Weapon Skill and Cool but -1 to their Ballistic Skill and Willpower.

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Authority Breakdown



Gang Tactics

Play this card during any Action phase, after Fleeing the Battlefield but before Activate Fighters.

For the duration of this round, the range of Leading by Example for your opponent's Leader is decreased to 3". If your opponent's leader is not available for this battle, discard this card.

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Gripped by Fear



Gang Tactics

Play at the start of any round, after rolling for Priority.

Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Weapon Skill and Cool characteristics.

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Blood Fury



Gang Tactics

Play when one of your fighters loses a Wound.

Tuck this card under the fighter's card; for the rest of the battle, that fighter has the Berserker skill.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Tainted Meat



Gang Tactics

Play this card immediately after it has been drawn during step 7 of the pre-battle sequence.

Nominate one fighter from your opponent's starting crew. That fighter starts this battle with one Flesh Wound.

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No Mercy for the Weak



Gang Tactics

Play this card instead of activating a fighter.

For the remainder of the round, add 1 to the result of any wound rolls for fighters from your gang when they target fighters with one or more Flesh Wounds.

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GANG TACTICS

Eager for Battle



Gang Tactics

Play this card during the End phase, before drawing any cards to determine which fighters become available as Reinforcements.

Ad D3 to the number of Reinforcements you receive this turn. The enemy player deploys these extra Reinforcements on a 1-4, instead of the usual 1-2.

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Bloodlust



Gang Tactics

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

Choose a friendly visible fighter with a Ready marker within 8" of the charging fighter. Once the charging fighter's charge is fully resolved, the chosen fighter may immediately make a Charge (Double) action. Remove their Ready marker once this is resolved.

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Keen Edge



Gang Tactics

Play at the start of the game after both sides have deployed.

Choose a Melee weapon possessed by a friendly fighter. For the duration of the game, increase its AP by 1.

For example, a weapon with an AP of -1 will have an AP of -2.

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Fear of Betrayal



Gang Tactics

Play this card instead of activating a fighter.

An enemy fighter of your choice with a Ready marker must pass a Cool check or immediately make a Shoot (Basic) action against the closest visible fighter from their own gang, as if they were an enemy fighter. They then lose their Ready marker.

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Ancient Vox Box *



Gang Tactics

Play when activating a fighter. When this card is played, decide how many times the activating fighter will turn the crank (1-3 times). Roll that many D6, add and consult table below (effects last until the end of the current Round):
1-4: All fighters within 12" reduce their Cool checks by -2. 5-8: All fighters within 12" add 1 to their Movement. 9-12: No fighter within 18" may be the target of Gang Tactics or Skills. 13+: All fighters (including the activating fighter) within 12" must make a Nerve test or become Broken.

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* Cards with shortened text – check the original wording before arguing ;)

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GOLIATH

TACTICS

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GOLIATH TACTICS

Anything's a Weapon



Goliath Tactics

One of your fighters can spend an action to play this card.

Tuck this card under the fighter's card. While it is there, the fighter's unarmed attacks receive +1 strength and AP -1.

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Blade Breaker



Goliath Tactics

Play this card when one of your fighters is hit, but not wounded by a close combat weapon that does not have the Power trait.

The close combat weapon (pick one if the fighter was hit but not wounded by more than one) cannot be used for the rest of the battle.

2018 C * CUSTOM CARD MTGCS · EN Unknown MTGCARDSMITH.COM

Brutal Charge



Goliath Tactics

Play this card when one of your fighters makes a Charge action.

For the duration of the action, the fighter's Movement characteristic is increased by 2", and their Attacks characteristic is increased by 1. In addition, any attacks they make gain the Knockback trait.

2018 C * CUSTOM CARD MTGCS · EN Unknown MTGCARDSMITH.COM

Ceramite Skin



Goliath Tactics

Play this card when a fighter is hit by an attack with the Blaze trait.

The fighter is not pinned and the attack causes no damage.

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Inhuman Resilience



Goliath Tactics

Play this card instead of activating a fighter on your turn.

Each of your Pinned fighters immediately stands up. Then make a Recovery roll for each Injured fighter in your gang, treating Out of Action results as Seriously Injured.

2018 C * CUSTOM CARD MTGCS · EN Unknown MTGCARDSMITH.COM

Ironhide



Goliath Tactics

Play when one of your fighters is wounded by an attack that causes more than 1 Damage.

The attack only causes 1 Damage. In addition, if the fighter is pinned after the attack has been resolved they return to standing.

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GOLIATH TACTICS

Knockout Blow



Goliath Tactics

Play this card when a fighter makes close combat attacks before rolling to hit.

Any wound rolls for this fighter's attacks are automatically successful - no dice roll is required.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Not Done Yet



Goliath Tactics

Play when a fighter from your gang is taken out of action.

Tuck this card under the fighters card, they are not removed from play. If they were prone, they return to standing. They go out of action after they are next activated and take a turn or when they suffer another unsaved wound, whichever comes first.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Second Wind



Goliath Tactics

Play instead of activating a fighter.

Remove a flesh wound from any fighter's card.

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Steel Constitution



Goliath Tactics

Play instead of activating a fighter.

Choose one of your fighters and tuck this card under their fighter card. Until the end of the round, this fighter cannot be affected by weapons with the Gas or Toxin trait, and their Strength and Toughness are used at their full value, regardless of any modifiers (including flesh wounds).

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Stimm Surge



Goliath Tactics

Play this card when activating a fighter.

Tuck this card under the Fighter's card. While it is there , the fighter's Move, Strength and Toughness are each increased by 1. In each End phase, roll a D6. On a 1, the card is discarded and an Injury roll is made for the fighter, using a Damage of 2. On a 2, the card is discarded. On a 3, the fighter suffers a Flesh Wound but the card remains in play.

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Unstoppable Behemoth



Goliath Tactics

Play this card after an attack is made against on of your fighters, before the Injury roll (if any) is made.

The attack has no further effect - no Injury roll is made. In addition, if your fighter is pinned, they immediately stand up.

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GOLIATH TACTICS

Stimm Overload



Goliath Tactics

Play this card when activating a fighter.

This fighter counts a Charge (Double) action as a Basic action this turn.

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* Apprentice



Goliath Tactics

Play after both sides have deployed, but before the first round. Choose a friendly Goliath Champion and Juve /Prospect. For this battle the Champion gains Overseer. It can only be used to activate the Apprentice. If they already has it, the Order (Double) actions becomes (Basic) when used to activate the Apprentice. Alternatively they may gain Mentor. It can only be used when the Apprentice gains an XP. If the they already has it, they can use it as normal, but automatically pass any Ld checks made for the Apprentice.

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Boost Up



Goliath Tactics

Play this gang tactic when activating a friendly House Goliath fighter.

This fighter can perform a Boost (Double) action:

Boost (Double): Choose a single Standing and Active friendly fighter that is within 2" of this fighter. That fighter may immediately be moved up to 6" vertically and 1" horizontally.

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Crunch Time



Goliath Tactics

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, all unarmed attacks made by friendly fighters gain +1 S and the Pulverise trait.

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Fireborn



Goliath Tactics

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

Choose up to three House Goliath fighters in your starting crew. Until the end of this battle, the chosen fighters become immune to both the Blaze and the Rad-phage traits.

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Genetically Gifted



Goliath Tactics

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

Choose a House Goliath fighter in your starting crew. Until the end of this battle, that fighter gains one additional genetic upgrade of your choice. This must be from the same category as that fighter's chosen subtype but does not affect their credit cost.

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* Cards with shortened text – check the original wording before arguing ;)

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GOLIATH TACTICS

Get 'Em!



Goliath Tactics

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, all friendly House Goliath fighters activated as part of a Group Activation may add 2" to their Movement characteristic during their Activation.

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Hammer Blow



Goliath Tactics

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, all friendly House Goliath fighters' weapons with the Melee trait gain the Knockback trait.

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Improvised Projectile



Goliath Tactics

Play this gang tactic when activating a friendly House Goliath fighter.

Choose one of the fighter's weapons with the Melee trait. Until the end of this fighter's activation, that weapon gains both a Long range characteristic of 4" and the Versatile trait. However, until the End phase of this round, this fighter cannot make a Reaction attack with that weapon.

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* Cards with shortened text – check the original wording before arguing ;)

* Named and Shamed



Goliath Tactics

Play this card at the start of the Deployment step before any fighters have been deployed. Your gang may immediately recruit up to two Goliath Juves. They are recruited for free but will leave the gang at the end of this battle. Each fighter is equipped with a maul and either a stimm-slug stash or a frenzon collar. 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 them, you may discard this card and select another.

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One Last Go



Goliath Tactics

Play this gang tactic when one of your House Goliath fighters is taken Out of Action by an attack made with a ranged weapon.

Before removing the fighter from the battlefield, they may immediately make a Charge (Double) action. After this action is resolved, the fighter goes Out of Action as normal.

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Stimm Reserve



Goliath Tactics

Play this gang tactic when activating any friendly fighter.

Choose one friendly fighter that is currently on the battlefield. Until the end of this battle, that fighter's Strength characteristic is increased by D3, However, until the end of this battle, that fighter's Toughness characteristic is decreased by 1. Note that if this decrease in Toughness reduces that fighter's Toughness to 0, they will go Out of Action as normal.

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GOLIATH TACTICS

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Subconscious Mnemonics



Goliath Tactics

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

Choose a friendly House Goliath Leader or Champion with two or more skills. For the remainder of this battle, that fighter may exchange one of their skills for another skill of the same skill set. The controlling player chooses which skill is replaced and which skill it is replaced with.

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Tempered in Battle



Goliath Tactics

Play this gang tactic when a friendly House Goliath fighter takes an enemy fighter Out of Action with a close combat attack or by performing a Coup De Grace. For the remainder of this battle, the fighter that took the enemy fighter Out of Action gains the Fearsome skill. In addition, for the remainder of this battle, this fighter gains +1 XP when they take an enemy fighter Out of Action with either a close combat attack or by performing a Coup De Grace.

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*

The Hand that Feeds You



Goliath Tactics

Play this card at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed. The gang may recruit a House Agent for this battle without needing to make a Petition and without needing to pay a hiring fee (i.e., this House Agent is hired for free). If they do so, during the post-battle sequence the gang gains no credits from scenario rewards. If you do not have a model available to represent this House Agent, you may discard this card and select another.

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They're only Bullets!



Goliath Tactics

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, all friendly House Goliath fighters that are within 6" of, and have a line of sight to, a friendly House Goliath Leader or Champion gain the Nerves of Steel skill.

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Unleash the Fear



Goliath Tactics

Play this gang tactic when a friendly Goliath fighter performs the Flex (Simple) action.

All enemy fighters within 6" of, and with a line of sight to, the fighter performing the Flex (Simple) action must immediately make a Cool check. If the check is passed, this gang tactic has no further effect. If the check is failed, they become Broken.

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Vat Twin



Goliath Tactics

Play this card at the start of the battle, after both sides have deployed but before the first round. Choose two Goliath fighters in your starting crew to be Vat Twins. If, during the battle, one of them is taken Out of Action, the other removes any Flesh Wounds it has and gains Berserker, Nerves of Steel and Unstoppable skills until the end of this battle. If both fighters are targeted by the same attack, fully resolve it against both before applying this card; both fighters may go Out of Action.

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GOLIATH TACTICS



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ORLOCK

TACTICS

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ORLOCK TACTICS

Ambition



Orlock Tactics

Play this card when it is your turn to activate a fighter.

Pick a Juve or a Ganger with a Ready marker. For this turn only that fighter is treated as a Leader for the purposes of activating groups - in other words, if they are activated, you can activate up to two other fighters within 4" of them.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Beat Down



Orlock Tactics

Play at the start of any round.

For the duration of the round, all unarmed close combat attacks made by your fighters that hit, automatically inflict a Flesh Wounds unless a save roll is made. No wound roll or injury roll is made.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Bond of Brotherhood



Orlock Tactics

Play this card at the end of a friendly fighter's turn, when they are within 3" of a friendly fighter who is Seriously Injured.

The fighter can immediately make a Fight (basic) or Shoot (basic) action. This is in addition to the two other actions they can make during their turn.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Die Trying



Orlock Tactics

Play at the start of any round.

For the duration of the turn, Seriously Injured fighters in your gang can provide assists and interference as if they were standing.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

For Close Encounters



Orlock Tactics

Play this card when activating a fighter.

Put this card under the active fighter's Fighter card. Until the end of a the battle, this fighter has a sawn-off shotgun in addition to their other equipment.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Intimidation



Orlock Tactics

Play instead of activating a fighter.

Choose an Active fighter from your gang. Each Active enemy fighter within 9" of that fighter must make a Nerve test. If a fighter fails the check, they run for cover as normal, but are not Broken.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
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ORLOCK TACTICS

Lead by Example



Orlock Tactics

Play this when a Leader or Champion from your gang takes an enemy model Out of Action in close combat.

Any Broken fighter from your gang immediately rally. In addition, any Pinned fighters from your gang within 6" of the Leader or Champion can immediately return to standing.

2018 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Solidarity



Orlock Tactics

Play at the start of any round.

For the duration of the round, fighters from your gang automatically pass any Cool checks they make as long as they are within 6" of another fighter from your gang.

2018 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Last Gasp



Orlock Tactics

Play this card when activating a Seriously Injured fighter.

This fighter immediately becomes Standing and Active. At the end of this fighter's activation, they go Out of Action and are removed from play.

2019 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Up Close and Personal



Orlock Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Choose up to three friendly Orlock fighters. Until the end of the battle, any sawn-off shotguns carried by those fighters gain the Sidearm trait.

2020 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Wall of Iron



Orlock Tactics

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, any friendly fighter that is in base contact with one or more Standing and Active friendly Orlock fighters cannot be involuntary placed Prone and Pinned (they may, however, voluntarily go Prone should you wish).

2020 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

What's in a Name?



Orlock Tactics

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

Choose a friendly Orlock fighter in your starting crew. Until the end of this battle, that fighter gains one additional Orlock Legendary Name of your choice. This does not affect their Credit cost.

2020 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

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ORLOCK TACTICS

Ammo Pack



Orlock Tactics

Play this gang tactic instead of activating a fighter.

Choose a friendly Orlock fighter with the Munitioneer skill. All friendly fighters within 6" and line of sight of that fighter that have the Out of Ammo condition may immediately perform a free Reload (Simple) action. A fighter can perform this action even if they would normally be unable to do so (eg, if their weapon has the Scarce trait). Seriously Injured fighters are not affected by this gang tactic.

2020 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Blood Brothers



Orlock Tactics

Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.
The gang may recruit two Hive Scum for this battle without needing to pay a hiring fee or the cost of their weapons and Wargear. If they do so, during the post-battle sequence the gang gains only half the amount of credits from scenario rewards. If you do not have models available to represent these Hive Scum, you may discard this gang tactic and select another.

