

HOUSE SUB-PLOT

♠ INDUSTRIAL SABOTAGE (MECHANICUS)

Gangs are often ordered to attack the infrastructure of rival Houses, there being no swifter way to force a House out of favour than to bring down their production output.

SPUDWRENCHING <i>Destroy something vital to the opposing House by making attacks against machinery. Many of the ancient technologies of Necromunda are completely irreplaceable.</i> Criteria: Make the Spudwrenching (Double) action in the enemy deployment zone 3 times in a row. Revealed: First time using this action. Reward: D3+1 Reputation. HOUSE SUB-PLOT ♠ ACE (1)	SPREADING UNREST (2) <i>Spread seditious propaganda to start an uprising among the enemy's workers.</i> Criteria: Make the Graffiti (Double) action 3 times in a row in the enemy deployment zone. Revealed: First time using this action. Reward: D3+1 Reputation. HOUSE SUB-PLOT ♠ 2 (2)	SUPERIOR TOOLS <i>The House has given the gang an experimental weapon, eager to see its effects.</i> Criteria: A weapon carried by a random friendly crew member gains +1 Strength and Damage. Win the battle. Revealed: At the start of the battle. Reward: D3 Reputation. HOUSE SUB-PLOT ♠ 3 (3)
SCORCHED EARTH <i>If the House can't have it, then no one can.</i> Criteria: - Zone Mortalis: Destroy at least 3 doors. - Sector Mechanicus: Destroy a piece of terrain within 6" of the centre of the battlefield (counting as T8 W8 and automatically hit). Wrecked terrain remains on the table, but is considered to be damaged in some significant way. Revealed: At the start of the battle. Reward: D3 Reputation. HOUSE SUB-PLOT ♠ 4 (4)	SHOW OF FORCE <i>Sometimes winning is not enough, and to really drive home the dominance of the House, its enemies need to be utterly crushed.</i> Criteria: At least 5 enemy fighters taken Out of Action (not counting those that fled). Revealed: When claimed. Reward: D3+1 Reputation. HOUSE SUB-PLOT ♠ 5 (5)	THE STITCH UP <i>Houses routinely frame enemy fighters for crimes in order to bring their rivals into disrepute.</i> Revealed: At the start of the battle. Criteria: A random enemy fighter is the target. Make the Plant Evidence (Basic) action when B2B with the target. Bonus criteria: The target has not been Seriously Injured or taken Out of Action at the end of the battle. Reward: D3 Reputation. Bonus reward: D3 Reputation. HOUSE SUB-PLOT ♠ 6 (6)
DANGEROUS GROUND <i>A particular patch of turf is vital to your House and must be held at all costs.</i> Criteria: No enemy fighters at the end of the battle within 6" of a chosen piece of terrain or Zone Mortalis tile (anywhere at least 12" from your deployment zone). Revealed: Start of the battle. Reward: D3 Reputation. HOUSE SUB-PLOT ♠ 7 (7)	RIGHT OF WAY <i>The House needs a clear passage to move its goods through an area and wants the gang to make a path.</i> Criteria: 4+ friendly fighters in the enemy deployment zone at the end of the battle. Revealed: When claimed. Reward: D6 Reputation. HOUSE SUB-PLOT ♠ 8 (8)	DECAPITATING STRIKE <i>Taking out a gang's leadership is a sure way to put a spudwrench in their plans.</i> Criteria: The enemy has no Leader or Champions left on the battlefield. Revealed: The first time an enemy Leader or Champion is taken Out of Action by one of your fighters. Reward: D6 Reputation. HOUSE SUB-PLOT ♠ 9 (9)

HOUSE SUB-PLOT

♥ NOBLE WHIMS (IMPERIUM)

Sometimes the personal whims of house nobles play themselves out through gang warfare and strange requests will come down from on-high.

MEAT FOR THE MACHINE <i>The meat harvesters are always offering good sums for fresh meat, and often gather on the levels below a gang fight to gather up the leftovers.</i> Criteria: Knock 1 enemy down a pitfall or go Out of Action from a fall (caused by a friendly fighter's actions). If 3+ enemies have gone Out of Action this way, receive bonus. Revealed: When claimed. Reward: D3 Reputation. Bonus reward: D3 Reputation. HOUSE SUB-PLOT ♠ 10 (10)	CONTEMPTUOUS TAKEDOWN <i>A good yarn about a contemptuous takedown is useful propaganda for the House.</i> Criteria: Take an enemy fighter Out of Action with an unarmed attack. Bonus criteria: The enemy taken Out of Action was a Leader or Champion. Revealed: When claimed. Reward: D3 Reputation. Bonus reward: D6 Reputation (instead). HOUSE SUB-PLOT ♠ JACK (11)	JUVE CULL <i>Separating the spores from the scum is good for all of the Houses, plus, it keeps the locals in line.</i> Criteria: Take all enemy Juvies Out of Action. If the enemy has no Juvies, take 3 Gangers with the lowest Credits value Out of Action instead. Revealed: When claimed. Reward: D6 Reputation. HOUSE SUB-PLOT ♠ QUEEN (12)
SWIFT VICTORY <i>A quick victory always impresses the House masters.</i> Criteria: Win the battle within 10 or less rounds. Bonus criteria: Win the battle within 5 or less rounds. Revealed: When claimed. Reward: D6 Reputation. Bonus reward: D6 Reputation. HOUSE SUB-PLOT ♠ KING (13)	EXTREME DISPLEASURE <i>For reasons known only to the noble, one of the enemy fighters has earned their ire.</i> Criteria: Randomize an enemy fighter before deployment. Take the fighter Out of Action. Bonus criteria: Take the fighter Out of Action with a Melee weapon or Coup de Grace. Revealed: Before deployment. Reward: D6x10 credits. Bonus reward: D6x10 credits. HOUSE SUB-PLOT ♥ ACE (14)	NOBLE NEPHEW <i>News has arrived that one of the gang's fighters is a distant relation to someone powerful and must be protected.</i> Criteria: A random Juve (or Ganger if there are no Juvies) has not suffered any wounds. Bonus criteria: Wound at least 1 enemy fighter (while not suffering any wounds). Revealed: At the start of the battle. Reward: 10 credits. Bonus reward: D6x10 - 10 credits. <i>Later, it turns out that they were not related at all and that it was a clerical error.</i> HOUSE SUB-PLOT ♥ 2 (15)
LOST HEIRLOOM <i>Some vitally important object has been lost by the noble and they want the gang to recover it for them – the only problem is the noble is not entirely sure where it is.</i> Criteria: Make a Search (Double) action within 3" of a Ductway (2d) or any upper levels of a scenery roughly 12" or less wide (3d). The Search is successful on a 5+, or if it was the last unsearched area. If unsuccessful, it is not in this area (search a different area next time). Revealed: First time using this action. Reward: 2D6x10 credits. HOUSE SUB-PLOT ♥ 3 (16)	A WARNING <i>The gang has a message to deliver and the noble wants to make sure the enemy Leader knows just who it is from.</i> Criteria: End a successful melee attack against the enemy Leader without effect (no wound rolls). Bonus criteria: Your Leader made the attack. Revealed: When criteria is fulfilled. Reward: D6x10 credits. Bonus reward: D6x10 credits. HOUSE SUB-PLOT ♥ 4 (17)	CRUEL AND UNUSUAL <i>The noble likes to hear the piteous screams of their enemies, and has even sent the gang a vox recording device for just that purpose!</i> Criteria: 2 enemies became Broken (caused by your gang's actions). Bonus criteria: 3+ enemy fighters became Broken. Revealed: End of the battle. Reward: D3x10 credits Bonus reward: D6x10 credits (instead) HOUSE SUB-PLOT ♥ 5 (18)

