

INTRIGUES

Wreck the Place



Intrigues — Outlaw (D6)

Reward — +1 Reputation

If any of your fighters can reach your opponent's deployment zone, they may do the Vandalise (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.

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Seed the Rebellion



Intrigues — Outlaw (D6)

Reward — +1 Reputation

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 can claim this Intrigue. If this action is performed four times, your gang gains +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.

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Burn it Down!



Intrigues — Outlaw (2D6)

Reward — +2 Reputation

If any of your fighters can reach your opponent's 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 as 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 gains +3 Reputation, rather than the usual +2.

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Blow it Up!



Intrigues — Outlaw (3D6)

Reward — +4 Reputation

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 centre 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 centre 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.

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Make Them Bleed!



Intrigues — Outlaw (2D6)

Reward — +4 Reputation, opponent loses 2 Reputation

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.

If you can make someone bleed, you show they are weak.

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Clear the Smuggling Route



Intrigues — Outlaw (2D6)

Reward — 200 Credits

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

A smuggling cartel wants a clear passage to move its goods through an area, and needs a gang to make a path.

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

INTRIGUES

Collect a Debt



Intrigues — Outlaw (D6)

Reward — 100 Credits

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 can claim this Intrigue.

Someone owes someone powerful a pile of credits, and it's time for them to pay up!

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Reveal the Imposter



Intrigues — Outlaw (2D6)

Reward — 150 Credits

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 after they have been revealed, your gang can claim this Intrigue. If the Imposter is taken Out of Action, no Lasting Injury roll is made for the fighter replaced, as they never really took part in the battle.

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Stand Alone



Intrigues — Outlaw (2D6)

Reward — +3 Reputation and the chosen fighter gains the Fearsome skill

Choose one 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.

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Hit the Stims



Intrigues — Outlaw (3D6)

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

By simply announcing your gang will use this Intrigue during the Ready Fighter step of any Priority phase, your gang can claim this Intrigue.

Your gang has been offered the use of some black market alchemy that is decidedly not Guilder approved!

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Resurrect the Dead



Intrigues — Outlaw (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 the Fearsome skill if they did not have it already.

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

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Run with the Ghosts



Intrigues — Outlaw (2D6)

Reward — Choose three members of your crew. They are immediately treated as having taken a dose of Ghost (see p.124 of the *Book of Judgement*). Additionally, D6+1 doses of Ghost are added to the gang's Stash during step 2 of the post-battle sequence.

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

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Corrupt the Machine



Intrigues — Outlaw (2D6)

Reward — 150 Credits

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 one 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 3 times your gang can claim this Intrigue.

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Stitch Them Up!



Intrigues — Law Abiding (2D6)

Reward — 100 Credits

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.

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The Price of Peace



Intrigues — Law Abiding (D6)

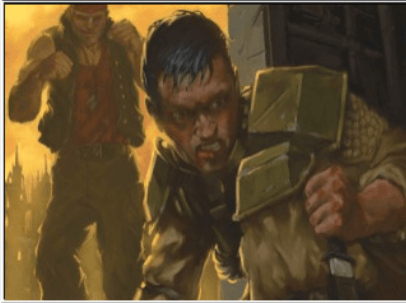
Reward — +4 Reputation

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.

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Minimum Force



Intrigues — Law Abiding (2D6)

Reward — +2 Reputation

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

The minimum force required is the maximum force you can bring to bear.

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Hold the Line



Intrigues — Law Abiding (2D6)

Reward — +2 Reputation OR claim a single unclaimed Racket

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, your gang can claim this Intrigue.

Order is maintained by standing unwavering in the face of anarchy and ruin.

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Show of Force



Intrigues — Law Abiding (2D6)

Reward — +4 Reputation

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

If you break those who oppose you, soon no one will dare to oppose you.

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INTRIGUES

Keep the Trade Flowing



Intrigues — Law Abiding (2D6)

Reward — 150 Credits

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.

Trade is the life blood of the hive, the nourisher of order. It must flow or all will be lost to anarchy.

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Cut Off the Head



Intrigues — Law Abiding (2D6)

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

If, at the end of the battle, you have taken your enemy's Leader or any of their Champions Out of Action, your gang can claim this Intrigue.

If you cut off the head of the snake then the body will die.

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Watch From the Shadows



Intrigues — Law Abiding (3D6)

Reward — 50 credits and a single fighter that took part in the battle gains a Cunning skill of your choice.

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.

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Break Their Will



Intrigues — Law Abiding (4D6)

Reward — +4 Reputation, opponent loses 2 Reputation

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, 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.

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Mark the Impure



Intrigues — Law Abiding (D6)

Reward — +2 Reputation

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.

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Carry a Guild Bond



Intrigues — Law Abiding (D6)

Reward — +2 Reputation

Choose one fighter from your crew to be the courier. If, at the end of 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.

The Guilders need the deeds and bonds of their protect-ed trade carried through a dangerous part of the hive.

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INTRIGUES

Bring Them in Dead or Alive



Intrigues — Law Abiding (4D6)

Reward — 50 Credits per enemy fighter taken Out of Action

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.

The Merchant Guild offers cold, hard creds for bounties fulfilled - and doesn't care how gangs collect them.

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Retrieve the Informer



Intrigues — Law Abiding (3D6)

Reward — 150 Credits

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.

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CARD BACKS