2020 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Bond of Iron



Orlock Tactics

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, all friendly Orlock fighters with the Group Activation (X) special rule can activate one additional fighter as part of any Group Activation they make, e.g., a fighter with Group Activation (2) can activate three fighters instead.

2020 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Boom Boom Surprise



Orlock Tactics

Play this gang tactic instead of activating a fighter.

Choose a Promethium Barrel Gang Terrain feature that is within 8" of a friendly fighter that can see the chosen Promethium Barrel.
The barrel explodes; resolve the effects of an attack with an incendiary charge centred on the Promethium Barrel. After this gang tactic is resolved, remove the Promethium Barrel from the battlefield.

2020 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Down but not Out



Orlock Tactics

Play this gang tactic when activating a Seriously Injured friendly fighter that is within 3" of a friendly Standing and Active Orlock fighter.

The activated fighter suffers a Flesh Wound and then becomes Standing and Active.
The fighter may then make a single Basic or Simple Action, after which the fighter's activation ends.

2020 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
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Grandstanding



Orlock Tactics

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

If your (Leader) is not part of your crew, one (Champion) of your choice within your crew may be replaced with your (Leader). If no (Champions) are part of your crew, a (Ganger) may be replaced instead. If your (Leader) is part of your crew already, you may discard this gang tactic and select another.

2020 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Made by Xiądz

ORLOCK TACTICS

* Cards with shortened text – check the original wording before arguing ;)

*

Initiation



Orlock Tactics

Play this 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 three Greenhorns for free. They will leave the gang at the end of this battle. Each Greenhorn is armed with a sawn-off shotgun and flak armour. 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, you may discard this tactic and select another.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

*

Protection Duty



Orlock Tactics

Play this tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed. Your gang may take a Rebel Lord for this battle. They're taken in add. to your start crew and don't count towards your max. crew size. If you don't have a model, select another card. If this Rebel Lord is taken OOA, every friendly fighter suffers a -2 to Cool for the rest of this battle. In campaign battle, your gang loses 5 Rep. (to a min. of 0), and the gang that takes the Rebel Lord OOA gains 3 Rep.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Quick Trick



Orlock Tactics

Play this gang tactic when an enemy fighter declares a Charge (Double) action and moves within 1" of a friendly Orlock fighter.

The fighter can immediately make an attack with a sawn-off shotgun against the charging fighter even if they are not equipped with one.
The enemy fighter cannot be Pinned by this attack but, if they are Seriously Injured, their activation ends.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Seismic Surprise



Orlock Tactics

Play this gang tactic when a friendly Orlock fighter performs a Shoot (Basic) action with a frag grenade.

Until the end of their activation, this fighter's frag grenades gain the Seismic trait.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Showboating



Orlock Tactics

Play this gang tactic when a friendly Orlock fighter takes an enemy fighter Out of Action with an attack as part of a Charge (Double) action.

If the fighter is no longer Engaged, they may immediately make a second, free Charge (Double) action. If the fighter is Engaged, they may immediately make a free Fight (Basic) action instead.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Stepping Up



Orlock Tactics

Play this gang tactic when a friendly Orlock fighter with the Gang Hierarchy (Leader) trait is taken Out of Action. Choose a friendly Orlock fighter that is on the battlefield and has the Gang Hierarchy (Champion) skill. Until the end of this battle, or until the chosen fighter is taken Out of Action, the chosen fighter replaces their Gang Hierarchy (Champion) and Group Activation (1) special rules with the Gang Hierarchy (Leader) and Group Activation (2) special rules.

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MTGCS · EN · UNKNOWN

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ORLOCK TACTICS

* Cards with shortened text – check the original wording before arguing ;)

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ESCHER

TACTICS

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ESCHER TACTICS

A New Strain



Escher Tactics

Play immediately before rolling to wound with a Gas weapon.

Add 2 to the result of the dice roll to determine whether the target succumbs to the gas.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Counter-Charge



Escher Tactics

Play this card when an enemy fighter makes a Charge action, after they move but before they make their attacks.

Pick a Readied fighter from your gang. They can make a Standard Move (adding D3" to the distance they can move, as though they were charging) towards the enemy fighter who charged. The counter-charging fighter cannot make any attacks, but they can make Reaction attacks and grant assists /interference as normal.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Gas Trap



Escher Tactics

Play this at the start of the battle when setting up your gang. Pick any of your fighters to carry the trap, and put this card under their card. Once during the game, the fighter, as long as they are Active, can Set Gas Trap (Double) - Place a Gas Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Gas Trap marker where the fighter stood. On a 4+, discard this card.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
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Not so Easy...



Escher Tactics

Play at the start of any round after the opposing gang has bottled out.

When making Nerve tests for opposing fighters to see if they flee, subtract 2 from the result if they are within 3" of a fighter from this gang.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Put Them Down!



Escher Tactics

Play at the end of any Action phase.

Any Seriously Injured enemy fighters that are within 2" of an Active fighter from this gang are immediately taken Out of Action.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Scrag



Escher Tactics

Play this card after one of your fighters puts an enemy out of action in close combat.

Enemy fighters must make a Nerve test if they are within 9" rather than 3" (they must still be visible). In addition, subtract 2 from the result of any Nerve tests made for fighters within 3".

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ESCHER TACTICS

Side by Side



Escher Tactics

Play instead of activating a fighter.

Until the end of this round, any assists that are granted by fighters from this gang grant a +2 bonus to the hit roll (instead of +1).

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Siren Howls



Escher Tactics

Play at the start of any End phase.

Until the start of the next End phase, add 1 to the result of any Bottle tests made for the enemy gang. In addition, Broken enemy fighters cannot rally.

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Stealthy Advance



Escher Tactics

Play this card after both gangs have been set up at the start of the battle, before the first round begins.

Up to half of the fighters in your crew (rounding up) can immediately make a Standard Move.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Three-Point Landing



Escher Tactics

Sector Mechanicus only.

Play when a fighter falls.

The fighter is not Pinned by the fall and does not suffer a hit. If they still have any actions to take, they can take them.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Tunnel Runners



Escher Tactics

Zone Mortalis only.

Play at the start of any round.

For the duration of the round, all friendly fighters can move through pitfalls and ductways as though they were clear terrain. They cannot end their turn on them.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Ultra-Violence



Escher Tactics

Play instead of activating a fighter.

For the remainder of the round, all weapons with the Melee trait gain Parry - if they did not already have it - and increase their AP by -1.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
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ESCHER TACTICS

Swift Redeployment



Escher Tactics

Play this card instead of activating a fighter.

Roll a D3. All of your fighters can immediately move that many inches, even if they have already been activated this round.

2019 C * CUSTOM CARD
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MTGCARDSMITH.COM

Blade Traps



Escher Tactics

Play this gang tactic instead of activating a fighter.

Place a Blade Cage marker anywhere within 2" of one of your fighters. When triggered, roll a D6. On a 4+, it is a Real Trap as detailed in the rules for Hidden Traps on page 100 of *House of Blades*.

2020 C * CUSTOM CARD
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MTGCARDSMITH.COM

Chemical Reign



Escher Tactics

Play this gang tactic when activating a fighter.

The active fighter can choose to apply a single Chem-alchemy effect to one of their weapons that has either the Gas and /or Toxin traits.

2020 C * CUSTOM CARD
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Dance of Death



Escher Tactics

Play this gang tactic at the start of the Action phase.

For the duration of the round, all friendly Escher fighters gain the Acrobatic skill.

2020 C * CUSTOM CARD
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Death and the Maiden



Escher Tactics

Play this gang tactic when a friendly fighter suffers a Memorable Death result on the Lasting Injury table.

Roll 2D6. If the result is equal to or lower than the fighter's Toughness characteristic, add a Death- maiden to your gang. The new Death-maiden comes with no advancements or equipment.

2020 C * CUSTOM CARD
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MTGCARDSMITH.COM

Free Fall



Escher Tactics

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

For the duration of the game, fighters in your crew gain the Catfall skill.

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ESCHER TACTICS

Gifts of the Matron



Escher Tactics

Play this gang tactic when activating a fighter.

The fighter can choose to apply a single Chem-alchemy Stimm effect to themselves.

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Hit and Run



Escher Tactics

Play this gang tactic at the start of the End phase.

Choose three of your fighters. These fighters may make a free Move (Simple) action or a Retreat (Basic) action.

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* Kill Count



Escher Tactics

Play this tactic at the start of the Action phase. Choose a number between 1 and 6. If this number of enemy fighters are Seriously Injured or taken OOA as a result of attacks made by your fighters this round (fighters fleeing the battle as a result of failing a Bottle test don't count) then your gang's Leader earns XP equal to the number chosen if she's part of your crew for this battle. If your crew doesn't include a fighter with the Leader (Escher) special rule, you may discard this gang tactic and select another.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Mistress of Death



Escher Tactics

Play this gang tactic when a friendly Death-maiden takes an enemy fighter Out of Action.

The Death-maiden's activation immediately ends, but she immediately becomes Standing and Active, and can be activated again this round.

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Predatory Phyrr



Escher Tactics

Play this gang tactic of the Action phase.

For the duration of the round, enemy fighters become subject to the Horrors in the Dark special rule as detailed in the *Necromunda Rulebook*.

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* Queen of the Hive



Escher Tactics

Play this gang tactic at the start of the Action phase. For the duration of this round, enemy fighters must pass a Willpower check if they wish to target a fighter in your crew with the Leader (Escher) special rule with a Shoot or Fight (Basic) action. If this check is failed they may choose a different target, ignoring the fighter with the Leader (E.) special rule for the purposes of the Target Priority rule. If your crew doesn't include a fighter with the Leader (E.) special rule, you may discard this tactic and select another

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* Cards with shortened text – check the original wording before arguing ;)

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ESCHER TACTICS

Rain of Blades



Escher Tactics

Play this gang tactic when activating a fighter.

The fighter can immediately make a Charge (Double) action. This charge is a free action and does not count against their normal allotment of actions this activation.

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Running Battle



Escher Tactics

Play this gang tactic when activating a fighter.

The active fighter may make a Run and Gun (Double) action as if they had the Hip Shooting skill. If the fighter is part of a Group Activation then all fighters involved in the Group Activation may make a Run and Gun (Double) action.

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Search and Scrag



Escher Tactics

Play this gang tactic when an enemy fighter fails a Nerve test.

After the enemy fighter has completed their Run for Cover (Double) action, any of your fighters within 12" of them may make a Move (Simple) action. They must end this free move closer to the Broken fighter.

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Shivver Prophesy



Escher Tactics

Play this gang tactic at the start of the End phase.

Roll 2D6. If the result is equal to or lower than the current game round, play one more full round. The game then ends and victory conditions and rewards are worked out as normal.

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Sisterhood of Violence



Escher Tactics

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

After completing the current fighter's activation, immediately activate a friendly fighter within 12" of the fighter who just activated.

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Unexpected Help



Escher Tactics

Play this gang tactic at the start of the End phase.

Choose a fighter in your gang who was not included as part of your crew for this scenario. This fighter immediately arrives using the rules for Reinforcements.

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*

ESCHER TACTICS

VAN SAAR

TACTICS

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VAN SAAR TACTICS

Auto-Healer



Van Saar Tactics

Play this card at the start of any End phase.

Choose one Seriously Injured fighter. Rather than rolling the Injury dice, you can choose to have the fighter suffer a Flesh Wound and become Pinned.

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Blood Cleanser



Van Saar Tactics

Play at the start of any turn.

For the duration of the round, all friendly models count their Toughness as 1 higher when affected by weapons with the Toxin or Gas traits.

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Comm Burst



Van Saar Tactics

Play at the start of any turn.

For this round, your gang's Leader can make Rally actions for Broken fighters anywhere on the board. In addition, the range of Leading by Example is increased to 18" for Leaders and 12" for Champions.

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Cortical Stimulants



Van Saar Tactics

Play at the start of the game, after deployment.

One fighter in your gang automatically passes Intelligence checks for the duration of the battle.

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Enhanced Auspexes



Van Saar Tactics

Play instead of activating a fighter.

For the remainder of the round, friendly fighters may fire through line of sight blocking terrain such as doors and barricades, but NOT through any impassable terrain. These shots suffer a -2 penalty to hit and the target's armour save is increased by 1.

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Experimental Rig



Van Saar Tactics

Play at the start of the game, after both sides have deployed.

Choose a weapon possessed by a friendly fighter. For the duration of the game, this weapon increases its Long range by 6" and its Strength by 1, but loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.

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VAN SAAR TACTICS

Hyper Auto-Loader



Van Saar Tactics

Play when a fighter makes a ranged attack.

If the fighter is using a weapon with the Rapid Fire trait, they may roll 2 extra Firepower dice. After working out the effects of the shot, their ranged weapon automatically counts as having failed an Ammo check, regardless of the results of the Firepower dice.

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Medical Protocols



Van Saar Tactics

Play at the start of any End phase.

For the duration of this End phase, when any fighter assists a friendly fighter's Recovery test, roll an extra Injury dice, then choose one to keep.

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Mesh Underlay



Van Saar Tactics

Play when a fighter is hit by a ranged attack.

For the remainder of the battle, the chosen fighter's armour saves are not modified by AP when hit by a ranged attack.

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Overcharge



Van Saar Tactics

Play when a fighter makes a ranged attack.

For the duration of the fighter's activation, one of their Las or Plasma ranged weapons increases its Strength by 2.

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Pneumatic Injectors



Van Saar Tactics

Play when a fighter makes a melee attack.

For the duration of the fighter's activation, one of their melee weapons increases its Strength by 2.

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Warforge



Van Saar Tactics

Play at the start of the game, after both sides have deployed.

For the duration of this battle, all friendly models add a +1 modifier to any Ammo checks they are required to take.

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VAN SAAR TACTICS

Rapid Fire



Van Saar Tactics

Play this card when activating a fighter.

This fighter can perform a free Shoot (Basic) action during its activation. This free action is in addition to its two normal actions.

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Ablative Mesh



Van Saar Tactics

Play this gang tactic when a friendly Van Saar fighter suffers a hit from any weapon with a Strength characteristic other than '-'.

Treat this hit as having been caused by a weapon with the Knockback trait but do not resolve the hit itself. Instead, the hit is discarded.

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* Ammo Dump



Van Saar Tactics

Play this tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed. Place an additional Ammo crate anywhere on the battlefield. Any fighter that activates whilst within 3" of this Ammo crate that is not Seriously Injured and that has a weapon that is currently Out of Ammo may immediately make a free Reload (Simple) action. A fighter can make this action even if they would normally be unable to do so, e.g., if an Out of Ammo weapon has Scarce trait.

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Defensive Protocols



Van Saar Tactics

Play this gang tactic when a Leader or Champion belonging to your gang is hit by a ranged attack, before the hit is resolved.

You may choose to transfer the hit and all of its effects onto any friendly fighter with the Gang Fighter (X) special rule that is within 2" of the Leader or Champion that was hit.

