

WRECK THE PLACE

Category: Outlaw

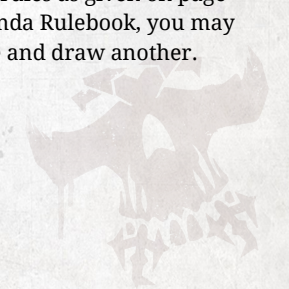
Alignment Test: D6

Reward: +1 Reputation

Criteria

If any of your fighters can reach your opponents deployment zone, they may perform the Vandalize (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this intrigue.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the Necromunda Rulebook, you may discard this intrigue and draw another.



SEED THE REBELLION

Category: Outlaw

Alignment Test: D6

Reward: +1 Reputation

Criteria

If any of your fighters can reach your opponent's deployment zone, they may perform the Graffiti (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang has claimed this intrigue. If this action is performed four times, your gang can claim this intrigue and is rewarded with +2 reputation rather than the usual +1.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the Necromunda Rulebook, you may discard this intrigue and draw another.

BURN IT DOWN!

Category: Outlaw

Alignment Test: 2D6

Reward: +2 Reputation

Criteria

If any of your fighters can reach your opponents deployment zone, they may perform the Start Fire (Basic) action. Place a blaze token in base-to-base contact with the fighter. From the start of the next round, any fighter that moves within 3" of the Blaze token takes an automatic Strength 3, AP -, Damage 1 hit. If this action is performed twice, your gang can claim this intrigue. If this action is performed four times, your gang can claim this intrigue and is rewarded with +3 Reputation, rather than the usual +2.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the Necromunda Rulebook, you may discard this intrigue and draw another.

BLOW IT UP!

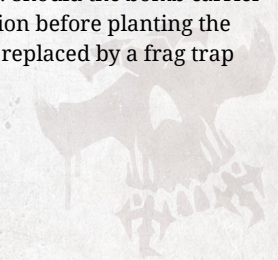
Category: Outlaw

Alignment Test: 3D6

Reward: +4 Reputation

Criteria

Choose a fighter on your crew to be the bomb carrier. This fighter can perform the Plant Bomb (Double) action. If the bomb carrier completes this action once whilst within 6" of the center of the battlefield then the bomb has been planted. At the end of the battle, the bomb explodes and your gang can claim this intrigue. Any fighters within 6" of the center of the battlefield at the end of the battle are taken Out of Action. Should the bomb carrier be taken Out of Action before planting the bomb, the model is replaced by a frag trap booby trap



MAKE THEM BLEED!

Category: Outlaw

Alignment Test: 2D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria

If at the end of the battle, your gang has taken the enemy gang's leader and all of their Champions that took part in this battle Out of Action, your gang can claim this intrigue.



CLEAR THE SMUGGLING ROUTES

Category: Outlaw

Alignment Test: 2D6

Reward: 200 Credits

Criteria

If, at the end of the battle, no enemy fighters are within their own deployment zone, your gang can claim this intrigue



COLLECT A DEBT

Category: Outlaw

Alignment Test: D6

Reward: 100 Credits

Criteria

When one of your fighters is Engaged with an enemy fighter, instead of performing a Fight (Basic) action, they may perform the Shakedown (Double) action. If this action is performed once, your gang may claim this Intrigue.



REVEAL THE IMPOSTER

Category: Outlaw

Alignment Test: 2D6

Reward: 150 Credits

Criteria

At the start of the third round of the battle, after rolling for Priority but before Readying fighters, one randomly determined fighter from your crew (not a leader or champion) is revealed as an imposter and counts as part of the opponent's gang for the remainder of the battle. If one of your fighters manages to take the imposter Out of Action, no Lasting Injury roll is made for the fighter replaced, as they never really took part in the battle.



STAND ALONE

Category: Outlaw

Alignment Test: 2D6

Reward: +3 Reputation, and the chosen fighter gains the Fearsome skill

Criteria

Choose one friendly Leader or Champion that is taking part in the battle. For the remainder of the battle, they cannot make group activations. However, if the chosen fighter takes three enemy fighters Out of Action by the end of the battle, and has not been taken Out of Action themselves, your gang can claim this Intrigue.



HIT THE STIMMS

Category: Outlaw

Alignment Test: 3D6

Reward: For the remainder of this battle, your fighters ignore the effects of Flesh Wounds and may immediately discard any Flesh Wounds suffered.

Criteria

By simply announcing your gang will use this intrigue during the Ready Fighters step of any priority phase, your gang can claim this intrigue.



RESURRECT THE DEAD

Category: Outlaw

Alignment Test: 4D6

Reward: During step 6 of the Post-Battle Sequence, you may choose a single fighter from your gang who has died over the course of this campaign and return them to your roster with any equipment they originally had. Their Toughness is reduced by -1, but they gain

Criteria

By simply announcing that your gang has completed this Intrigue during the Wrap-up step of the post-battle sequence, your gang can claim this Intrigue



RUN WITH THE GHASTS

Category: Outlaw

Alignment Test: 2D6

Reward: Choose three members of your crew. They are immediately treated as having taken a dose of Ghast (see page 124). Additionally, D6+1 doses of Ghast are added to the gang's stash during Step 2 of the post-battle sequence.

Criteria

By simply announcing your gang will use this intrigue during the Ready Fighters step of any priority phase, your gang can claim this intrigue.



