

DECAPTITATION

Reveal this sub-plot should one of your fighters take the enemy Leader Out of Action using a weapon with the Melee or Versatile trait. Your gang immediately gains D3 Reputation. If the enemy Leader was taken Out of Action by your own Leader, your gang gains D6 Reputation instead.



MURDER RUN

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



EXPERIMENTAL GAS

Reveal this sub-plot the first time an enemy fighter is Seriously Injured or taken Out of Action by one of your own fighters using a weapon with the Gas trait. Your fighter immediately gains 1 XP. If two or more enemy fighters were Seriously Injured or taken Out of Action by this fighter, they gain D3 EXP instead.



A DARK FATE

Reveal this sub-plot immediately during the post-battle sequence should your gang capture an enemy fighter. You may immediately roll on the Lasting Injury table for the captured fighter and apply the results. On any result other than 'Memorable Death', the fighter is then returned to its own gang, and your own gang gains D3 Reputation.



A THOUSAND CUTS

Reveal this sub-plot if an enemy fighter is taken Out of Action because their Toughness characteristic has been reduced to 0 by Flesh Wounds. Your gang gains D3 Reputation. If the enemy fighter was a Champion or Leader then your gang gains D6 Reputation instead.



FLAWLESS VICTORY

Reveal this sub-plot if, during the Wrap-up, none of your fighters are Seriously Injured or taken Out of Action, and if you have won the scenario. Your gang gains 3D6x10 credits. If at least a third of your opponents gang was Seriously Injured or taken Out of Action, you gang gains 4D6x10 credits instead.



SCRAG 'EM ALL

Reveal this sub-plot if the battle ended before round 9 and your gang was victorious. Your gang gains D3 Reputation. If the battle ended before round 6, and your gang was victorious, your gang gains D6 Reputation instead.



A SLOW POISON

Reveal this sub-plot should an enemy fighter that was Seriously Injured by a weapon with either the Gas or the Toxin trait go Out of Action during any subsequent Recovery phase. Your gang gains D6x10 credits. If the enemy fighter was a Champion or Leader then your gang gains 2D6x10 credits instead.



TERROR TACTICS

At the start of any round, if there are at least three Broken enemy fighters, reveal this subplot. Your gang immediately gains one randomly-determined Gang Tactic. If any of the Broken enemy fighters are a Champion or Leader, your gang immediately gains two randomly-determined Gang Tactics instead.



QUEEN TAKES KING

If your gang Leader takes an enemy Leader, Champion, or Bounty Hunter Out of Action, reveal this sub-plot. Your gang gains D6x10 credits. If they took the enemy Leader, Champion, or Bounty Hunter Out of Action using a weapon with the Melee or Versatile trait, they gain 2D6x10 credits instead.



BLOODY SISTERHOOD

Reveal this sub-plot if, during any Recovery phase, two or more of your fighters recover from being Seriously Injured (i.e., they roll a Flesh Wound on the Recovery dice and become Prone and Pinned). Your gain gains D3 Reputation.



ATTENTION SEEKER

Reveal this sub-plot during the Wrap-up if, during the battle, one of your fighters Seriously Injured or took Out of Action at least three enemy fighters. Your gang gains 1 Reputation. If the fighter Seriously Injured or took Out of Action at least three enemy fighters using a weapon with the Melee or Versatile trait, your gang gains D3 Reputation instead.



CRUEL AND UNUSUAL

Reveal this sub-plot if in the End phase of any round at least three enemy fighters have been taken Out of Action with the Coup de Grace (Simple) action so far in this battle. Your gang immediately gains one randomly-determined Gang Tactic. If any of the fighters taken out by a Coup de Grace (Simple) action were a Leader or Champion, you may generate two Gang Tactics instead.