HOUSE SUB-PLOT

♦ DARK INFLUENCES (XENOS)

The Clan Houses are not the only ones that can conscript an underhive gang for their own agendas, and sometimes gang bosses will serve different masters, often without realising. The rewards of these unseen patrons may appear capricious or random, but in the fires of battles are rarely unwelcome.

SPYRER STYLE <i>Appearance is everything for some nobles, and the gang has been told that they must wear the colours of a particular House luminary in their coming battle. Your gang has been forced to wear garishly bright coats, huge floppy hats, or some invisible but no less ridiculous ostentation like distilled Phyrre Cat scent.</i> Criteria: Reduce any cover penalties to hit your fighters by 1. Win the battle. Bonus criteria: Additionally, no friendly fighters go Out of Action. Revealed: Start of the battle. Reward: 2D6x10 credits. Bonus Reward: 1D6x10 credits. HOUSE SUB-PLOT ♥ 6 (19)	RECOVERY JOB <i>The enemy gang owes someone the noble knows money, and the noble wants the gang to collect.</i> Criteria: Make the Shakedown (Basic) action when B2B with an enemy. Bonus criteria: Make the action against a Leader or Champions. Revealed: First time using the action. Reward: D3x10 credits. Bonus reward: D6x10 credits (instead). HOUSE SUB-PLOT ♥ 7 (20)	DEATH FROM ABOVE <i>The noble has a dark sense of humour and wants the gang to deliver his retribution 'from on high'.</i> Criteria: Take an enemy fighter Out of Action by having another fighter (friend or foe) fall on them. Bonus criteria: The fighter was a Leader or Champion. Revealed: When claimed. Reward: 2D6x10 credits. Bonus reward: 1D6x10 credits. HOUSE SUB-PLOT ♥ 8 (21)
A SUITABLE SPECTACLE <i>The more blood the better is often the cry of the House masters.</i> Criteria: Roll 3+ Injury dice at once where at least one die comes up as Out of Action (for an attack made by a friendly fighter). Revealed: When claimed. Reward: D6x10 credits. HOUSE SUB-PLOT ♥ 9 (22)	NO WITNESSES <i>Sometimes a quiet kill is just what is required to advance the noble's plans.</i> Criteria: Take an enemy Out of Action with no other enemy fighters having LOS to either the enemy fighter or the attacking fighter. Bonus criteria: Additionally, use a melee weapon. Revealed: When claimed. Reward: D3x10 credits. Bonus reward: D6x10 credits (instead). HOUSE SUB-PLOT ♥ 10 (23)	MAKE SOME NOISE <i>Some nobles want to set the hive on fire, just to watch it burn!</i> Criteria: Fire 5+ weapons with Blast, Rapid Fire or Blaze in a single round without causing any wounds Revealed: When claimed. Reward: 2D6x10 credits. HOUSE SUB-PLOT ♥ JACK (24)
SHADOWING <i>A noble wants the gang to keep an eye on an enemy fighter, to see how they fight and just what they are up to.</i> Criteria: Randomize an enemy fighter as the target. Make a Shadow (Double) action within 12" of the target. If the enemy fighter moves, the Shadowing fighter can also move to remain within 12" (unless stopped by impassable terrain or enemy fighters). Claimed if a friendly fighter is Shadowing the enemy fighter at the end of the battle. Revealed: Start of the battle. Reward: D6 Reputation. HOUSE SUB-PLOT ♥ QUEEN (25)	WORK FOR THE DOCS <i>The noble has bought a share in a local sawbones holding and wants the gang to drum up business.</i> Criteria: A fighter (friend or foe) went Out of Action without dying. Bonus criteria: A fighter were escorted to a doc. Revealed: End of battle. Reward: D3x10 credits per fighter. Bonus reward: D6x10 credits per fighter (instead). HOUSE SUB-PLOT ♥ KING (26)	OUTLAW VENDETTA <i>Guilders aren't the only ones to put out bounties.</i> Criteria: 4+ enemy fighters suffer a Serious Injury or taken Out of Action by your gang in a single round. Revealed: At the end of that round. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ ACE (27)