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* Rad-clouds



Van Saar Tactics

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round. Place D3 markers anywhere on the battlefield, more than 6" away from an enemy fighter. Roll a D6 for any fighter, friend or foe, that is not from House Van Saar that ends their activation within 3" of the centre of one of these markers. On a 5 or 6, that fighter immediately suffers a Flesh Wound. At the start of each End phase, roll a D6 for each marker. On a 1, the marker is removed.

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Data Mining



Van Saar Tactics

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

Your opponent must immediately reveal to you their remaining, unplayed gang tactics. After reading your opponent's gang tactics, choose one. Your opponent must immediately discard the chosen gang tactic and randomly select another.

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* Cards with shortened text – check the original wording before arguing ;)

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VAN SAAR TACTICS

Weakened Physiology



Van Saar Tactics

Play this gang tactic during any End phase, before your opponent makes any Recovery tests.

Choose one Seriously Injured fighter belonging to the enemy gang. Your opponent must roll one extra Injury dice when making a Recovery test for this fighter. In addition, you may choose which Injury dice result is resolved and which are discarded.

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* Security Override



Van Saar Tactics

If your gang is the attacker, play this tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters. If your gang is not the attacker, discard this tactic and select another. Every closed door on the battlefield immediately opens. Every locked door immediately unlocks and opens. Every door terminal on the battlefield immediately ceases to function (and may be removed). If there are fewer than three doors on the battlefield, you may discard this tactic and select another.

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Shut-in



Van Saar Tactics

If you are the defender, play this tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters. If you aren't the defender, discard this tactic and select another. Open doors on the battlefield immediately close. Doors with a terminal become locked. Closed doors without a terminal also become locked but can only be opened by force, either by targeting with attacks or by performing a Force Door (Basic) action. If there are fewer than three doors, you may discard this tactic and select another.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Weapon Drill



Van Saar Tactics

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

For the duration of this battle, you may re-roll any rolls of a natural 1 made when making an Ammo check.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

* Unexpected Allies



Van Saar Tactics

Play this 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 three Subteks. They're recruited for free but will leave the gang at the end of this battle. Each Subtek has either a lasgun or two laspistols. These fighters aren't counted towards your maximum crew size - they're taken in addition to your starting crew. If you don't have models available, you may discard this tactic and select another.

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* Feigned Nobility



Van Saar Tactics

Play this tactic at the start of Deployment step of the pre-battle sequence, before deploying any fighters. You may recruit either a House Agent or a Dramatis Personae for this battle. They're taken in addition to your starting crew. If you don't have a model, you may discard this tactic and select another. If this fighter is taken OoA, every friendly fighter suffers a -2 modifier to their Cool for the rest of this battle. If this is a campaign battle, your gang loses 5 Rep and the gang that takes this fighter OoA gains 3 Rep.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
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* Cards with shortened text – check the original wording before arguing ;)

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VAN SAAR TACTICS

Tracer Fire

Van Saar Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

For the duration of this round, any friendly fighter that performs a Shoot (Basic) or Shoot (Double) action as part of a Group Activation may apply a +1 modifier to their Ballistic Skill for the duration of their activation.

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Medical Intervention

Van Saar Tactics

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

Choose one Seriously Injured friendly Van Saar fighter. Do not make a Recovery test for this fighter. Instead, this fighter immediately recovers, exactly as if a Flesh Wound result had been rolled for them.

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Enhanced Cyberteknika *

Van Saar Tactics

Play this gang tactic at the start of Deployment step of the pre-battle sequence, before any fighters have been deployed. For the duration of this battle, any fighters in your gang equipped with a piece of Cyberteknika may treat that piece as being of the next level up. E.g. fighter equipped with a piece of Alpha Cyberteknika counts as being equipped with the Gamma level equivalent for the duration of this battle. Fighters equipped with Omega level Cyberteknika gain no benefit.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
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Arachni-ropes

Van Saar Tactics

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

For the duration of this battle, D6 friendly fighters of your choice in your starting crew count as being equipped with a grav chute (make a note of this on the chosen fighters' Fighter cards).

2020 C * CUSTOM CARD MTGCARDSMITH.COM
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Power Up

Van Saar Tactics

Play this gang tactic when a friendly Van Saar fighter makes an attack using any form of 'las' weapon.

For the duration of this action, the Strength characteristic of the weapon used is doubled.

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Longshot

Van Saar Tactics

Play this gang tactic when a friendly Van Saar fighter makes a Shoot (Basic) action, before rolling any dice.

For the duration of this action, this fighter's BS is 2+. In addition, for the duration of this action, this fighter ignores all negative modifiers that may apply to their hit rolls. However, after resolving the attack, the weapon is immediately Out of Ammo.

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* Cards with shortened text – check the original wording before arguing ;)

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VAN SAAR TACTICS



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CAWDOR

TACTICS

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CAWDOR TACTICS

Blessed Visions



Cawdor Tactics

Play at the start of the game after both sides have deployed.

For the duration of the game, the gang's fighters may use their normal BS when making Blind Fire ranged attacks or ranged attack through Ductways.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Deadmen Walking



Cawdor Tactics

Play at the start of any End phase.

If your gang is required to make a Bottle test during this End phase, it will automatically pass.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Divine Motivation



Cawdor Tactics

Play at the start of the game after both sides have deployed.

For the duration of the battle, the gang's Leader adds 2 to the dice roll for any Cool checks they are required to take. If the leader is taken Out of Action, all friendly fighters must make an immediate Cool check or become Broken.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Effigy of the Damned



Cawdor Tactics

Play at the start of any turn.

Choose a terrain feature at least 6" in diameter or a board tile. For the duration of this turn, any models entering or beginning their turns in the affected area must roll to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Faith Through Fear



Cawdor Tactics

Play this card when a fighter fails a Cool check.

Instead of suffering the normal effects of failing a Cool check, the fighter immediately charges the nearest enemy model. If there are no enemy models in range, they become Pinned.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Faith Through Fire



Cawdor Tactics

Play at the start of any round.

For the duration of this round, friendly models with a Blaze marker on them may move and take actions as normal - though they still take damage as normal. In addition, all their melee attacks gain the Blaze trait.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

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CAWDOR TACTICS

For The Lost!



Cawdor Tactics

Play at the start of any round.

For every friendly model that has been taken Out of Action in the battle so far, one chosen Champion or Leader can add +1 to their Strength and Attacks characteristic, to a maximum of +3. These effects last until the end of the round.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Let It Burn!



Cawdor Tactics

Play at the start of any round.

For the duration of this round, all ranged weapons used by friendly models gain the Blaze trait.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

No Prisoners!



Cawdor Tactics

Play at the start of any End phase.

For the duration of the End phase, Seriously Injured enemy models making Recovery tests must roll two Injury dice and pick the worst result.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Redemption



Cawdor Tactics

Play when a friendly fighter is taken Out of Action.

Centre the 3" Blast marker on the fighter that has just been taken Out of Action. All models under the marker count as being hit by a frag grenade.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Righteous Day



Cawdor Tactics

Play at the start of any round.

For the duration of the round, all successful wound rolls made against friendly fighter must be re-rolled. However, friendly fighters not engaged in melee must charge the nearest enemy model if possible, or use their entire activation to move as close to the enemy as possible.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Stirring Oration



Cawdor Tactics

Play at the start of any round.

Choose one friendly Leader or Champion model. For the duration of the round, the Leading by Example rule applies as long as the fighter can draw line of sight to the chosen model. For this round, the chosen Leader or Champion cannot benefit from the effects of cover.

2018 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

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CAWDOR TACTICS

Call the Faithful



Cawdor Tactics

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.

2019 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

* Apostates



Cawdor Tactics

Play at the start of the Deployment step of the Pre-battle sequence, before deploying fighters. You may recruit up to three Bonepickers for free. They'll leave the gang after this battle. Each has a fighting knife and either a reclaimed autopistol or a cleaver. They're taken in addition to your starting crew and don't count towards your max Crew size. If, during the End phase of any round, such Bonepicker isn't within 6" of a friendly Cawdor Champion or Leader, it immediately goes OOA. If you lack models, you may discard this card and select another.

2021 C * CUSTOM CARD
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* Divine Avatar



Cawdor Tactics

Play at the start of the Deployment step of the Pre-battle sequence, before any fighters have been deployed. Choose a friendly House Cawdor Champion or Leader. Until the end of this battle, they gain the Terrifying special rule: *Enemy fighters must make a Willpower check before performing a Fight (Basic) or Shoot (Basic) action that targets this fighter. If they fail, they can't perform the action and their action ends. If, at any point, the chosen fighter is Seriously Injured, this card has no effect for the rest of the battle.*

2021 C * CUSTOM CARD
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Divine Guidance



Cawdor Tactics

Play this gang tactic when activating a friendly House Cawdor fighter.

Until the end of the fighter's activation, this fighter may re-roll dice rolls of a natural 1.

2021 C * CUSTOM CARD
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MTGCARDSMITH.COM

Faithful and Resolved



Cawdor Tactics

Play this gang tactic when activating a friendly fighter.

The fighter may immediately perform a Universal Article of Faith; no Faith dice are rolled and the Threshold test is automatically passed.

2021 C * CUSTOM CARD
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Faithful Masses



Cawdor Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the end of this round, Faith dice are added to the crew's Faith dice pool on a roll of a 4+, rather than the usual roll of 5 or 6.

2021 C * CUSTOM CARD
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* Cards with shortened text – check the original wording before arguing ;)

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CAWDOR TACTICS

Fire and Zeal



Cawdor Tactics

Play this gang tactic when activating a friendly fighter.

Until the start of their next activation, this fighter becomes subject to the Insane condition. In addition, the fighter immediately makes a free Shoot (Basic) action with an incendiary charge; this attack is made even if the fighter is not equipped with incendiary charges. The Blast marker must be centred on this fighter and does not scatter.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Followers of the Path



Cawdor Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the end of this round, you may apply a +1 modifier to any Threshold test made when attempting to perform an Article of Faith.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Keeper of Sacred Vermin



Cawdor Tactics

Play this gang tactic when a friendly House Cawdor fighter deploys a bomb delivery rat.

This fighter automatically passes their Intelligence check and may choose the direction in which the rat moves.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Light of the Emperor



Cawdor Tactics

Play this gang tactic when activating a friendly fighter.

Place a Divine Brazier (see page 107) within 1" of the fighter, ensuring that its base is not overlapping an obstacle or another fighter's base. This fighter's activation then ends.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Preacher Amongst Us



Cawdor Tactics

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

Choose a friendly House Cawdor fighter that is not a Champion or Leader. Until the end of this battle, that fighter gains the Group Activation (1) special rule.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Purification Through Blood



Cawdor Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Choose a friendly House Cawdor Champion or Leader. Until the end of this round, friendly fighters that are within 6" of this fighter and can draw line of sight to them improve both their WS and A characteristics by 1.

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CAWDOR TACTICS

Purity Through Fire



Cawdor Tactics

Play this gang tactic when a friendly House Cawdor fighter makes a Shoot (Basic) or Fight (Basic) action using a weapon with the Blaze trait.

Until the end of the fighter's activation, hit targets become subject to the Blaze condition on a 2+, rather than the usual 4+.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
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Reformation



Cawdor Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the end of this round, friendly House Cawdor fighters may perform Articles of Faith chosen from a Path their gang does not follow. If, however, your gang follows no particular Path, discard this gang tactic and select another.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Rise Anew



Cawdor Tactics

Play this gang tactic when activating a Seriously Injured friendly fighter.

This fighter regains a single Wound and is no longer Seriously Injured; instead the fighter becomes Standing and Active. This fighter's activation then ends.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
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Shielded by Faith



Cawdor Tactics

Play this gang tactic when a friendly House Cawdor fighter is hit by a Blast weapon.

Roll a D6. On a 2+, the hit has no effect against the chosen fighter. On a 1, they are affected as normal but this gang tactic is not discarded.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

The Emperor Protects



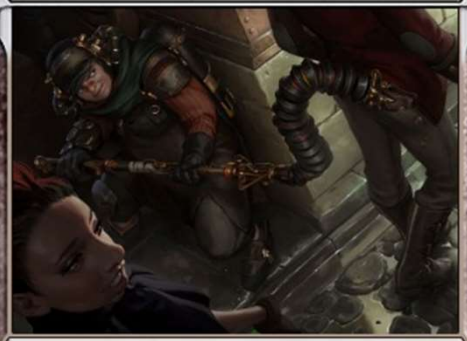
Cawdor Tactics

Play this card during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the end of this round, all friendly House Cawdor fighters gain a 5+ save roll that cannot be modified in any way. However, if a fighter attempts to use this save but the roll is failed, any Injury dice that are subsequently rolled treat rolls of Seriously Injured as Out of Action. A House Cawdor fighter can choose not to make this save.

2021 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

The Price of Avarice



Cawdor Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

Until the end of this round, any enemy fighters that are within 4" of a friendly House Cawdor fighter must re-roll successful Ammo checks to see if their weapon goes Out of Ammo (they do not have to re-roll Ammo checks made as part of the Reload action).

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CAWDOR TACTICS



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DELAQUE

TACTICS

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DELAQUE TACTICS

Assassins



Delaque Tactics

Play instead of activating a fighter.

For the remainder of this round, any ranged attacks made by a fighter that is outside of the target's vision arc gains +2 to hit.

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Dancing Shadows



Delaque Tactics

Play this card when an enemy fighter makes a ranged attack.

The attacking enemy fighter must pass an Intelligence check. If they fail, the attack automatically misses and their activation ends.

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Darkness Descends



Delaque Tactics

Play at the start of any round other than the first, after rolling for Priority.

At a pre-planned signal, the lights go out and the battlefield is plunged into darkness. For the remainder of the battle, the Pitch Black scenario rules are in effect. During each End phase, your opponent may roll a d6. On a 6, the Pitch Black rules are lifted and the lights come back on.

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Dirt on You



Delaque Tactics

Play at the start of the game, after both gangs have been deployed.

Your gang has some information that is making the Leader of the enemy gang particularly twitchy. For the duration of the battle, your opponent's Leader suffers a -1 modifier to any Cool checks they must make. If your opponent's leader is not available for this battle, discard this card.

2019 C * CUSTOM CARD MTGCARDSMITH.COM
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Eyes in the Dark



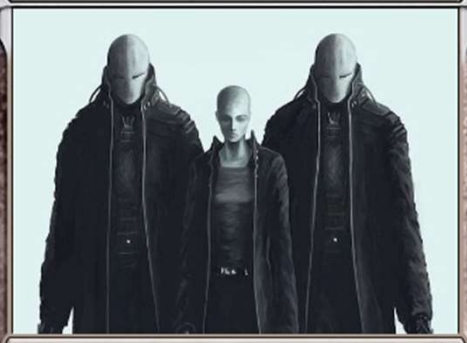
Delaque Tactics

Play at the start of any round, after rolling for Priority.

For the duration of the round, all friendly fighters are treated as having photo goggles. Friendly fighters already equipped with photo goggles may instead ignore cover when making a Shoot (Basic) action targeting a Standing and Active enemy fighter. Note that this does not apply if the action would be (Simple) or (Double) for any reason.