CORRUPT THE MACHINE

Category: Outlaw

Alignment Test: 2D6

Reward: 150 Credits

Criteria

Choose three terrain features and/or door consoles at least 6" from your deployment zone and at least 8" from each other. Any Standing and Active fighter from your gang that is within 1" of the chosen features may perform the Hacking (Double) action. Make an Intelligence check for the fighter. If the check is passed, they have successfully planted the code. If the code is planted three times, your gang can claim this intrigue.



STITCH THEM UP!

Category: Law Abiding

Alignment Test: 2D6

Reward: 100 Credits

Criteria

If one of your Standing fighters is within 1" of a Seriously Injured enemy fighter, instead of performing a Coup De Grace (Simple) action, they may perform the Plant Evidence (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.



THE PRICE OF PEACE

Category: Law Abiding

Alignment Test: D6

Reward: +4 Reputation

Criteria

During the Ready Fighters step of any Priority Phase, offer your opponent a bribe of 250 credits - this comes from a 'concerned citizen' eager to keep the peace and does not reduce your gang's Wealth or Income. If your opponent accepts, they immediately forfeit the battle to your gang and your gang claims this Intrigue.



MINIMUM FORCE

Category: Law Abiding

Alignment Test: 2D6

Reward: +2 Reputation

Criteria

To claim this Intrigue, your gang must take three enemy fighters Out of Action in close combat, using a weapon with the Melee trait.



HOLD THE LINE

Category: Law Abiding

Alignment Test: 2D6

Reward: +2 Reputation OR claim a single unclaimed Racket

Criteria

Nominate a terrain feature at least 12" from your deployment zone. If, at the end of the battle, there are no enemy fighters within 6" of that terrain feature, you gang can claim this Intrigue.



SHOW OF FORCE

Category: Law Abiding

Alignment Test: 2D6

Reward: +4 Reputation

Criteria

To claim this Intrigue, your gang must take at least six enemy fighters Out of Action either with shooting or in close combat.



KEEP THE TRADE FLOWING

Category: Law Abiding

Alignment Test: 2D6

Reward: 150 Credits

Criteria

If, at the end of the battle, at least four of your fighters are Standing and Active or Standing and Engaged within your enemy's deployment zone, your gang can claim this Intrigue.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the Necromunda Rulebook, you may discard this intrigue and draw another.



CUT OFF THE HEAD

Category: Law Abiding

Alignment Test: 2D6

Reward: +1 Reputation per enemy Champion taken Out of Action, +2 Reputation for an enemy Leader taken Out of Action

Criteria

If, at the end of the battle, you have taken your enemy's leader or any of their Champions Out of Action, announce you are claiming this Intrigue and receive your rewards as described above.



WATCH FROM THE SHADOWS

Category: Law Abiding

Alignment Test: 3D6

Reward: 50 Credits, and a single fighter that took part in the battle gains a Cunning skill of your choice.

Criteria

During the Ready Fighters step of any Priority Phase, randomly choose a fighter from your opponent's crew. For the remainder of this battle, any of your fighters within 12" of the chosen enemy fighter may perform the Shadow (Double) action. A Shadowing fighter can do nothing else this turn, but if the enemy fighter moves, the Shadowing fighter is also moved to remain within 12" of them - unless stopped by impassable terrain or enemy fighters. If at the end of the battle, you have a fighter Shadowing an enemy fighter, your gang can claim this Intrigue.

BREAK THEIR WILL

Category: Law Abiding

Alignment Test: 4D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria

You can only claim this intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. If, and the end of the battle, your gang has taken the enemy gang's Leader and all their Champions that took part in this battle Out of Action, your gang can claim this Intrigue.



MARK THE IMPURE

Category: Law Abiding

Alignment Test: D6

Reward: +2 Reputation

Criteria

When one of your fighters activates within 6" of your opponent's Leader, they may perform the Pict Capture (Double) action. If a model that has performed this action begins a later activation within 1" of an edge of the battlefield, you can remove them from play as they make off with the evidence required - this does not count as the fighter going Out of Action. When the battle ends, your gang can claim this Intrigue.



CARRY A GUILD BOND

Category: Law Abiding

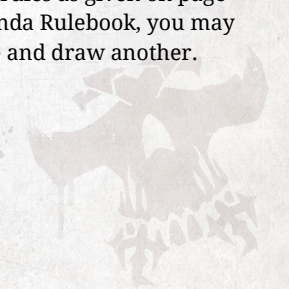
Alignment Test: D6

Reward: +2 Reputation

Criteria

Choose one fighter from your crew to be the courier. If, at the end of the any round, the courier is in the enemy's deployment zone, you can remove them from the battlefield (they do not count as going Out of Action) and your gang can claim this Intrigue.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the Necromunda Rulebook, you may discard this intrigue and draw another.



BRING THEM IN DEAD OR ALIVE

Category: Law Abiding

Alignment Test: 4D6

Reward: 50 Credits per enemy fighter taken Out of Action

Criteria

You can only claim this Intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. During the Wrap-up step, claim this Intrigue for each enemy fighter taken Out of Action



RETRIEVE THE INFORMER

Category: Law Abiding

Alignment Test: 3D6

Reward: 150 Credits

Criteria

One randomly determined fighter from your opponent's crew (not a Leader or Champion) is revealed as an imposter and counts as part of your gang for the remainder of the battle. If the imposter is Standing and Active within your deployment zone when the battle ends, your gang can claim this Intrigue. If the imposter is taken Out of Action, no lasting injury roll is made for the fighter who was replaced by the imposter - they never really took part in the battle.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the Necromunda Rulebook, you may discard this intrigue and draw another.