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STRANGERS IN THE HIVE <i>Eyes watch from the darkness, waiting for your gang to lure some prey into their grasp.</i> Criteria: Take an enemy fighter Out of Action with a melee attack. The target must be more than 12" away from any models in their own gang. Revealed: When claimed. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 2 (28)	DEATHLY SILENCE <i>In the aftermath of a massacre, dark forces gather.</i> Criteria: At least half of the enemy crew is Seriously Injured, Out of Action or held off the table as Reinforcements. Revealed: When claimed. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 3 (29)	MIND SLAVERS <i>A weak mind is fertile ground for predatory psykers.</i> Criteria: An enemy fighter fails a Willpower test with a result of 10+. Revealed: When claimed. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 4 (30)
SCRAP CODE <i>A mysterious stranger has hired the gang to plant a code in the local cogitator network.</i> Criteria: Choose a combination of 3 terrain features and door consoles at least 6" from your deployment zone and 8" from each other. Make a Hacking (Double) action within 1" and Pass an Intelligence check to plant the code. Claimed by planting the code on all 3 places. Revealed: Start of the battle. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 5 (31)	COLD TRADE <i>An enemy fighter is unwittingly carrying an off-world object of great interest to the Guilders.</i> Criteria: Take an enemy Out of Action in melee or with a Coup de Grace action. Roll a D6, adding 1 to the result for each enemy fighter previously sent Out of Action in melee or with a Coup de Grace action. Claimed on a 6+. Revealed: First time rolling. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 6 (32)	SUPPRESSION ORDER <i>Keeping an enemy gang kissing the ground is a good way of letting them know their place.</i> Criteria: All enemy fighters on the battlefield is Prone at the end of a round. Revealed: End of a round. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 7 (33)
OFFICIAL SECRETS <i>Enforcers want some evidence on a gang Leader.</i> Criteria: Make a Pict Capture (Double) action within 6" of the enemy Leader. A fighter that has made this action can escape at the start of a subsequent activation in your deployment zone (not counting as Out of Action). Revealed: First time using the action. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 8 (34)	A LITTLE SURPRISE <i>The gang has been given an opportunity to help with some urban renewal.</i> Criteria: A random fighter in the crew is the bomb carrier. That fighter can make a Plant Bomb (Double) action within 6" of the centre of the battlefield. Make this action 3 times. If the fighter goes Out of Action before planting the bomb, work out the effects of a frag trap as if it had gone off centered on the fighter. Revealed: Start of the battle. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 9 (35)	THE PAYOFF <i>Credits often work as well as bullets to change someone's mind.</i> Criteria: Make the Bribe (Basic) action against an enemy Ganger or Juve in B2B. The enemy must pass a Willpower test or receive D3x10 credits, then be removed from the battle (not counting as Out of Action). Claimed after the first enemy fighter is successfully bribed (you can continue to bribe the rest of the battle). Revealed: First time using this action. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ 10 (36)

HOUSE SUB-PLOT

♣: UNFORGIVING UNDERHIVE (CHAOS)

Knock-on effects from the great games played by the houses (and constant warfare between gangs) can change the fortunes of a gang even before the first round is fired.

GUILDER PACKET <i>Guilders like to use gangers as couriers in the underhive, because they don't ask too many questions.</i> Criteria: Randomize a fighter in the crew to be the courier. If in the enemy deployment zone at the end of a round, remove the courier from the battlefield (not counting as Out of Action). Revealed: Start of the battle. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ JACK (37)	DARK OFFERING <i>Dark powers demand their due.</i> Criteria: Choose a point on the battlefield at least 12" from your deployment zone. Claimed any time there are 3+ Seriously Injured fighters within 6" of that point. Revealed: Start of the battle. Reward: Random(1) Tactics. HOUSE SUB-PLOT ♦ QUEEN (38)	BAD BLOOD <i>A strange infection has taken root in one of your fighters that compels them to spread their tainted blood.</i> Criteria: Randomize a friendly fighter in the crew. Claimed if this fighter is taken Out of Action with a melee weapon. Bonus criteria: The fighter taken Out of Action is a Leader or Champion. Revealed: Start of the battle. Reward: Random(1) Tactics. Bonus reward: Custom(1) Tactics (instead). HOUSE SUB-PLOT ♦ KING (39)
VOX FAILURE <i>Gangers must often make do with second rate equipment – whatever the House deigns to give them or what they can scrounge from underhive traders.</i> Criteria: Your Leader's Leading by Example range is reduced to 6". Apply a -1 modifier to Leadership and Cool to friendly fighters without LOS to other friendly fighters (max 12+). Win the battle. Revealed: Start of the battle. Reward: D3 XP to each fighter. HOUSE SUB-PLOT ♣ ACE (40)	FAILED ASSASSINATION <i>There are few rules when it comes to gang warfare, and some fighters are not above evening the odds before the battle has begun.</i> Criteria: A random friendly fighter in the crew gains -1 Move, WS, BS and S. The fighter must survive without being Seriously Injured or taken Out of Action. Revealed: Start of the battle. Reward: D6 XP to the fighter. HOUSE SUB-PLOT ♣ 2 (41)	WANDERING WATCHMEN <i>One of the gang's patrols is in the right place at the right time and has heard the sounds of battle.</i> Revealed: Start of any round. Reward: Randomize D3 fighters that are not part of your crew and set them up in your deployment area. Penalty: If you lose the battle, no fighters in your gang gains any XP this battle. HOUSE SUB-PLOT ♣ 3 (42)
LOADED FOR SUMP SPIDER <i>Extra ammo rations have reached the gang and every fighter has pockets full of shells, bullets and power packs.</i> Criteria: Re-roll any failed ammo tests. Suffer +1 Damage from all incoming ranged attacks. Revealed: Start of the battle. Reward: D3 XP to all fighters in the crew not taken Out of Action. HOUSE SUB-PLOT ♣ 4 (43)	OUT OF FAVOUR <i>The gang's House has fallen out of favour with the Imperial House and there is much dissention among the nobles. Lack of strong leadership and news of House gangs getting scragged has everyone on edge.</i> Criteria: Apply -2 Cool modifier to all fighters (max 12+). Win the battle. Bonus criteria: Additionally, no friendly fighters taken Out of Action. Revealed: Start of the battle. Reward: D3 XP to each fighter. Bonus reward: D6 XP to each fighter (instead). HOUSE SUB-PLOT ♣ 5 (44)	HOUSE SPIES <i>Your gang's plans have fallen into enemy hands.</i> Criteria: Deploy first (regardless of normal rules). The opponent has Priority first turn. The opponent gains +1 on all Priority rolls. Revealed: Before deployment. Reward: D3 XP to each fighter in the crew not taken Out of Action. HOUSE SUB-PLOT ♣ 6 (45)