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Faceless



Delaque Tactics

Play at the start of any round, after rolling for Priority.

Choose two of your fighters anywhere on the board. These fighters swap positions, even if they are Engaged in melee. Leaders, Champions, Brutes, Hired Guns, and Seriously Injured fighters may not be moved using this card.

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DELAQUE TACTICS

Friend or Foe?



Delaque Tactics

Play at the start of any round, after rolling for Priority.

Choose one of your fighters. For the duration of the round, fighters on the enemy gang may not target this fighter with any attacks. Additionally, this fighter may move within 1" of enemy fighters, and vice versa. Should this fighter make any attacks targeting an enemy fighter, this card immediately expires.

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Ghostly



Delaque Tactics

Play this card when activating a fighter.

Tuck this card under the fighter's card. While it is there, all ranged attacks targeting this fighter suffer an additional -1 modifier to the hit roll. In each End phase, roll a D6. On a 1, the card is discarded.

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Labyrinth



Delaque Tactics

Play at the start of the game, after both gangs have been deployed.

You may immediately move D6 obstacles up to 3" in any direction. Alternatively, you may either add or remove D3 obstacles.

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Over Here...



Delaque Tactics

Play when an enemy model makes a Move (Simple) action.

Instead of moving normally, the chosen enemy fighter moves D6" in a direction chosen by you, stopping if they come into contact with any terrain.

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Perfect Disguises



Delaque Tactics

Play during the pre-battle sequence, during Step Five: Choose Crews.

If the scenario uses the Random Selection (X) method for choosing crews, you may add D3 to the number shown in brackets.

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Vanish



Delaque Tactics

Play during any End phase, immediately after failing a Bottle test.

Remove all friendly models from the board, even if they are Engaged in melee. The game then ends.

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DELAQUE TACTICS

Mass Infiltration



Delaque Tactics

Play this card during deployment.

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

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A Debt to Pay



Delaque Tactics

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round. Choose one enemy Ganger or Juve. That fighter owes a debt to your gang and is not about to anger their creditors. For the duration of this battle, that fighter must take a Willpower check before they can make a Charge (Double) action targeting an enemy Delaque fighter. If the check is failed, the fighter cannot perform the action and must declare another. If the check is passed, the fighter may perform the action as normal.

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Blinding Revelations



Delaque Tactics

Play this gang tactic when a friendly Delaque fighter is taken Out of Action by a close combat attack or by a Coup De Grace (Simple) action.

Before the fighter is removed from play, place a large 5" Blast marker, centred on the fighter. All fighters touched by the marker are hit as if by a weapon with the Flash trait.

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Cloying Darkness



Delaque Tactics

Play this gang tactic when an enemy fighter performs a Fight (Basic) action.

Darkness swirls around the enemy fighter, seeming to grasp at their weapons. Apply a -D3 modifier to the fighter's Hit roll.

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*

Confusion



Delaque Tactics

Play this card at the start of the battle, after both sides have deployed, but before the first round. Choose a fighter from opponent's starting crew that is on the battlefield and place a marker on their card. Choose one Melee weapon they're equipped with. During this battle, when they wish to use that weapon, they must first make an Intelligence check. If the check is passed, they may use the weapon as normal. If the check is failed, their WS is treated as 6+ when making attacks with that wapon during this activation.

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Deceit



Delaque Tactics

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

You may immediately reverse the results of the Priority roll. In other words, you may choose to take Priority if your opponent won the roll, or you may choose to give your opponent Priority if you won the roll.

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* Cards with shortened text – check the original wording before arguing ;)

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DELAQUE TACTICS

Disquieting Susurration



Delaque Tactics

Play this gang tactic when a friendly Delaque fighter fails their Willpower check to perform a Wyrd Power action.

You may immediately re-roll the failed Willpower check. However, you must accept the result of the second roll, even if it is worse than the first.

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Distrust



Delaque Tactics

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round. Choose one enemy Ganger or Juve. For the duration of this battle, fighters belonging to both gangs treat that fighter as an enemy fighter. Note that the opposing player still treats this fighter as part of their crew, activating them, performing actions and so forth, but in all other regards the fighter is treated as an enemy fighter and not as a part of the gang.

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Faces in the Gloom



Delaque Tactics

Play this gang tactic when an enemy fighter performs a Shoot (Basic) action.

Faces loom from the darkness of the underhive, making the fighter think they are surrounded by enemies. Apply a -D3 modifier to the fighter's Hit roll.

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Maddening Voices



Delaque Tactics

Play this gang tactic when the opposing player activates one of their fighters.

The activated fighter must immediately make a Willpower check, applying a -1 modifier for each of your Delaque fighters that is within 3" of them. If this check is failed, the activated fighter immediately becomes subject to the Insane condition (as described in the Necromunda Rulebook).

2021 C * CUSTOM CARD MTGCARDSMITH.COM
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Shadowfast



Delaque Tactics

Play this gang tactic when a friendly Delaque fighter takes an enemy fighter Out of Action with an attack as part of a Charge (Double) action.

If the fighter is no longer Engaged, they may immediately make a free Move (Simple) action. If the fighter is Engaged, they may immediately make a free Fight (Basic) action instead.

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Shape Shifting



Delaque Tactics

Play this gang tactic when a friendly Delaque fighter becomes Seriously Injured. Immediately remove the Seriously Injured fighter from the battlefield and replace them with another member of the gang that is not currently on the battlefield (i.e., a fighter that is not part of your starting crew). Do not make a Lasting Injury roll against the Seriously Injured fighter. Instead, they go straight into Recovery as if a roll of 31-45, Grievous Injury, had been made against them.

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DELAQUE TACTICS

Shifting Shadows



Delaque Tactics

Play this gang tactic when activating a friendly Delaque fighter.

The activated fighter may immediately be removed from the battlefield and replaced anywhere within 4" of its previous location.

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Shooting at Shadows



Delaque Tactics

Play this gang tactic when a friendly Delaque fighter is hit by an enemy ranged attack.

Roll a D6. On a 2+, the hit has no effect against the chosen fighter. On a 1, they are affected as normal but this gang tactic is not discarded.

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Sightblind Traps



Delaque Tactics

Play this gang tactic instead of activating a fighter.

Place a Sightblind trap marker anywhere within 2" of one of your fighters. When triggered roll a D6, on a 4+ it is a Real Trap as detailed in the rules for Hidden Traps.

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Snakes in the Dark



Delaque Tactics

Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed. If the scenario requires you to deploy your gang first, you may redeploy any number of your fighters after your opponent has deployed their gang. In other words, you may remove any number of your fighters from the battlefield and deploy them again. Redeployed fighters must follow the deployment rules as determined by the scenario.

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Web Traps



Delaque Tactics

Play this gang tactic instead of activating a fighter.

Place a Web trap marker anywhere within 2" of one of your fighters. When triggered roll a D6, on a 4+ it is a Real Trap as detailed in the rules for Hidden Traps.

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Whispered Threats



Delaque Tactics

Play this gang tactic when the enemy gang makes its first Bottle test of the battle.

The enemy player must make this Bottle test on 2D6, rather than the usual D6.

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DELAQUE TACTICS



Made by Xiądz

ENFORCERS

TACTICS

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ENFORCERS TACTICS

Informant



Enforcers Tactics

Play during the pre-battle sequence, during Step 8. Deployment.

Nominate one fighter from your opponent's starting crew. You may remove this fighter and redeploy them as you wish, following the normal deployment rules for the scenario being played.

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MTGCS · EN · UNKNOWN

Big Red Key



Enforcers Tactics

Play at the start of any round.

For the duration of this round, any Force Door (Basic) actions taken by friendly fighters automatically succeed.

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Crackdown



Enforcers Tactics

Play at the start of any round.

Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Concussion trait.

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Jaded Veteran



Enforcers Tactics

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

For the duration of this battle, one fighter of your choice cannot be subject to the Broken condition.

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Ankle Holster



Enforcers Tactics

Play this card when activating a fighter.

Tuck this card under the fighter's card. While it is there, the fighter may use their stub gun to make Shoot (Simple) actions as well as or in place of making Shoot (Basic) actions with any other ranged weapon. If the Ammo symbol is rolled on the Firepower dice, the card is discarded.

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Appropriate Force



Enforcers Tactics

Play this card when activating a fighter.

If this fighter makes a Fight (Basic) action, they gain one additional attack. This attack must be made with a weapon with the Melee trait and cannot be made with a weapon with the Sidearm trait. Roll for this attack separately and, if it hits, is resolved at +1 Damage.

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ENFORCERS TACTICS

Don't Trip!



Enforcers Tactics

Play this card when an enemy fighter that has used a Move (Simple) action to climb finishes the action.

The enemy fighter must immediately pass an Initiative check. If they fail, they will fall and are placed back where they started. If the enemy fighter climbed using a ladder or stairs, they gain a +2 modifier to the Initiative check.

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Excellent Reconnaissance



Enforcers Tactics

Play this card at the start of the Deployment step of the Pre-battle sequence, before any fighters have been deployed.

For the duration of this battle, one Palanite fighter of your choice (i.e., a fighter that is not a Subjugator) gains the Infiltrate skill.

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Extra Vest



Enforcers Tactics

Play this card immediately after a fighter fails a save roll.

Roll a D6. On the roll of a 6, the save roll is passed. On any other result, the failed save roll stands.

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Lockdown



Enforcers Tactics

Play at the start of any round.

Every open door on the board that does not have a door terminal closes. Every closed door on the board that does not have a door terminal becomes locked and can only be opened with force, either by targeting them with attacks or by performing a Force Door (Basic) action against them.

Doors with terminals are unaffected by this card.

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Shock and Awe



Enforcers Tactics

Play at the start of any round.

For the duration of this round, D3+1 fighters of the controlling player's choice gain the Fearsome skill.

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Stop and Search



Enforcers Tactics

Play immediately after a fighter in your gang performs a Coup de Grace (Simple) or Restrain (Simple) action.

The Enforcer rifles through the pockets of their victim. Immediately add D6x10 credits to the gang's Stash.

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Made by Xiądz

CORPSE GRINDERS

TACTICS

Made by Xiądz

CORPSE GRINDERS TACTICS

Blessed by Death



Corpse Grinders Tactics

Play this card when a fighter in your gang takes an enemy fighter Out of Action with a weapon with a Melee trait.

Tuck this card under the fighter's card; for the remainder of the battle, the fighter gains +1 WS.

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MTGCS · EN · UNKNOWN

Blood Surge



Corpse Grinders Tactics

Play this card when a Standing and Active fighter in your gang is hit by a ranged attack.

The fighter does not become Pinned. Instead they may immediately make a Move (Simple) action. The fighter may perform this action even if they are not Ready.

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Bountiful Feast



Corpse Grinders Tactics

Play immediately after a fighter in your gang performs a Coup de Grace (Simple) action.

Remove a number of Flesh Wounds from the fighter equal to the Wounds characteristic of the enemy fighter taken Out of Action by the Coup de Grace.

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Frenzy



Corpse Grinders Tactics

Play this card instead of activating a fighter.

Choose a single Ready enemy fighter within 9" and line of sight of one of your fighters. The chosen fighter must make a Cool check. If they fail, they lose their Ready marker and must immediately make a Move (Simple) action, moving as if subject to the Broken condition.

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Rend and Tear!



Corpse Grinders Tactics

Play this card at the start of any Action phase.

Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Rending trait.

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Scent of Blood



Corpse Grinders Tactics

Play this card when a fighter in your gang is taken Out of Action.

Choose a friendly Standing and Engaged fighter within 9" and line of sight of the fighter taken Out of Action. They may immediately make a Fight (Basic) action, even if they are not Ready.

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CORPSE GRINDERS TACTICS

Visions of Slaughter



Corpse Grinders Tactics

Play this card at the start of any Action phase.

Until the End phase of this round, fighters from your gang treat the Charge action as (Basic) rather than (Double). However, until the End phase of this turn, any fighter from your gang that performs a Charge (Basic) action reduces their Weapon Skill characteristic by -1.

2019 C * CUSTOM CARD
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Whirlwind of Blows



Corpse Grinders Tactics

Play this card when activating a fighter in your gang that is Standing and Engaged.

For the duration of this fighter's activation, increase their Attacks characteristic by 1 for each enemy fighter they are Engaged with.

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Infamous Butcher



Corpse Grinders Tactics

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

For the duration of this battle, one Corpse Grinder fighter of your choice gains the Fearsome skill.

2020 C * CUSTOM CARD
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Savage Brutality



Corpse Grinders Tactics

Play when an enemy fighter is Seriously Injured or taken Out of Action by a Melee attack.

All enemy fighters within 12" that can draw line of sight to the target must take Nerve tests. Any fighters not within 3" become Broken as normal if they fail, but automatically rally in the End phase of the round.

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The Red Hunt



Corpse Grinders Tactics

Play this card during any Action phase, after Fleeing the battlefield but before Activate Fighters.

Each friendly fighter Engaged with an enemy fighter can take a Reaction attack; they do not need to make an Initiative check.

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Reign of Blood



Corpse Grinders Tactics

Play this card when a Leader or Champion in your gang takes an enemy fighter Out of Action with a weapon with the Melee trait.

Tuck this card under the fighter's card. When this fighter makes a group activation, they may include one more fighter than normal as part of the group.

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SLAVE OGRYNS

TACTICS

Made by Xiądz

SLAVE OGRYNS TACTICS

Avenging Ogryn



Slave Ogryns Tactics

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.

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* Chain Breaker



Slave Ogryns Tactics

Play this tactic at the start of the battle, after both sides have deployed, but before the first round. Until the end of battle, don't roll Recovery for any friendly Slave Ogryns that are Webbed. Treat them as having rolled a Flesh Wound and they immediately become Standing. If your opponent doesn't have any fighters with Web weapons, you may discard this gang tactic and select another. Alternatively, if it's a campaign battle, friendly fighters can't be captured; any captured fighter counts as having rolled an Out Cold result.

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Die on Your Feet



Slave Ogryns Tactics

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.

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MTGCS · EN · UNKNOWN

Freedom in Death



Slave Ogryns Tactics

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 centered over this fighter and the attack automatically hits.

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* Gene-Bred



Slave Ogryns Tactics

Play this 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. 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 upgrades is removed.

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Hidden Loyalties



Slave Ogryns Tactics

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.

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* Cards with shortened text – check the original wording before arguing ;)

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SLAVE OGRYNS TACTICS

Limb from Limb



Slave Ogryns Tactics

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.

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Looted Gear



Slave Ogryns Tactics

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 tactic and which Trait is lost.

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No, I'm Smarticus!



Slave Ogryns Tactics

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 tactic.

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Not Today!



Slave Ogryns Tactics

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.

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Out of my Way!



Slave Ogryns Tactics

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.

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Quicker Than They Look



Slave Ogryns Tactics

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.

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SLAVE OGRYNS TACTICS

Reboot



Slave Ogryns Tactics

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

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Resurgent Threat



Slave Ogryns Tactics

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.