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DOPPELGANGER <i>One of your Gangers is not what they seem.</i> Criteria: The first time a friendly Ganger is taken Out of Action, leave the fighter on the board. Remove any effects (Blaze, Out of Ammo etc.) and heal all wounds. This fighter is now part of the enemy gang. Take the fighter Out of Action. No Lasting Injury is made (the fighter were never part of the battle). Revealed: First time a friendly Ganger is taken Out of Action. Reward: D6 XP to the fighter taking the Doppelganger Out of Action. HOUSE SUB-PLOT ♣ 7 (46)	A BIT OF PAYBACK <i>A simmering anger has taken over your gang – maybe one too many stories of comrades getting scragged or their rivals swanning about in their turf has got your fighters riled up.</i> Criteria: Complete a Coup de Grace action. Reward: 1 XP for Coup de Grace (max once per fighter). HOUSE SUB-PLOT ♣ 8 (47)	BAD DAY <i>Every gang boss has their off days; it's just that sometimes it gets people killed.</i> Revealed: First time a Leader or Champion activates. Criteria: The Leader or Champion cannot make Group Activations. The fighter must survive without going Out of Action. Bonus criteria: The fighter is the Leader. Reward: D3 XP to the Champion. Bonus reward: D6 XP to the Leader. HOUSE SUB-PLOT ♣ 9 (48)
ACT OF DEFIANCE <i>If you're going down, you might as well take as many with you as you can.</i> Criteria: Move into B2B with 2+ enemies. Bonus criteria: Take out all enemies in B2B after Engaging in the same activation. Revealed: After moving. Reward: D3 XP. Bonus reward: D3 XP. HOUSE SUB-PLOT ♣ 10 (49)	GRIM RESOLVE <i>Only the hard survive in Necromunda.</i> Criteria: Rally a Broken fighter. Revealed: When rallying from Broken. Reward: 1XP for rallying from Broken (max once per fighter). HOUSE SUB-PLOT ♣ JACK (50)	HAZARD PAY <i>Overcoming the hazards of the underhive is often a challenge in itself.</i> Criteria: • Successfully leap a pitfall. • Survive a fall that inflicts damage. • Survive interactions with hazards that could cause damage. Revealed: First time one of the criterias are met. Reward: 1 XP for completing a criteria (max once per fighter). HOUSE SUB-PLOT ♣ QUEEN (51)
CHEMICAL SOLUTIONS <i>The gang has been hitting the chems a bit hard, making them less likely to feel injuries but also more reckless!</i> Criteria: Suffer a Flesh Wound. Revealed: First time suffering a Flesh Wound. Reward: Ignore all Flesh Wounds. D3 XP to each fighter. Penalty: Roll twice for any rolls on the Lasting Injuries table, applying the highest result. HOUSE SUB-PLOT ♣ KING (52)	LUCKY DAY Reveal this immediately. Discard this card and draw 2 new Sub-plot cards (even if this card was drawn as a result of the same type). HOUSE SUB-PLOT JOKER 1 (53)	LUCKY DAY Reveal this immediately. Discard this card and draw 2 new Sub-plot cards (even if this card was drawn as a result of the same type). HOUSE SUB-PLOT JOKER 2 (54)

INTRIGUES

Card Info: <Gang Alignment> (<Alignment Test>): <Reward>/<Bonus Reward>

WRECK THE PLACE (1) Tear things down! Break what works and leave the rest in ruin. Outlaw (1D6): +1 Reputation Criteria: Make 2 Vandalise (Basic) actions in the opponent's deployment zone. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♠ ACE	SEED THE REBELLION (2) Rise up! Rise up against the overlords! Outlaw (1D6): +1 Reputation Bonus: +1 Reputation Criteria: Make 2 Graffiti (Basic) actions in the enemy deployment zone. Bonus Criteria: Make the action 4 times. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♠ 2	BURN IT DOWN! (3) Set a fire and leave nothing but ashes! Outlaw (2D6): +2 Reputation Bonus: +1 Reputation Criteria: Make 2 Start Fire (Basic) actions in the enemy deployment zone. When making the action, place a marker B2B. Starting from the next round, any fighter that moves within 3" takes a S3 D1 hit. Bonus Criteria: Make the action 4 times. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♠ 3
BLOW IT UP! (4) There is no greater symbol of rebellion than structures that have stood for millennia reduced to ruins. Outlaw (3D6): +4 Reputation Criteria: Secretly note down a fighter in the crew to be the bomb carrier. Make the Plant Bomb (Double) action within 6" of the centre of the battlefield. If planted, it explodes at the end of the battle, any fighters within 6" of the centre of the battlefield are taken Out of Action. If the bomb carrier is taken Out of Action before planting the bomb, leave a Frag Trap (Booby Trap) where the base was. INTRIGUES ♠ 4	MAKE THEM BLEED (5) If you can make someone bleed, you show they are weak. Outlaw (2D6): +4 Reputation. Opponent: -2 reputation. Criteria: Take out the enemy Leader and all Champions (that took part in this battle). INTRIGUES ♠ 5	CLEAR THE SMUGGLING ROUTES (6) A smuggling cartel wants a clear passage to move its goods through an area, and needs a gang to make a path. Outlaw (2D6): +200 credits. Criteria: No enemy fighters within their own deployment zone at the end of the battle. INTRIGUES ♠ 6
COLLECT A DEBT (7) Someone owes someone powerful a pile of credits, and it's time for them to pay up! Outlaw (1D6): +100 credits. Criteria: When Engaged with an enemy fighter, make the Shakedown (Double) action instead of a Fight (Basic) action. INTRIGUES ♠ 7	REVEAL THE IMPOSTER (8) One of your gang members has been replaced by an imposter passing whispers to the law keepers. They need to be uncovered. Outlaw (2D6): +150 credits. Criteria: At the start of the 3rd round (after rolling for Priority, but before Readyng fighters), one random friendly fighter in the crew is revealed as an imposter and counts as part of the opponent's gang for the remainder of the battle. Claimed if taking the imposter Out of Action. No Lasting Injury roll is made for the fighter (the fighter never took part in the battle). INTRIGUES ♠ 8	STAND ALONE (9) If you can stand covered in the blood of your enemies, you can show everyone who is top of the pile. Outlaw (2D6): +3 Reputation, the chosen fighter gains the Fearsome skill. Criteria: Choose a friendly Leader or Champion that is taking part in the battle. This fighter cannot make Group Activations. Claimed if the fighter takes 3+ enemy fighters Out of Action, and has not been taken Out of Action themselves. INTRIGUES ♠ 9

INTRIGUES

HIT THE STIMMS (10) The gang has been offered the use of some black market alchemy that is decidedly not on the rolls of those approved by the Guilders! Outlaw (3D6): For the remainder of the battle, ignore Flesh Wounds and discard already suffered Flesh Wounds. Criteria: Claimed when used at the start of any turn, after rolling for Priority. INTRIGUES ♠ 10	RESURRECT THE DEAD (11) There are ways and means of bringing even the dead back to life. Some are thought to be mere stories, the Shunned Guild, the Priest of the Spider Kin, the Elixirs of the Pale Abyss. But one thing underlies these rumours - all of them are true! Outlaw (4D6): After the battle, a single fighter that died during the campaign can return to the gang with the original equipment. Gain the Fearsome skill and suffer -1 Toughness. Criteria: Claimed when used during the Wrap-up after the battle. INTRIGUES ♠ JACK	RUN WITH THE GHASTS (12) The gang has found an undeclared deposit of unrefined Ghast. Now seems the perfect time to use it! Outlaw (2D6): 3 fighters in the crew immediately take a dose of Ghast. D6+1 doses of Ghast is also added to the gang's stash after the battle. Criteria: Claimed when used at the start of any turn, after rolling for Priority. INTRIGUES ♠ QUEEN
CORRUPT THE MACHINE (13) A mysterious stranger has hired the gang to plant some scrap code in the local cogitator network. Outlaw (2D6): +150 credits. Criteria: Choose a combination of 3 terrain features and door consoles at least 6" away from your deployment zone and 8" from each other. When Active within 1", a friendly fighter can make the Hacking (Double) action. Pass an Intelligence check to plant the code. Claimed by planting the code on all 3 places. INTRIGUES ♠ KING	STITCH THEM UP! (14) There's money to be made from making the innocent look guilty. Law Abiding (2D6): +100 credits. Criteria: When within 1" of a Seriously Injured enemy fighter, make a Plant Evidence (Basic) action instead of a Coup de Grace (Simple) action. Claimed by making this action 2 times. INTRIGUES ♥ ACE	THE PRICE OF PEACE (15) Sometimes the clink of credits is louder than the sound of gunfire... Law Abiding (1D6): +4 Reputation Criteria: At the start of any round, before Readyng fighters, make an offer to the opponent to receive 250 credits (not from your gang). To accept, the enemy gang must immediately forfeit the battle. This Intrigue is claimed if the opponent accepts. INTRIGUES ♥ 2
MINIMUM FORCE (16) The minimum force required is the maximum force you can bring to bear. Law Abiding (2D6): + 2 Reputation Criteria: Take 3 enemy fighters Out of Action in close combat (using Melee weapons). INTRIGUES ♥ 3	HOLD THE LINE (17) Order is maintained by standing unwavering in the face of anarchy and ruin. Law Abiding (2D6): +2 Reputation OR claim a single unclaimed Resource Criteria: Nominate a terrain feature at least 12" from your deployment zone. This Intrigue is claimed if there are no enemy fighters within 6" of that terrain feature at the end of the battle. INTRIGUES ♥ 4	SHOW OF FORCE (18) If you break those who oppose you, soon no one will dare to oppose you. Law Abiding (2D6): + Reputation Criteria: Take 6+ enemy fighters Out of Action (with shooting or close combat). INTRIGUES ♥ 5

INTRIGUES

KEEP THE TRADE FLOWING (19) Trade is the life blood of the hive, the nourisher of order. It must flow or all will be lost to anarchy. Law Abiding (2D6): +150 credits Criteria: Claimed if 4+ friendly fighters are Active or Engaged in the enemy deployment zone at the end of the battle. INTRIGUES ♥ 6	CUT OFF THE HEAD (20) If you cut off the head of the snake then the body will die. Law Abiding (2D6): Reputation per enemy Out of Action: - Champion: +1 - Leader: +2 Criteria: Claimed at the end of the battle if at least 1 enemy Champion or Leader was taken Out of Action. INTRIGUES ♥ 7	WATCH FROM THE SHADOWS (21) Those who watch and judge need you to shadow one of the souls they have marked for retribution. Law Abiding (3D6): +50 credits and choose a Cunning skill for a single fighter that took part in the battle. Criteria: At the start of any round (before Readyng fighters), randomize a fighter in the enemy crew. Friendly fighters can make the Shadow (Double) action within 12" of the enemy fighter. If the enemy fighter moves, the Shadowing fighter can also move to remain within 12" (unless stopped by impassable terrain or enemy fighters). Claimed if a friendly fighter is Shadowing the enemy fighter at the end of the battle. INTRIGUES ♥ 8
BREAK THEIR WILL (22) If justice cannot triumph through sanctioned means, it will triumph by paying for the heads of dead criminals. Law Abiding (4D6): +4 Reputation Opponent: -2 Reputation Criteria: Discard this Intrigue and draw a new if the enemy gang is not Outlaw. Claimed at the end of the battle if the all enemy Leader and Champions that took part in the battle are taken Out of Action by your gang. INTRIGUES ♥ 9	MARK THE IMPURE (23) Evidence must be gathered for the prosecution of a suspected recidivist. Law Abiding (1D6): +2 Reputation Criteria: Make a Pict Capture (Double) action within 6" of the enemy Leader. A fighter that has made this action can escape at the start of a subsequent activation if within 1" of an edge of the battlefield (not counting as Out of Action). INTRIGUES ♥ 10	CARRY A GUILD BOND (24) The Guilders need the deeds and bonds of their protected trade carried through a dangerous part of the hive. Law Abiding (1D6): +2 Reputation Criteria: Choose a fighter in the crew to be the courier. If in the enemy deployment zone, this fighter can be removed (not counting as Out of Action). INTRIGUES ♥ JACK
BRING THEM IN DEAD OR ALIVE (25) The Merchant Guild offers cold, hard creds for bounties fulfilled - and doesn't care overly much how gangs go about collecting them, as long as they do. Law Abiding (4D6): +50 credits per enemy fighter taken Out of Action. Criteria: Discard this Intrigue and draw a new if the enemy gang is not Outlaw. Claimed during the Wrap-up after the battle. INTRIGUES ♥ QUEEN	RETRIEVE THE INFORMER KING (26) One of the enemy's gang is an Enforcer infiltrator who needs escorting to safety. Law Abiding (3D6): +150 credits Criteria: A random fighter (not Leader or Champion) from the enemy crew is revealed as an imposter and counts as a friendly fighter for the remainder of the battle. Claimed if Active within your deployment zone when the battle ends. If taken Out of Action, the fighter suffers no Lasting Injury roll (the fighter never really took part in the battle). INTRIGUES ♥ KING	I (27) Description Alignment (xD6): + Criteria: Make INTRIGUES