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Slave Becomes Master *



Slave Ogryns Tactics

Play this 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 Juves or one Goliath Ganger for free. They will leave the gang at the end of this battle. Each fighter has Frenzon collar and either a stub gun or a maul and an axe. They aren't counted towards your max crew size - they're taken in addition to your starting crew. If you don't have models available, you may discard this gang tactic and select another.

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Strong and Steady



Slave Ogryns Tactics

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.

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Tools of the Trade



Slave Ogryns Tactics

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.

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Unleash the Storm



Slave Ogryns Tactics

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 Storm-welder's Unstable trait.

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* Cards with shortened text – check the original wording before arguing ;)

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MISFITS

TACTICS

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MISFITS TACTICS

Dark Blessings



Chaos Helots Tactics

Play this card when your Demagogue is Seriously Injured or taken Out of Action but before removing the fighter from the board.

Make a Willpower check for the Demagogue. If the check is passed, replace the Demagogue with a Chaos Spawn. During the Wrap-up step, the Chaos Spawn is removed from play and you must test to see if the Demagogue succumbs their injuries, as if they were Seriously Injured when the battle ended.

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Cult Ambush



Genestealer Cult Tactics

Play this card immediately before deployment.

Your gang's deployment area is expanded by 3" (in all directions), though cannot overlap your enemy's deployment area.

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MTGCS · EN Unknown

Blood Money



Venator Tactics

Play this card when an enemy Champion or Leader is taken Out of Action.

Your gang immediately adds a number of credits equal to half the Champion's or Leader's cost (rounding up) to its stash.

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MTGCS · EN Unknown

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ZONE MORTALIS

TACTICS

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ZONE MORTALIS TACTICS

Ambush Alley



Zone Mortalis Tactics

Play this gang tactic when an enemy fighter performs the Operate Door (Simple), Access Terminal (Basic) or Force Door (Basic) action.

After the enemy fighter completes the action, choose a friendly fighter with line of sight to that enemy fighter. The friendly fighter may immediately perform a free Shoot (Basic) action. If the enemy fighter is still Standing and Active, they may perform a second action (if they have not done so already).

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Call the Beast



Zone Mortalis Tactics

Play this gang tactic when an enemy fighter performs a Move (Simple) action.

After the enemy fighter completes their movement, nominate a Vent anywhere on the battlefield. For the remainder of this battle, this Vent counts as a Beast's Lair as described in the *Necromunda Rulebook*.

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MTGCS · EN · Unknown

Emergency Repulsors



Zone Mortalis Tactics

Play this gang tactic when a friendly fighter falls or jumps down from a ledge, but before working out the effects of the fall or jump.

Place a 5" Blast marker anywhere on the battlefield and leave it in place for the remainder of this round. Fighters falling or jumping down onto this marker take no damage and are not Pinned.

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From Below



Zone Mortalis Tactics

Play this gang tactic after rolling for Reinforcements but before placing reinforcement fighters on the battlefield.

Friendly fighters arriving via the Reinforcement rules can be deployed in the same manner as fighters with the Infiltrate skill, as long as they are deployed within 2" of a Pipe or Vent.

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Hidden Vent



Zone Mortalis Tactics

Play this gang tactic when a friendly fighter performs Move (Simple) action.

During their movement, this fighter may pass through Impassable terrain, provided they end their movement with no part of their base within the Impassable terrain.

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Improvised Cover



Zone Mortalis Tactics

Play this gang tactic instead of activating a fighter.

You may immediately place a barricade anywhere within 2" of one of your fighters.

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ZONE MORTALIS TACTICS

Lockdown



Zone Mortalis Tactics

Play this gang tactic at the start of any Action phase.

All doors on the battlefield close if they are open, and then become locked, as detailed in the *Necromunda Rulebook*.

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Lucky Ricochet



Zone Mortalis Tactics

Play this gang tactic when a friendly fighter hits with a ranged attack, and their target was within 2" of a piece of Impassable terrain.

After working out the effects of the hit, and if the hit fighter has not been removed from play. roll a D6 to see if that hit fighter s hit by a Stray Shot from the same weapon.

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Rat Warren



Zone Mortalis Tactics

Play this gang tactic after your opponent activates one of their fighters.

If the fighter they have just activated does not have line of sight to any friendly fighters, they must make an Intelligence check. If this check is failed, you may place that fighter anywhere within 6" of their current location. You may not place that fighter within 3" of any of your fighters.

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Trip Wire



Zone Mortalis Tactics

Play this gang tactic when an enemy fighter ascends or descends a ladder or Stairs.

Once the enemy fighter completes their Move action, they become Pinned.

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MTGCS · EN · UNKNOWN

Underhive Gloom



Zone Mortalis Tactics

Play this gang tactic at the start of the battle, after both crews have been deployed.

For the duration of this battle, the hit rolls for ranged attacks made through open doorways or against fighters on a different level to the attacker suffer an additional -2 modifier to the to hit roll.

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MTGCS · EN · UNKNOWN

Wall Breach



Zone Mortalis Tactics

Play this gang tactic when a friendly fighter makes a ranged attack.

The fighter can choose targets that are out of their line of sight, provided they are not using a weapon with the Template or Blast (X") traits. Attacks against these targets suffer a -2 modifier to their hit roll.

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MTGCS · EN · UNKNOWN

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ZONE MORTALIS (GANG SPECIFIC)

Cometh the Harvest Lord!



Zone Mortalis Tactics (Corpse Grinders)

Play this gang tactic when a friendly fighter activates within 1" of a closed Door.

The fighter may perform a free Fight (Basic) action against one enemy fighter within 1" of the other side of the Door.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · Unknown

Fighting Retreat



Zone Mortalis Tactics (Orlock)

Play this gang tactic when your gang fails a Bottle test.

For the remainder of this battle, all fighters in your gang may treat the Operate Door (Simple) action as a free action once during their activation.

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MTGCS · EN · Unknown

Hidden Swarm



Zone Mortalis Tactics (Genestealer Cult)

Play this gang tactic during the End phase of any round, before deploying any Reinforcements. Your gang may immediately deploy up to D3 Reinforcements from those fighters in your Reinforcement deck within 3" of a friendly Leader or Champion. These fighters must be placed within 1" of a Vent and at least 1" from any enemy fighter. No additional Reinforcements can arrive this round. If a fighter cannot be placed in this manner, the fighter is deployed as normal instead.

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MTGCS · EN · Unknown

*

Hunter in the Dark



Zone Mortalis Tactics (Venators)

Play this tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters. Choose a 12"x12" section of the battlefield. Fighters within and moving into it this round immediately gain Hidden, as if affected by Pitch Black rules. It can be lost as described in Pitch Black rules or if the fighter moves outside this section. A fighter who loses it can't gain it again this round. During the End phase of this round, all fighters discard Hidden markers caused by this tactic and it's discarded.

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MTGCS · EN · Unknown

Klaxon



Zone Mortalis Tactics (Enforcers)

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

For the duration of this round, enemy fighters may not make, or be part of, Group Activations unless they can draw line of sight to a model in their crew with the Gang Leader special rule.

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MTGCS · EN · Unknown

Knock! Knock!



Zone Mortalis Tactics (Goliath)

Play this gang tactic instead of activating a fighter.

Choose a Door within 2" of a friendly fighter. Remove this Door from the battlefield.

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MTGCS · EN · Unknown

* Cards with shortened text – check the original wording before arguing ;)

Made by Xiądz

ZONE MORTALIS (GANG SPECIFIC)

Long Shadows



Zone Mortalis Tactics (Delaque)

Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.

For he duration of this round, enemy fighters must make an Intelligence check if they wish to perform a ranged attack targeting any of your fighters that are both at Long range and in cover.

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MTGCS · EN Unknown

Rise Up, Brothers and Sisters!



Zone Mortalis Tactics (Chaos Helots)

Play this gang tactic at the start of any Action phase.

Until the End phase of this round, all fighters in your crew gain the Spring Up skill.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Sparky... SMASH!



Zone Mortalis Tactics (Slave Ogryns)

Play this gang tactic when a friendly fighter activates within 1" of a closed Door.

Remove the Door from the battlefield. Any fighter, friend or foe, that was within 2" of the other side of the Door must pass an Initiative check or become Prone and Pinned. This fighter's activation then ends.

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MTGCS · EN Unknown

Stairs Trap



Zone Mortalis Tactics (Van Saar)

Play this gang tactic instead of activating a fighter.

Choose a set of Stairs anywhere on the battlefield. All fighters on the chosen Stairs immediately fall (place them within 2" of the foot of the Stairs in an order chosen by the player whose gang tactic this is). The fighters are then Pinned and suffer damage from falling as normal.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Unwashed Horde



Zone Mortalis Tactics (Cawdor)

Play this gang tactic at the start of the first round of the battle, before Priority is rolled. Your gang may immediately deploy D3 Cawdor (Juve) fighters. These fighters are recruited for free but will leave the gang at the end of this battle. Each fighter is equipped with a reclaimed autopistol and a fighting knife. These fighters must be placed within 1" of a Vent and have at least 1" from any other fighter: If you do not have models available to represent these fighters, you may discard this gang tactic and select another.

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MTGCS · EN Unknown

Wall Walking



Zone Mortalis Tactics (Escher)

Play this gang tactic at the start of any Action phase.

Until the End phase of this round, all fighters in your gang gain the Clamber skill.

2020 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Made by Xiądz

UNDERDOG

TACTICS

Made by Xiądz

UNDERDOG TACTICS

Decoy



Underdog Tactics

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.

2019 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Giant Killer



Underdog Tactics

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.

2019 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Grateful Trader



Underdog Tactics

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 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.

2019 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Hard Training



Underdog Tactics

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.

2019 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Miraculous Recovery



Underdog Tactics

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.

2019 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Old Wound



Underdog Tactics

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.

2019 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

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UNDERDOG TACTICS

Paid in Full



Underdog Tactics

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.

2019 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Secret Stash



Underdog Tactics

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.

2019 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Sudden Death



Underdog Tactics

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 and enemy Champion or Leader Out of Action, your gang gains +6 Reputation.

2019 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Survivalist



Underdog Tactics

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.

2019 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Wandering Doc



Underdog Tactics

Play this card during Step 5 of the post-battle sequence.

You may make one Medical Escort action without having to pay the Doc's fee of 2D6x10 credits from your gang's Stash.

2019 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Welcome Stranger



Underdog Tactics

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

Your gang may immediately hire a single Hired Gun worth up to 200 credits for free. This fighter is added to your crew prior to deployment. If no suitable model is available, discard this card and draw another.

Note that this card is included twice in this deck, potentially allowing two Hired Guns to be fielded.

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UNDERDOG TACTICS



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OUTCASTS

TACTICS

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OUTCASTS TACTICS

A Few Friends



Outcasts Tactics

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round. Your gang may immediately recruit and place in your deployment zone D3+2 Hive Scum Hired Guns. These fighters are recruited for free and will leave your gang at the end of this battle. 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 Hive Scum, you may discard this gang tactic and select another.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

All or Nothing



Outcasts Tactics

Play this gang tactic when activating a friendly fighter.

The fighter (who may be Seriously Injured), immediately becomes Standing and Active and may perform up to three actions during this activation. Once their activation ends, they immediately go Out of Action.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Back to the Badzones



Outcasts Tactics

Play this gang tactic during any End phase, before your opponent makes any Recovery tests.

The battle ends as if your gang had retreated from the battlefield. Friendly fighters who are Seriously Injured automatically recover and there is no chance for any fighters to be Captured.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Dirty Tactics



Outcasts Tactics

Play this gang tactic at the end of a friendly fighter's activation.

Immediately activate another Ready friendly fighter anywhere on the battlefield.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Fight Another Day



Outcasts Tactics

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

Do not make a Lasting Injury roll against the fighter. Instead, treat the fighter as being Out Cold, as if a roll of 12-26 on the Lasting Injury table had been made against them.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Hard Rounds



Outcasts Tactics

Play this gang tactic at the start of any round before players Roll for Priority.

For the duration of both this round and the next, both players must roll 2D6 when taking a Bottle test, rather than the usual.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

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OUTCASTS TACTICS

Honourless Victory



Outcasts Tactics

Play this gang tactic at the end of the scenario.

Regardless of the scenario rewards, your gang does not suffer any loss of Reputation.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

It's Personal



Outcasts Tactics

Play this gang tactic at the start of any round before players Roll for Priority.

Choose one enemy fighter currently on the battlefield and mark them with a token. For the remainder of this battle, all friendly fighters add 1 to any Weapon Skill or Ballistic Skill checks made against the marked fighter.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Lucky Score



Outcasts Tactics

Play this gang tactic at the end of the scenario.

If the scenario included any reward in the form of credits, your gang adds an extra D6x10 credits in addition to those it won.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

More Where They Came From



Outcasts Tactics

Play this gang tactic during any End phase, before your opponent makes any Recovery tests.

You may return to play D3 friendly Gangers /Juves that have been taken Out of Action but did not suffer a Memorable Death result on the Lasting Injury table by placing them in your gang's deployment zone. These fighters retain any injuries suffered for going Out of Action but discard any Flesh Wounds.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

No Masters



Outcasts Tactics

Play this gang tactic when a friendly fighter is required to make a Leadership, Cool, Intelligence or Willpower check.

The fighter can use the Leadership, Cool, Intelligence or Willpower of your gang's Leader, even if the Leader is not currently on the battlefield.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Old Faithful



Outcasts Tactics

Play this gang tactic when a friendly fighter targets an enemy fighter with a ranged or close combat attack.

Choose either a ranged or a melee weapon from the Trading Post with a Rarity of 9 or less. Count this attack as if the fighter was armed with the chosen weapon.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Made by Xiądz

OUTCASTS TACTICS

Rise from the Ashes



Outcasts Tactics

Play this gang tactic at the start of any round before players Roll for Priority.

For the duration of this round and the following two rounds, your gang automatically passes all Bottle tests.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Temporary Alliance



Outcasts Tactics

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

Choose one Alliance normally available to your gang (e.g. Noble, Criminal, Guild, etc.). Your gang gains the effects of this Alliance for the duration of the battle. This tactic may not be used if your gang is already in an Alliance.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Undercover Agent



Outcasts Tactics

Play this gang tactic when activating a friendly fighter.

The fighter can choose to replace their characteristics profile with that of any friendly fighter that is currently on the battlefield. At the end of their activation, this fighter goes Out of Action.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

We Never Liked Him Anyway



Outcasts Tactics

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

The fighter automatically suffers a Memorable Death, as if a roll of 66 had been made against them on the Lasting Injury table. The fighter's cost in credits is then added to your gang's Stash.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Worthless



Outcasts Tactics

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

No XP is gained for the fighter being taken Out of Action. In addition, do not count this fighter as having been taken Out of Action when determining scenario rewards.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Wyrd Occurrence



Outcasts Tactics

Play this gang tactic when activating a friendly fighter.

The fighter immediately performs one of the following Wyrd Power actions (without the need to make a Willpower check). Their activation then ends:

Chronomancy - Freeze Time (Double),
Divination - Misfortune (Basic),
Pyromancy - Molten Bolt (Basic).

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

ASH WASTES

TACTICS

Made by Xiądz

ASH WASTES TACTICS

Always Carry a Spare



Ash Wastes Tactics

Play this tactic when activating a friendly model with a weapon that is Out of Ammo.

One of the model's weapons is automatically reloaded at the cost of one action - no Ammo check is required.

2022 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Back to the Fray!



Ash Wastes Tactics

Play this tactic when checking to see if a friendly model rejoins the fight in a Rolling Roads scenario, before rolling the dice.

The model automatically passes the Intelligence check to rejoin the battle.

2022 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Belching Smoke



Ash Wastes Tactics

Play this tactic at the start of around, before rolling for Initiative.

Pick a friendly vehicle, all shooting attacks made by it or targeting it suffer a -1 modifier to hit rolls.

2022 C * CUSTOM CARD
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MTGCARDSMITH.COM

Born to the Wastes



Ash Wastes Tactics

Play this tactic when activating a friendly model.

The model treats both difficult terrain and dangerous terrain as open ground.

2022 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Full Nitro



Ash Wastes Tactics

Play this tactic when activating a friendly vehicle.

For the duration of this activation, increase its Movement characteristic by 2".

2022 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Gunk Spill



Ash Wastes Tactics

Play this tactic when an enemy vehicle moves within 2" of a friendly vehicle's rear arc.

The enemy vehicle must immediately make a Loss of Control test with a -2 modifier.

2022 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

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ASH WASTES TACTICS

Hidden in the Ash



Ash Wastes Tactics

Play this tactic at the start of the battle before deploying gangs.

D3 of your fighters gain the Infiltrate skill.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

It'll Hold!



Ash Wastes Tactics

Play this tactic when a friendly vehicle loses a HP.

The vehicle loses one less HP.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Lightning Strike



Ash Wastes Tactics

Play this tactic when a friendly fighter subject to the Mounted condition makes a Ride By attack before resolving Reaction attacks.

Any Reaction attacks have a -1 modifier to hit.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Look Out Below!



Ash Wastes Tactics

Play this tactic when a friendly fighter is jumping from one vehicle to another.

Add 1 to the Agility test to make the jump.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Mad Mechanics



Ash Wastes Tactics

Play this tactic when a friendly vehicle is Wrecked, before rolling on the Lasting Damage table.

Roll twice on the Lasting Damage table and choose which result to apply.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Mag Lock Handholds



Ash Wastes Tactics

Play this tactic at the start of the battle, after gangs are deployed but before the first roll for Initiative.

Select two friendly fighters, they both automatically pass all Initiative checks to remain on a vehicle when it moves.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Made by Xiądz

ASH WASTES TACTICS

Nitro Cells Overload!



Ash Wastes Tactics

Play this tactic when a friendly vehicle is Wrecked, before rolling on the Lasting Damage table.

Place the 5" Blast template so that its central hole is entirely over the vehicle. All models touched by the template take a Strength 4, AP -1, Damage 1 hit.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

One with the Road



Ash Wastes Tactics

Play this tactic when a friendly vehicle needs to make a Loss of Control test, before any dice are rolled.

The vehicle automatically passes the Loss of Control test.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Ramming Speed!



Ash Wastes Tactics

Play this tactic after a friendly vehicle has had a head-on collision with an enemy vehicle, before determining the Strength of the hit.

Increase the Strength, AP and Damage of the hit suffered by the enemy vehicle by 1.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Spring Back



Ash Wastes Tactics

Play this card when activating a friendly fighter with the Mounted condition who is Prone and Pinned.

The fighter becomes Standing and Active at the cost of one action - no Agility test is required.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Survival Gear



Ash Wastes Tactics

Play this tactic after gangs have deployed but before the first round begins.

D3 fighters gain the benefits of a Respirator.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

The Ash is in my Blood



Ash Wastes Tactics

Play this tactic at the start of the battle, after gangs have deployed but before the first round begins.

D3 models ignore the effects of the Battlefield Surface.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

ASH WASTE NOMADS

TACTICS

Made by Xiądz

ASH WASTE NOMADS TACTICS

Ambush Masters



Ash Waste Nomads Tactics

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

Your gang may immediately recruit and place in your deployment zone D3 Ash Waste Nomads Dust Runners. These fighters are recruited for free but will leave your gang at the end of this battle. Each Dust Runner has up to 20 credits worth of equipment. If you do not have the models available to represent these fighters, you may discard this gang tactic and select another.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Ash Quake!



Ash Waste Nomads Tactics

Play this gang tactic at the start of any round before rolling for Initiative.

All fighters on the Battlefield Surface must pass an Initiative test or become Prone and Pinned. Any Ash Waste Nomads fighter gets +2 to this test.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Bait and Switch



Ash Waste Nomads Tactics

Play this gang tactic at the start of any round, before players have rolled for Initiative.

Select two friendly fighters on the battlefield, neither of which is Engaged. Swap the position of the two fighters.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Beseech the Great Spirits



Ash Waste Nomads Tactics

Great Spirits Play this gang tactic during any End phase, before making Recovery tests.

You may re-roll any Recovery tests you make this round, but must keep the second result even if it is worse.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Blessed by the Storm



Ash Waste Nomads Tactics

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

For the duration of this round, if the Visibility (X") rule is not active for this battle, apply the Visibility (24") rule. Otherwise, either increase or decrease the value of X" by 6" to a minimum of 6".

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Fade to Ash



Ash Waste Nomads Tactics

Play this gang tactic during any End phase, before your opponent makes any Recovery tests.

The battle ends as if your gang had retreated from the battlefield. Friendly fighters who are Seriously Injured automatically recover and there is no chance for any fighters to be Captured.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
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ASH WASTE NOMADS TACTICS

Ghosts on the Ash



Ash Waste Nomads Tactics

Play this gang tactic at the beginning of any round, before rolling for Initiative.

For the duration of this round, friendly Ash Waste Nomads fighters treat the Battlefield Surface as open terrain.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Master Sniper



Ash Waste Nomads Tactics

Play this gang tactic when activating a friendly fighter.

For the duration of this activation, increase the Long range of the fighter's weapons without either the Melee or Grenade trait by 6".

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Mined!



Ash Waste Nomads Tactics

Play this gang tactic after an enemy vehicle has completed its activation.

The enemy vehicle must immediately take a Loss of Control test.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Now You See Me...



Ash Waste Nomads Tactics

Play this gang tactic at the start of a friendly fighter's activation.

Remove the fighter from the battlefield and set it up again within 9" of its initial position and more than 1" away from any enemy model.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Numbers without End



Ash Waste Nomads Tactics

Play this gang tactic during any End phase, before your opponent makes any Recovery tests.

You may return to play D3 friendly Gangers / /Juves that have been taken Out of Action but did not suffer a Memorable Death result on the Lasting Injury table by placing them in your gang's deployment zone. These fighters retain any injuries suffered for going Out of Action but discard any Flesh Wounds.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Overcharge!



Ash Waste Nomads Tactics

Play this gang tactic when a friendly fighter makes a ranged attack before rolling the dice.

For the duration of this attack, the Shock trait activates on a Hit roll of 5+ instead of 6+.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Made by Xiądz

ASH WASTE NOMADS TACTICS

Raiders without Equal



Ash Waste Nomads Tactics

Play this gang tactic during the Wrap-up phase of the post-battle sequence.

Add D3x10 credits to your gang's Stash for each enemy vehicle that was Wrecked during the battle.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Secret Paths



Ash Waste Nomads Tactics

Play this gang tactic during any Rolling Roads phase of a Rolling Roads battle before checking to see if models rejoin the battle.

For the duration of this round, friendly fighters can attempt to rejoin the battle regardless of their Movement characteristic. If the scenario being played does not use the Rolling Roads rules, you may discard this gang tactic and select another.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Spineroach Venom



Ash Waste Nomads Tactics

Play this gang tactic when a friendly fighter makes a close combat attack before rolling the dice.

For the duration of this attack, one of the fighter's weapons with the Melee trait gains the Toxin trait.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Survival Suits



Ash Waste Nomads Tactics

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

For the duration of this battle, D3 friendly fighters of your choice in your starting crew are immune to the effects of the Rad-phage trait.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

War of Attrition



Ash Waste Nomads Tactics

Play this gang tactic during the Wrap-up phase of the post-battle sequence.

If your gang has fewer fighters taken Out of Action than the opposing gang, your gang gains D3 Reputation.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Will-o'-the-Wastes



Ash Waste Nomads Tactics

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

For the duration of this battle, D3 friendly fighters of your choice in your starting crew gain the Dodge skill.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
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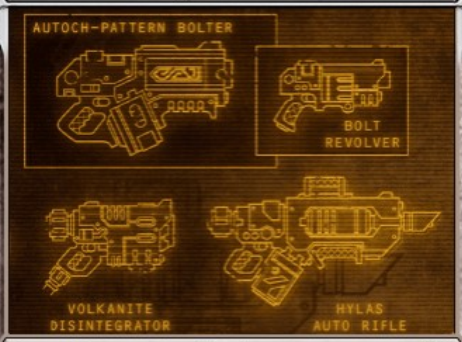
SQUAT PROSPECTORS

TACTICS

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SQUAT PROSPECTORS TACTICS

Ancestral Weapon



Squat Prospectors Tactics

Play this gang tactic when making a ranged attack with a friendly fighter.

For the duration of this attack, increase the fighter's BS by 1.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Assault Tunnel



Squat Prospectors Tactics

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round. Select a friendly fighter that is not part of your starting crew and is not subject to the Mounted condition. At the start of the third round, before rolling for Initiative, the fighter may be placed anywhere on the battlefield that is at least 12" away from any enemy models. If there are no eligible fighters in your gang, you may discard this gang tactic and select another.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Brace for Impact!



Squat Prospectors Tactics

Play this gang tactic after a friendly fighter has been Engaged by an enemy fighter performing the Charge (Double) action, before the enemy fighter rolls any dice to attack.

For the duration of this attack, add 1 to any save rolls made by the friendly fighter.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Deathblow!



Squat Prospectors Tactics

Play this gang tactic when resolving damage on an enemy fighter as a result of an attack made by a friendly model, after rolling the Injury dice.

If you roll two or more results of Seriously Injured, the enemy fighter is taken Out of Action instead.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Finest Craftsmanship



Squat Prospectors Tactics

Play this gang tactic when making a ranged attack with a friendly model, before rolling to hit.

For the duration of this attack, either the Hit roll or Wound roll may be re-rolled.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Fire in the Hole!



Squat Prospectors Tactics

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

For the duration of this battle, D3 friendly fighters of your choice count as being equipped with blasting charges.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

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SQUAT PROSPECTORS TACTICS

Get Back!



Squat Prospectors Tactics

Play this gang tactic when a friendly fighter is making Reaction attacks, before rolling any dice.

For the duration of this attack, the fighter's attacks gain the Knockback trait.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Honour the Ancestors



Squat Prospectors Tactics

Play this gang tactic when making a Cool check for a friendly fighter, before rolling any dice.

The fighter automatically passes the Cool check; there is no need to roll any dice.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Listen to your Elders!



Squat Prospectors Tactics

Play this gang tactic when making a Group Activation.

Increase the number of fighters that can be activated as part of the Group Activation by 1.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made to take a Beating



Squat Prospectors Tactics

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

For the duration of this battle, a friendly fighter of your choice reduces the AP of all attacks targeting them by 1.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Mother Lode!



Squat Prospectors Tactics

Play this gang tactic during the Wrap-up phase of the post- battle sequence.

If your gang won the scenario, add 2D6x10 credits to your gang's Stash.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Running on Vapours



Squat Prospectors Tactics

Play this gang tactic at the start of any round, before rolling for Initiative.

One enemy vehicle of your choice changes its Status to Stationary and Stalled. If the enemy gang doesn't have any vehicles in its starting crew, you may discard this gang tactic and select another.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

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SQUAT PROSPECTORS TACTICS

Running Repairs



Squat Prospectors Tactics

Play this gang tactic when activating a friendly vehicle.

The vehicle immediately regains D3 HP lost earlier in battle.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Scrapper's Delight



Squat Prospectors Tactics

Play this gang tactic when a friendly fighter opens a Loot casket, before rolling to determine the casket's contents.

Instead of rolling to determine the Loot casket's contents, add D3x10 credits to your gang's Stash and then remove the Loot casket from the battlefield.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Thermal Visor



Squat Prospectors Tactics

Play this gang tactic when activating a friendly model.

For the duration of this activation, increase the value of the Visibility (X") rule by 6". If the Visibility (X") rule is not in effect for this battle, you may discard this gang tactic and select another.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Too Stubborn to Die



Squat Prospectors Tactics

Play this gang tactic when damage is inflicted upon a friendly fighter, after Injury dice are rolled.

Discard one Injury dice of your choice before applying the effects.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Vengeance of the Ironhead!



Squat Prospectors Tactics

Play this gang tactic after a friendly fighter has been taken Out of Action by an enemy model.

A friendly fighter with line of sight to the enemy fighter may immediately make a Shoot (Basic) action targeting the enemy fighter.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Veteran of the Wastes



Squat Prospectors Tactics

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

Until the end of the battle, a friendly model of your choice gains a random skill from one of their Primary skill sets.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

ORLOCK VEHICLES

TACTICS

Made by Xiądz

ORLOCK VEHICLES TACTICS

Back in the Saddle



Orlock Vehicle Tactics

Play this gang tactic when activating a friendly fighter with the Mounted condition who is Prone and Pinned.

The fighter immediately becomes Standing and Active without using any actions.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Biker Gang



Orlock Vehicle Tactics

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

For the duration of this battle, D3 fighters of your choice in your starting crew subject to the Mounted condition increase their Initiative characteristic by 1.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Boarding Action!



Orlock Vehicle Tactics

Play this gang tactic when a friendly fighter takes an Initiative test for jumping onto or off of a vehicle.

The Initiative test is automatically passed, no roll is needed.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Bulldoze



Orlock Vehicle Tactics

Play this gang tactic before resolving a vehicle collision during a friendly vehicle's activation.

The vehicle that is currently activating does not suffer any hits due to the collision.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Can Openers



Orlock Vehicle Tactics

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

Select one friendly fighter; for the duration of this battle any weapons with the Melee trait they are equipped with increase their Strength characteristic by 1 when targeting a vehicle. If your gang has no weapons with the Melee trait, you may discard this gang tactic and select another.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Drive By



Orlock Vehicle Tactics

Play this gang tactic when activating a friendly vehicle.

For the duration of this activation, the vehicle treats the Move & Shoot (Basic) action as a simple action.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

ORLOCK VEHICLES TACTICS

Familiar Ground



Orlock Vehicle Tactics

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

For the duration of this battle, one friendly vehicle of your choice in your starting crew may treat difficult terrain and dangerous terrain as open terrain.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Fang it!