CAWDOR SUB-PLOTS

TEST OF FAITH Revealed: When a friendly Leader or Champion is Seriously Injured or taken Out of Action by an enemy fighter. Criteria: That enemy fighter is Seriously Injured or taken Out of Action during this action phase. Reward: 1 XP to all friendly fighters. CAWDOR SUB-PLOT ♠ ACE (1)	FAITH OF REDEMPTION Criteria: 3+ enemies are ablaze at the same time. Reward: Random(1) Tactics. CAWDOR SUB-PLOT ♠ 2 (2)	FOLLY OF THE FAITHLESS Revealed: At the start of the battle. All enemy Psykers suffer -1 to Willpower checks. Criteria: 1+ enemy Psykers are taken Out of Action. Reward: D3 Reputation (per enemy Psyker Out of Action). CAWDOR SUB-PLOT ♠ 3 (3)
PURGE THEM ALL! Criteria: 3+ enemies are Seriously Injured or taken Out of Action in a single round. Bonus Criteria: The enemies were Seriously Injured or taken Out of Action by Blaze weapons. Reward: Random(2) Tactics. Bonus Reward: Random(1) Tactics. CAWDOR SUB-PLOT ♠ 4 (4)	HYMN OF DEVOTION Criteria: Make 2+ successful Threshold tests (Articles of Faith) in a single round, before activating the last fighter. Reward: All enemies suffer -1 Cool (this round). CAWDOR SUB-PLOT ♠ 5 (5)	MARTYRDOM Revealed: At the start of the battle (when determining the crew). Criteria: Declare a friendly fighter in the crew: For this battle, the fighter counts as having no weapons, armour or Wargear. An enemy fighter must be Seriously Injured or taken Out of Action by that fighter. Bonus Criteria: The declared fighter is also taken Out of Action. Reward: D3 XP. Bonus Reward: 2D3 Reputation. CAWDOR SUB-PLOT ♠ 6 (6)
RIGHTEOUS ARE THE FALLEN Criteria: Win the battle with 3 or less fighters Active. Bonus Criteria: Win the battle with only 1 friendly fighter Active. Reward: D3 Reputation. Bonus Reward: D3 Reputation. CAWDOR SUB-PLOT ♠ 7 (7)	IF IT DOESN'T HURT, IT DOESN'T COUNT! Criteria: A friendly Leader or Champion recovers from being Seriously Injured. Bonus Criteria: The same fighter recovers from Seriously Injured a second time. Reward: D3 Reputation. Bonus Reward: D3 Reputation. CAWDOR SUB-PLOT ♠ 8 (8)	MARCH TO THE GRAVE Criteria: Fail a Bottle test. The opponent has at least 3x as many fighters on the battlefield (at the start of any round). Win the battle. Reward: D3 Reputation. CAWDOR SUB-PLOT ♠ 9 (9)

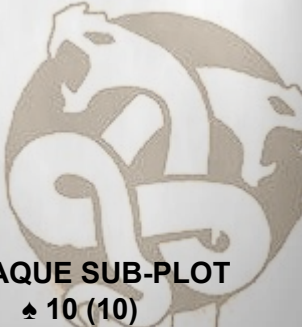
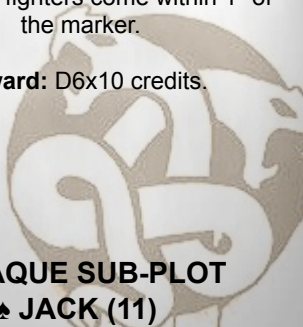
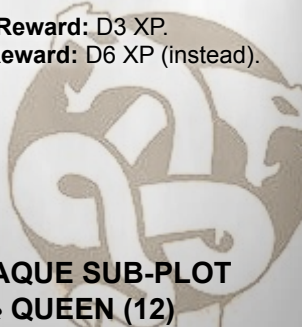
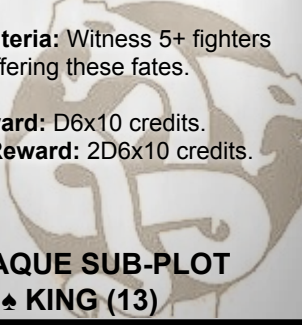
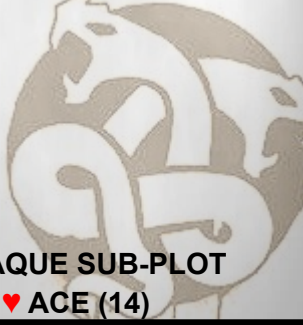
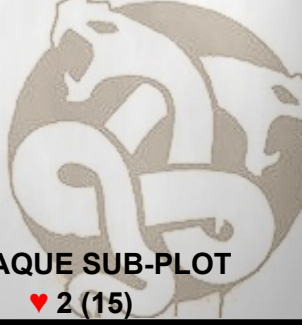
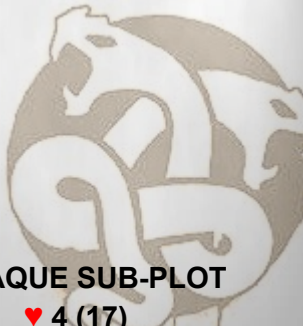
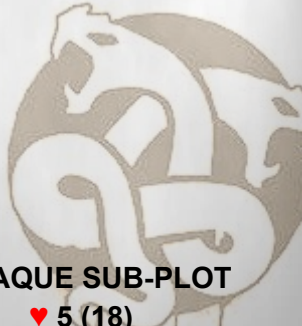
CAWDOR SUB-PLOTS