Orlock Vehicle Tactics

Play this gang tactic when activating a friendly fighter subject to the Mounted condition.

For the duration of this activation, the selected fighter increases their Movement characteristic by 4".

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Going in Guns Blazing



Orlock Vehicle Tactics

Play this gang tactic when activating a friendly vehicle.

For the duration of this activation, the vehicle may fire one weapon with the Crew Weapon or Sidearm trait at any point while making a Ram (Double) action.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

I Can Hold It!



Orlock Vehicle Tactics

Play this gang tactic after a friendly vehicle has failed a Loss of Control test.

The vehicle is instead considered to have passed the Loss of Control test.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

King of the Road



Orlock Vehicle Tactics

Play this gang tactic during the Wrap-up phase of the post- battle sequence.

If any enemy vehicles were Wrecked during this battle, your gang gains D3 Reputation.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Power Slide



Orlock Vehicle Tactics

Play this gang tactic when activating a friendly vehicle.

For the duration of this activation, the vehicle may make an extra turn of up to 90 degrees when performing a Move (Simple) action.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

ORLOCK VEHICLES TACTICS

Ride Them Down!



Orlock Vehicle Tactics

Play this gang tactic when resolving a Ride By attack before rolling to Hit.

Increase the Strength of any hits inflicted by the attack by 1.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Road Warriors



Orlock Vehicle Tactics

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

For the duration of this battle, D3 friendly models of your choice in your starting crew gain +1 to the Intelligence test to rejoin the battle. If the scenario being played does not use the Rolling Roads rules you may discard this gang tactic and select another.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Rugged Construction



Orlock Vehicle Tactics

Play this gang tactic during the Post-battle Actions phase of the post-battle sequence.

Halve the credits cost (rounding up to the nearest 5 credits) of the Negotiate Repairs action.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Supplies Delivered



Orlock Vehicle Tactics

Play this gang tactic during the Wrap-up phase of the post-battle sequence.

Add D3x10 credits to your gang's Stash for every friendly vehicle that took part in the battle and isn't Wrecked.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Take Them Out!



Orlock Vehicle Tactics

Play this gang tactic when rolling damage for an enemy vehicle.

Roll one additional Damage dice for the attack.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Wheels of Iron



Orlock Vehicle Tactics

Play this gang tactic when a friendly vehicle is targeted by an attack.

For the duration of this attack, increase the Toughness characteristic of the arc being hit by 1.

2022 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

GOLIATH VEHICLES

TACTICS

Made by Xiądz

GOLIATH VEHICLES TACTICS

'ead As Thick As Their Rig



Goliath Vehicle Tactics

Play this gang tactic when a friendly vehicle is Wrecked before rolling on the Lasting Injury table for the crew.

Do not roll on the table; the result is automatically Out Cold.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Batter Up



Goliath Vehicle Tactics

Play this gang tactic when activating a friendly fighter subject to the Mounted condition before performing any actions.

For the duration of this activation, any close combat attacks made by the fighter gain the Knockback trait.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Bowlin' Action



Goliath Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing any actions.

For the duration of this activation, the vehicle treats the Ram (Double) action as a Simple action.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Can Openers



Goliath Vehicle Tactics

Play this gang tactic at the beginning of the battle before the first roll for Initiative.

For the duration of the battle, D3 weapons with the Melee trait add 1 to their Damage characteristic while targeting vehicles.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Cheap Construction



Goliath Vehicle Tactics

Play this gang tactic during the post-battle sequence when performing the Negotiate Repairs post-battle action.

Reduce the cost of one Negotiate Repairs action by 50%, rounding up to the nearest 5 credits.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Drive It Off



Goliath Vehicle Tactics

Play this gang tactic after a friendly vehicle is hit by a ranged attack, before rolling to wound.

The vehicle makes a Toughness check on the facing that is being hit; if the check is passed, the vehicle is not hit by the attack.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

GOLIATH VEHICLES TACTICS

Hardened Chassis



Goliath Vehicle Tactics

Play this gang tactic when a friendly vehicle is Wrecked before rolling on the Lasting Damage table.

Do not roll on the table; the result is automatically a 1 - Persistent Rattle.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

King of the Wastes



Goliath Vehicle Tactics

Play this gang tactic during the post-battle sequence when receiving scenario rewards.

If at least one friendly vehicle is still on the battlefield, add 1 to the gang's Reputation.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Last Gasp



Goliath Vehicle Tactics

Play this gang tactic when a friendly vehicle is Wrecked before rolling on the Lasting Damage table.

The vehicle may immediately make a free Fire All (Basic) action.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Lotsa Ammo!



Goliath Vehicle Tactics

Play this gang tactic at the beginning of the battle before the first roll for Initiative.

For the duration of the battle, D3 weapons with the Crew Operated trait lose the Scarce trait. If they don't have the Scarce trait, they gain the Plentiful trait instead.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Not So Fast



Goliath Vehicle Tactics

Play this gang tactic when an enemy vehicle moves out of engagement range of a friendly fighter.

The fighter may immediately make a free Reaction attack against the vehicle.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Power Through



Goliath Vehicle Tactics

Play this gang tactic when a friendly fighter subject to the Mounted condition would become Pinned.

The fighter makes a Strength check, if the check is passed they do not become Pinned.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

GOLIATH VEHICLES TACTICS

Reinforced Plates



Goliath Vehicle Tactics

Play this gang tactic at the beginning of the battle before the first roll for Initiative.

For the duration of the battle, a friendly vehicle increases its Front arc Toughness by 1.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Roaring To Life



Goliath Vehicle Tactics

Play this gang tactic when activating a friendly vehicle that is Stalled before performing any actions.

The vehicle immediately changes its Status to Mobile.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Superficial Damage



Goliath Vehicle Tactics

Play this gang tactic when a hit is being resolved against a friendly vehicle before rolling Damage dice.

For the duration of the hit, reduce the number of Damage rolled by 1, to a minimum of 1.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

T-bone



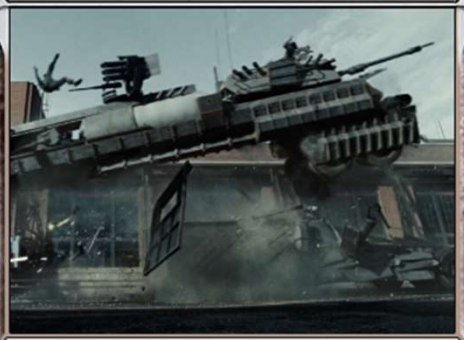
Goliath Vehicle Tactics

Play this gang tactic when a friendly vehicle is involved in a vehicle collision before resolving hits.

For the duration of the collision, increase the Strength of any hits caused by this vehicle by 2.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

The Immovable Object



Goliath Vehicle Tactics

Play this gang tactic when a friendly vehicle is involved in a vehicle collision before moving any models.

The vehicle is not moved as a result of the collision.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Wreck It!



Goliath Vehicle Tactics

Play this gang tactic at the beginning of any round before rolling for Initiative.

Choose an enemy vehicle; for the duration of the round, all friendly models can re-roll failed hit rolls against the vehicle.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN Unknown

Made by Xiądz

ESCHER VEHICLES

TACTICS

Made by Xiądz

ESCHER VEHICLES TACTICS

Ash Waste Hitchhiker



Escher Vehicle Tactics

Play this gang tactic when a friendly fighter has failed an Initiative check to jump onto or off a vehicle.

The Initiative check can be re-rolled.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Biker Bounty



Escher Vehicle Tactics

Play this gang tactic during the post-battle sequence when receiving scenario rewards.

Add D3x5 credits to your gang's Stash for each enemy fighter subject to the Mounted condition taken Out of Action during this battle.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Chem Exhausts



Escher Vehicle Tactics

Play this gang tactic when activating a friendly Mobile vehicle before performing any actions.

Once the vehicle's activation has finished, any fighters that were within 1" of the vehicle at any point during its activation suffer an automatic hit as if they were hit by a weapon with the Toxin and Gas traits.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Chemical Fuel Wizardry



Escher Vehicle Tactics

Play this gang tactic at the beginning of the battle before the first roll for Initiative.

For the duration of the battle, a friendly vehicle increases its Movement characteristic by 2". In addition, at the end of each of its activations roll a D6; on a roll of 1 the vehicle loses 1 Hull Point.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Corrosive Gas



Escher Vehicle Tactics

Play this gang tactic at the beginning of the battle before the first roll for Initiative.

For the duration of the battle, D3 weapons with the Gas trait add 1 to any rolls to damage vehicles.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Death or Glory



Escher Vehicle Tactics

Play this gang tactic when a friendly Standing and Active fighter is moved as a result of a vehicle impact, before making an Initiative check to dodge.

The fighter may immediately make a single close combat attack against the vehicle. They automatically fail the Initiative check to dodge unless the vehicle is Wrecked as a result of this attack.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

ESCHER VEHICLES TACTICS

Full Throttle!



Escher Vehicle Tactics

Play this tactic card during the Action phase instead of activating a model.

A friendly vehicle that does not have a Ready marker may immediately activate. During this activation the vehicle may only perform one action and it must be a Move (Simple) action. After the vehicle has finished its activation, make a Loss of Control test for the vehicle.

2023 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

IT'S GONNA BLOW!!!



Escher Vehicle Tactics

Play this gang tactic after a friendly vehicle is Wrecked, before rolling on the Lasting Damage table.

The vehicle explodes; all models within D6" take a S6, AP-1, D1 hit and the vehicle is then removed from the battlefield. When rolling on the Lasting Damage table for the vehicle, add 1 to the result.

2023 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Jink!



Escher Vehicle Tactics

Play this gang tactic after a friendly fighter subject to the Mounted condition is hit by a ranged attack, before rolling to avoid being Pinned.

The fighter makes an immediate Initiative check. If the check is passed then the fighter is not hit by the attack.

2023 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Jumping the Gun



Escher Vehicle Tactics

Play this gang tactic at the beginning of the battle before the first roll for Initiative.

D3 friendly fighters subject to the Mounted condition may immediately make a Move (Simple) action.

2023 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Race Away



Escher Vehicle Tactics

Play this gang tactic after a friendly fighter subject to the Mounted condition has made a Fight (Basic) action, but before Reaction attacks are made.

The fighter may immediately perform a free Retreat (Basic) action. Reaction attacks can only be made if the fighter is still Engaged with the enemy fighter.

2023 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Reckless Driving



Escher Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing any actions.

For the duration of this activation, when performing a Move (Simple) action, the vehicle may make an extra pivot of up to 90 degrees at any point before, during or after its move.

2023 C * CUSTOM CARD
MTGCS · EN · UNKNOWN
MTGCARDSMITH.COM

Made by Xiądz

ESCHER VEHICLES TACTICS

Roaring Charge



Escher Vehicle Tactics

Play this gang tactic when activating a friendly fighter subject to the Mounted condition, before performing any actions.

For the duration of this activation, if the fighter performs a Charge (Double) action they may add an additional D6" to the distance moved.

2023 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Steel Blur



Escher Vehicle Tactics

Play this gang tactic when activating a friendly fighter subject to the Mounted condition before performing any actions.

For the duration of this activation, Reaction attacks cannot be made against any Ride By attacks made by this fighter.

2023 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

The Last Ride



Escher Vehicle Tactics

Play this card when a friendly fighter subject to the Mounted condition is taken Out of Action before removing them from the battlefield. The fighter immediately changes its Status to Standing and may perform one action. The fighter is then removed from the battlefield. If they are taken Out of Action during this action (for example, due to Reaction attacks) do not roll an additional time on the Lasting Injury table, though the enemy model will gain XP as normal for taking them Out of Action.

2023 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Wheels Down



Escher Vehicle Tactics

Play this gang tactic when a friendly fighter subject to the Mounted condition falls, before resolving any hits for falling.

The fighter takes no damage from the fall and is not placed Prone.

2023 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

White Line Fury



Escher Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing any actions.

For the duration of this activation, the vehicle treats the Move & Shoot action as a Simple action instead of a Basic action.

2023 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Wreckin' Crew



Escher Vehicle Tactics

Play this gang tactic during the post-battle sequence when receiving scenario rewards.

If any enemy vehicles were Wrecked then add 1 to your gang's Reputation.

2023 C * CUSTOM CARD
MTGCS · EN · Unknown
MTGCARDSMITH.COM

Made by Xiądz

CAWDOR VEHICLES

TACTICS

Made by Xiądz

CAWDOR VEHICLES TACTICS

Armoured by Faith



Cawdor Vehicle Tactics

Play this gang tactic after both gangs have deployed before the first roll for Priority.

For the duration of the battle, D3 friendly vehicles increase their Front Toughness by 1.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Beacon of Faith



Cawdor Vehicle Tactics

Play this gang tactic after both gangs have deployed but before the first roll for Priority. Select a friendly vehicle.

For the duration of this battle, while this vehicle is not Wrecked, all friendly models within 9" may apply a +1 modifier to all Cool checks.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Blessed Dodge



Cawdor Vehicle Tactics

Play this gang tactic when a friendly fighter fails an Initiative check to avoid being run over by a vehicle.

The fighter is considered to have passed the Initiative check.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Cleansed by Fire



Cawdor Vehicle Tactics

Play this gang tactic when activating a friendly vehicle, before performing any actions.

The vehicle becomes subject to the Blaze condition. Until the flames go out, any models that either start their activation within 1" or move within 1" of this vehicle during their activation become subject to the Blaze condition on a D6 roll of 3+.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Doused in Promethium



Cawdor Vehicle Tactics

Play this gang tactic when activating a fighter subject to the Mounted condition before they perform any actions.

For the duration of the fighter's activation, one of their weapons with the Melee trait gains the Blaze trait.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Fateful Swerve



Cawdor Vehicle Tactics

Play this gang tactic when a friendly vehicle suffers a Penetrating Hit or Catastrophic Hit.

The vehicle suffers a Glancing Hit instead.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

CAWDOR VEHICLES TACTICS

Fury of Righteous Convictions



Cawdor Vehicle Tactics

Play this gang tactic when activating a friendly fighter subject to the Mounted condition before performing any actions.

For the duration of their activation, they gain +2 Strength and all of their weapons gain the Reckless trait.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Incendiary Ram



Cawdor Vehicle Tactics

Play this gang tactic when a friendly vehicle has a head-on collision during its activation, before resolving the collision.

Place the 5" Blast marker in the centre of the vehicle's front hull. All models under the blast marker, including the activated model, suffer a S3, AP-1, D1 hit as if by a weapon with the Blaze trait. Then resolve the collision normally.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Joust



Cawdor Vehicle Tactics

Play this gang tactic when a friendly fighter subject to the Mounted condition causes an enemy vehicle to become Wrecked.

The fighter gains an additional D3 XP.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Judgement Due



Cawdor Vehicle Tactics

Play this gang tactic after both gangs have deployed, before the first roll for Priority.