rites of doom Criteria: At the start of a friendly activation, 2+ friendly fighters are Engaged with the same enemy Leader or Champion. The enemy fighter is taken Out of Action during the activation. Reward: D3+1 Reputation. CAWDOR SUB-PLOT ♠ 10 (10)	word of the god-emperor Revealed: When a friendly Leader or Champion uses Group Activation. Every fighter activation as part of that Group Activation gains a 3+ save (unmodifiable) until the start of their next activation. Criteria: Perform Coup de Grace during that Group Activation. Reward: 1 XP (to each fighter performing a Coup de Grace during that Group Activation). 1 Reputation. CAWDOR SUB-PLOT ♠ JACK (11)	Reign of Madness Criteria: An enemy fighter fails a Nerve test. Reward: For the rest of the battle, enemy fighters failing a Nerve test become Insane instead of Broken. CAWDOR SUB-PLOT ♠ QUEEN (12)
DIVINE POSSESSION Criteria: A friendly Leader or Champion is taken Out of Action by an enemy fighter. Reward: The friendly fighter is not taken Out of Action and gains the following: • +2 WS (max 2+). • +2 S (max 6). • If taken Out of Action again, make 2 Lasting Injury rolls and apply the highest result. CAWDOR SUB-PLOT ♠ KING (13)	TITLE Text CAWDOR SUB-PLOT ♥ ACE (14)	TITLE Text CAWDOR SUB-PLOT ♥ 2 (15)
TITLE Text CAWDOR SUB-PLOT ♥ 3 (16)	TITLE Text CAWDOR SUB-PLOT ♥ 4 (17)	TITLE Text CAWDOR SUB-PLOT ♥ 5 (18)

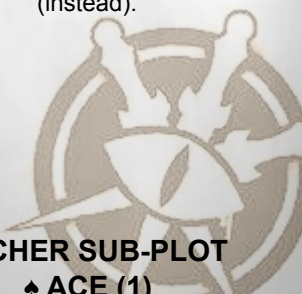
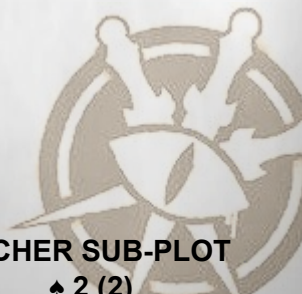
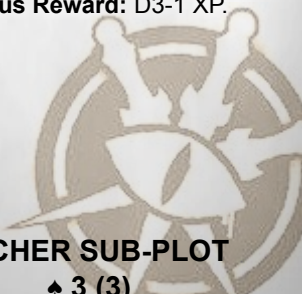
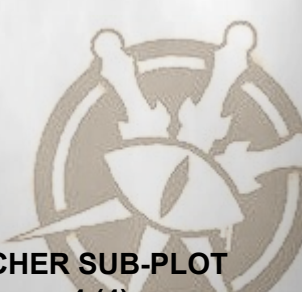
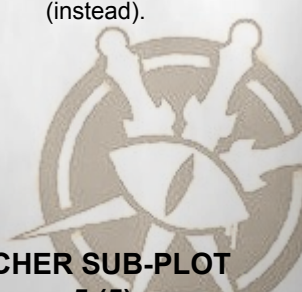
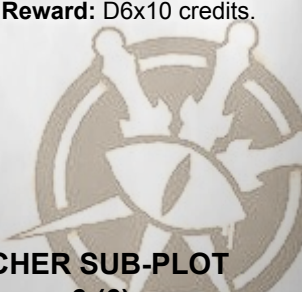
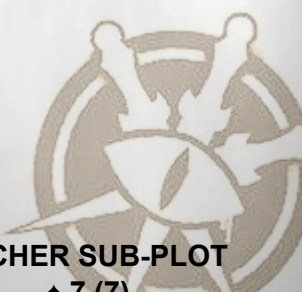
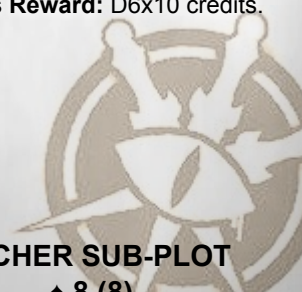
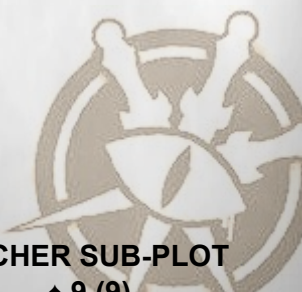
DELAQUE SUB-PLOTS