Select an enemy vehicle. If it is Wrecked at the end of the battle, your gang's Leader gains D3 XP.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Martyrdom



Cawdor Vehicle Tactics

Play this gang tactic when a friendly fighter is taken Out of Action by an enemy model before rolling on the Lasting Injury table.

Do not roll on the Lasting Injury table - the fighter automatically suffers the Memorable Death result. For the remainder of the battle, all friendly models apply a +1 modifier to any rolls to wound the enemy model, and friendly models earn an additional D3 XP if they take the enemy model Out of Action.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Prayer Wagon



Cawdor Vehicle Tactics

Play this gang tactic after both gangs have deployed, before the first roll for Priority.

Select a friendly vehicle. For the duration of the battle it rolls 3 dice to see if it generates Faith dice.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Made by Xiądz

CAWDOR VEHICLES TACTICS

Pyroclastic Rain



Cawdor Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing any actions.

For the duration of this activation, any weapon with the Blaze and Template traits may place the template within 6" instead of in contact with the weapon so that the narrow end of the template is closer to the attacking vehicle than the wide end.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Rearm!



Cawdor Vehicle Tactics

Play this gang tactic after resolving an attack from a weapon with the Lancebomb trait.

The next successful hit from this weapon will use the Primed profile instead of the Spent profile.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Scrap Dealers



Cawdor Vehicle Tactics

Play this gang tactic during the post-battle sequence when making the Negotiate Repairs post-battle action.

Reduce the cost of repairs by D6x10 credits to a minimum of 5 credits.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Self Destruct



Cawdor Vehicle Tactics

Play this gang tactic at any point during a friendly vehicle's activation.

All models, both friend and foe, within 5" of the vehicle suffer a S6, AP-1, D1 hit as if from a weapon with the Blaze trait. The activated vehicle is then Wrecked, add 1 to the roll on the Lasting Damage table.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Weak Spot



Cawdor Vehicle Tactics

Play this gang tactic before rolling Damage dice.

Roll one additional Damage dice.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Where There's Scrap...*



Cawdor Vehicle Tactics

Play this gang tactic during the post-battle sequence during the Receive Rewards step.

Add D3x5 credits to your gang's Stash for each Wrecked enemy vehicle and enemy fighter subject to the Mounted condition who was taken Out of Action.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

* Shortened title

Made by Xiądz

VAN SAAR VEHICLES

TACTICS

Made by Xiądz

VAN SAAR VEHICLES TACTICS

Auspex Bafflers



Van Saar Vehicle Tactics

Play this gang tactic at the start of the battle before the first roll for Priority.

Select a friendly vehicle. For the duration of this battle, they do not gain the Revealed condition for moving or firing a weapon. At the end of each of the vehicle's activations, roll a D6. On a result of a 1, the auspex bafflers stop working and have no further effect.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Automantic Kill-switch



Van Saar Vehicle Tactics

Play this gang tactic instead of activating a friendly model.

Select a Mobile enemy vehicle. Change its Status to Stationary and Stalled.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Automantic Override



Van Saar Vehicle Tactics

Play this gang tactic instead of activating a friendly model.

Select a weapon with the Crew Operated trait mounted on an enemy vehicle. The enemy vehicle suffers an automatic hit in the Side from the selected weapon.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Automated Repair



Van Saar Vehicle Tactics

Play this gang tactic at the start of the battle before the first roll for Priority.

Select a friendly vehicle. For the duration of the battle, roll a D6 for the vehicle during the Recovery and Restart step of the End phase; on a 5+ the vehicle regains 1 Hull Point lost earlier in the battle.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Auto-righting Stabilisers



Van Saar Vehicle Tactics

Play this gang tactic at the start of the battle before the first roll for Priority. Select D3 friendly fighters subject to the Mounted condition.

For the duration of the battle, they treat their Initiative characteristic as 2+ when performing the Stand Up (Basic) action.

2023 C * CUSTOM CARD MTGCARDSMITH.COM
MTGCS · EN · UNKNOWN

Custom Upgrade



Van Saar Vehicle Tactics

Play this gang tactic at the start of the battle before the first roll for Priority.

A friendly vehicle of your choice may be equipped with an Upgrade that costs 30 credits or less for free for the duration of this battle.

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VAN SAAR VEHICLES TACTICS

Energy Dispersion Field



Van Saar Vehicle Tactics

Play this gang tactic when a friendly vehicle has been wounded before rolling to save.

For the duration of this attack, the vehicle gains a 4+ field armour save.

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Holo-projector



Van Saar Vehicle Tactics

Play this gang tactic when a friendly fighter subject to the Mounted condition is declared the target of a shooting attack before rolling to hit.

The target of the attack may immediately move up to D6". If they are no longer a valid target for the shooting attack, the action is wasted.

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Hydraulic Repulsion Bar



Van Saar Vehicle Tactics

Play this gang tactic at the start of the battle before the first roll for Priority.

Select a friendly vehicle. The vehicle takes no damage from the first collision that it is involved in.

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Power to the Engines



Van Saar Vehicle Tactics

Play this gang tactic when activating a friendly fighter subject to the Mounted condition before performing any actions.

For the duration of this activation, the fighter's Movement characteristic is increased by 2".

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Rad Vents



Van Saar Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing any actions.

For the duration of this activation, any fighter (friend or foe) who comes within 1" of this vehicle at any point during its activation must test as if they had been hit by a weapon with the Rad-phage trait.

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Rad-rounds



Van Saar Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing any actions.

For the duration of this activation, all of the vehicle's weapons with the Crew Operated trait also gain the Rad-phage trait.

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VAN SAAR VEHICLES TACTICS

Ram Run



Van Saar Vehicle Tactics

Play this gang tactic when activating a friendly fighter subject to the Mounted condition before performing any actions.

For the duration of its activation, any Ride-by attacks performed by the fighter are resolved at S4, AP-1, D2 with the Knockback trait.

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Redirect Power



Van Saar Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing any actions.

For the duration of its activation, the vehicle cannot move; however, the Strength of any of its 'las' weapons with the Crew Operated trait is increased by 2.

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Refined Fuel Coils



Van Saar Vehicle Tactics

Play this gang tactic at the start of the battle before the first roll for Priority.

Select D3 friendly fighters subject to the Mounted condition. They may each perform a free Move (Simple) action, but cannot move further than 6".

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Reinforced Superstructure



Van Saar Vehicle Tactics

Play this gang tactic when a friendly vehicle is Wrecked before rolling on the Lasting Damage table.

Roll twice on the Lasting Damage table and choose which result to apply.

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Targeting Relay



Van Saar Vehicle Tactics

Play this gang tactic when activating a friendly vehicle before performing an action.

Select an enemy model within 12" of the vehicle. For the remainder of the round, friendly models apply a +1 modifier to hit the enemy model with shooting attacks.

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Targeting Scramblers



Van Saar Vehicle Tactics

Play this gang tactic when activating a friendly model before performing any actions.

For the duration of this activation, the model may perform the Jam (Basic) action.

Jam (Basic): Select an enemy vehicle within 12".

For the remainder of the round, they suffer a -1 modifier to all hit rolls.

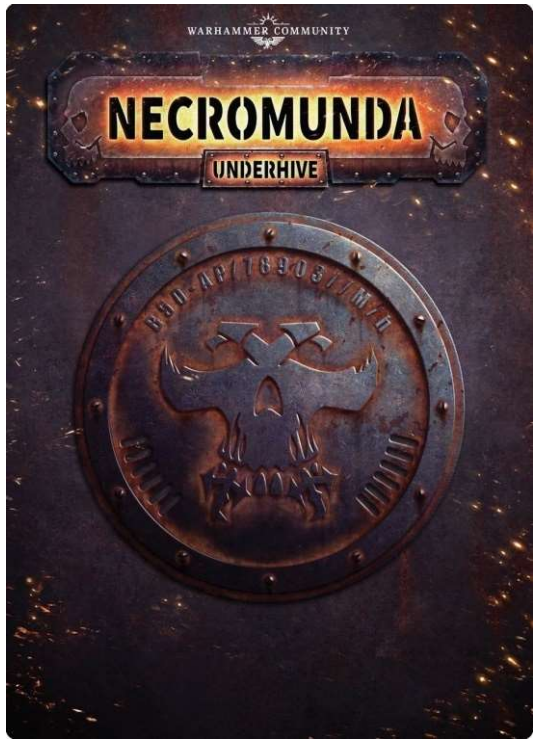
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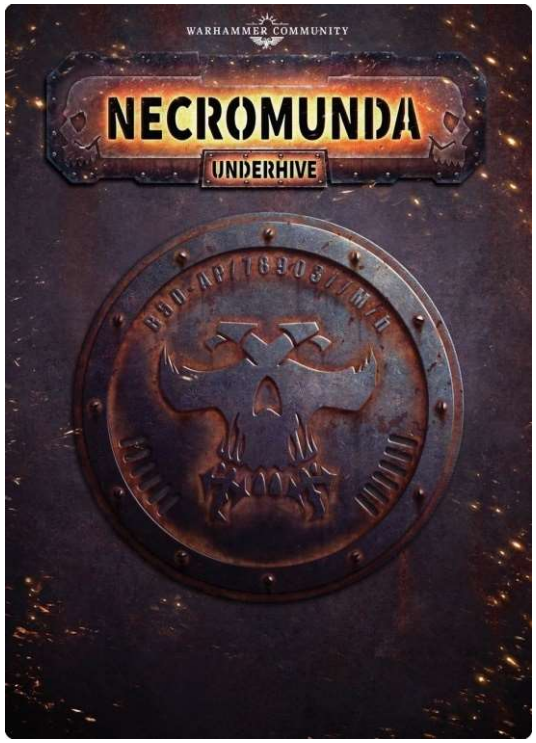
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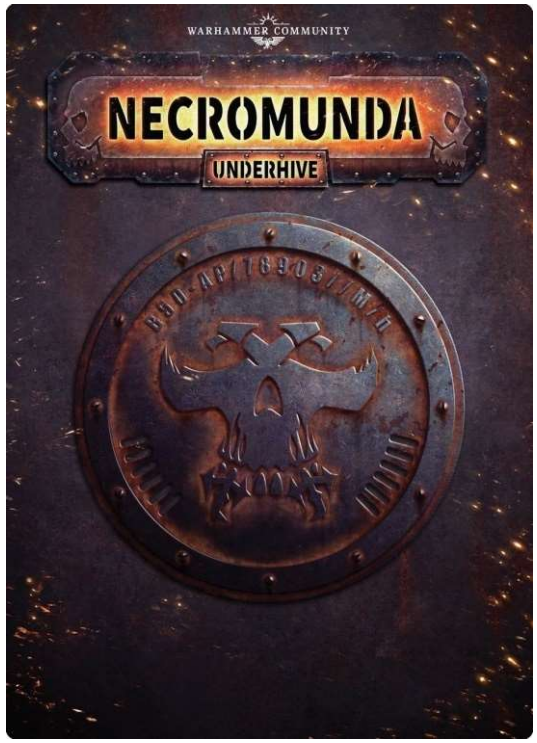
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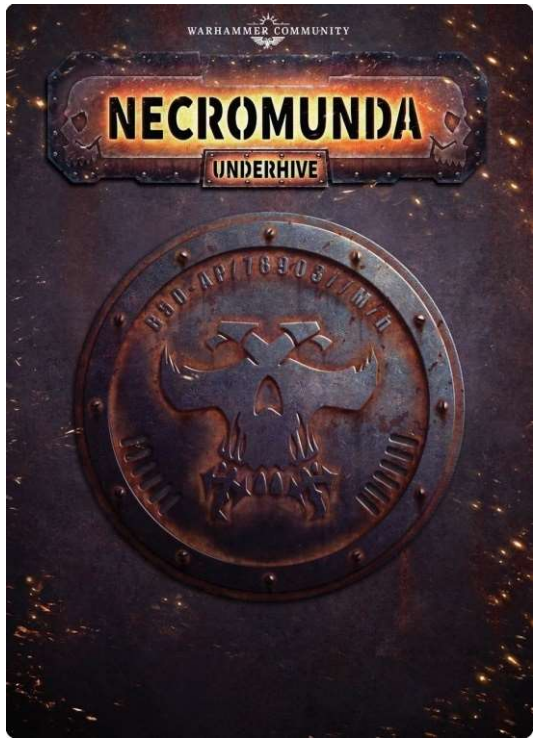
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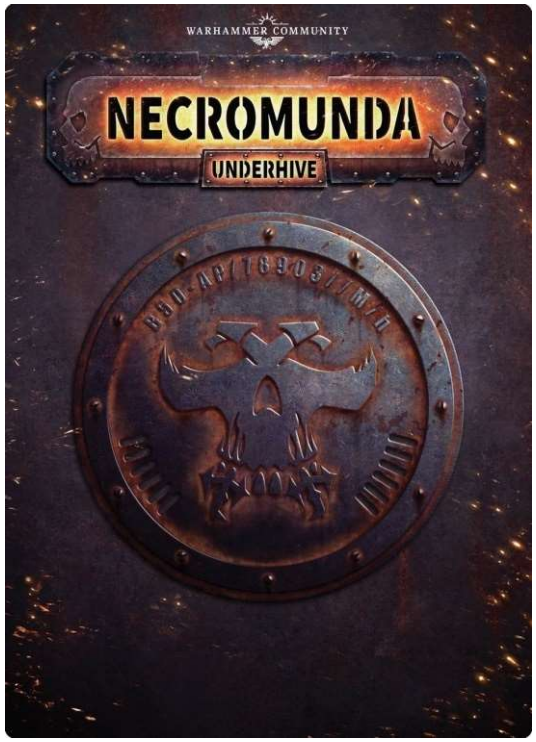
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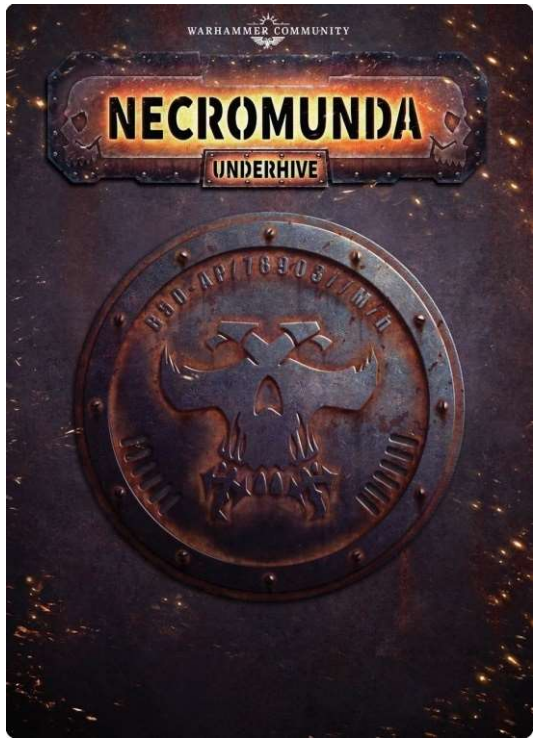












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