HOST OF SHADOWS Criteria: Revealed at the start of a round if at least 1 friendly fighter is within 6" of each of the 4 corners of the battlefield. These fighters are still in place and not Seriously Injured at the end of the round. Reward: D6x10 credits. DELAQUE SUB-PLOT ♠ ACE (1)	AN UNKIND WORD Criteria: A friendly Leader or Champion moves within 1" of an enemy Leader or Champion and spends a Basic action (Clever Insult). Bonus Criteria: The enemy fighter must immediately make an Intelligence check. Scored if the check is failed. Reward: 1 XP. Bonus Reward: D3 XP (instead). DELAQUE SUB-PLOT ♠ 2 (2)	FIVE SMALL SECRETS Criteria: An single friendly fighter spends a Basic action (Hide Device) 5 or more times, each place must be at least 6" apart (place tokens next to the fighter to mark locations). Reward: 2D6x10 credits. DELAQUE SUB-PLOT ♠ 3 (3)
SILENT FOOTSTEPS Criteria: A friendly fighter engages an enemy outside LOS of any enemies (including the target). The friendly fighter has not gone Out of Action by the end of the round. Reward: Random(1) Tactics. DELAQUE SUB-PLOT ♠ 4 (4)	EYES IN THE DARK Criteria: The Pitch Black rules are in effect or comes into effect during the battle. No friendly fighters are revealed. Reward: D3 XP to each fighter. DELAQUE SUB-PLOT ♠ 5 (5)	WHISPERS & LIES Criteria: Make a Coup de Grace action. Bonus Criteria: Reward: Bonus Reward: DELAQUE SUB-PLOT ♠ 6 (6)
CRAVEN IS THE COWARD Criteria: Complete both of the following: • 3+ enemies are Broken. • All friendly fighters are at least 6" away from any other friendly fighter. Bonus Criteria: All enemies are Broken. Reward: D6x10 credits. Bonus Reward: 2D6x10 credits. DELAQUE SUB-PLOT ♠ 7 (7)	FOLLOW THE LEADER Criteria: 1. Choose a target at the start of the battle. This must be the enemy Leader (if present). Otherwise, secretly note down any other enemy. 2. Revealed in any End phase if one or more friendly fighters are within 6" and LOS of the target. For 3 consecutive turns, a friendly fighter must be within 6" and LOS of the target. Reward: 2D6x10 credits. DELAQUE SUB-PLOT ♠ 8 (8)	A DARK MIRROR Criteria: Revealed after an enemy completes an activation within 18" and LOS of a friendly fighter. For 3 consecutive turns, that friendly fighter must activate after that enemy fighter and make exactly the same actions (move, shoot, charge, etc.). This does not require the use of the same weapons or targets for any attacks. Bonus Criteria: Continue until the end of the battle. Reward: D3 XP. Bonus Reward: D6 XP (instead). DELAQUE SUB-PLOT ♠ 9 (9)

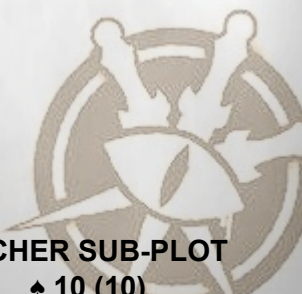
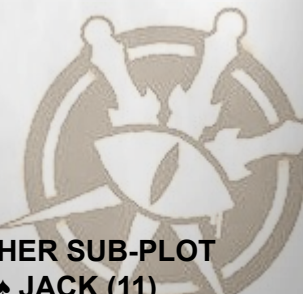
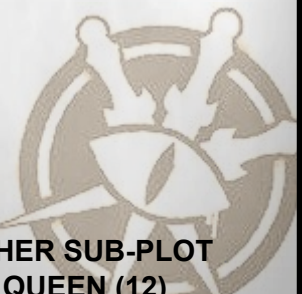
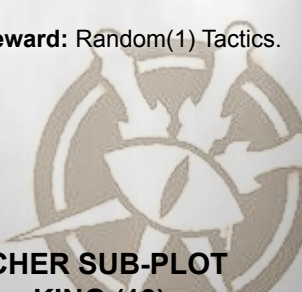
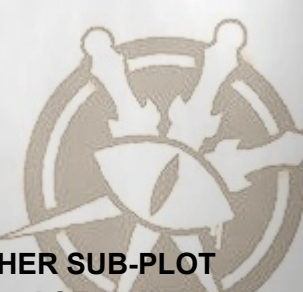
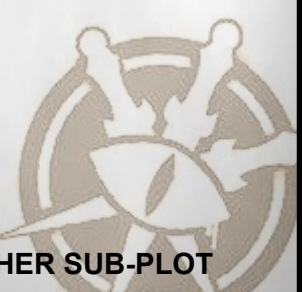
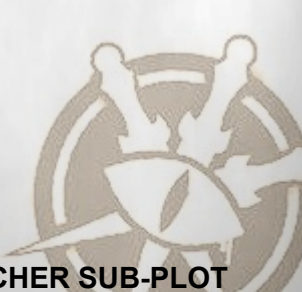
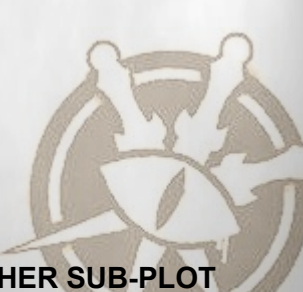
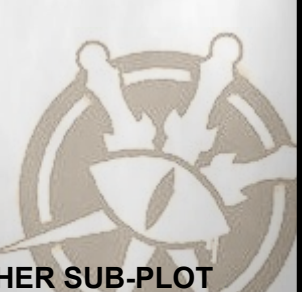
DELAQUE SUB-PLOTS

DEAD OF NIGHT Criteria: Secretly choose a round number between 6 and 12 at the start of the battle. At that round, no enemies have LOS to any friendly fighters. Reward: Random(1) Tactics.  DELAQUE SUB-PLOT ♠ 10 (10)	NO WITNESSES Criteria: Revealed when a friendly fighter takes an enemy Out of Action while neither fighter is within LOS of any other fighters. Place a marker where the enemy's position (can be moved like a Loot casket). No enemy fighters come within 1" of the marker. Reward: D6x10 credits.  DELAQUE SUB-PLOT ♠ JACK (11)	HIVE GHOSTS Criteria: A Seriously Injured fighter recovers and takes an enemy Out of Action. Bonus Criteria: Remain out of LOS of any enemy fighters for the rest of the battle. Reward: D3 XP. Bonus Reward: D6 XP (instead).  DELAQUE SUB-PLOT ♠ QUEEN (12)
MEMORY FADES TO MYTHS Revealed: At the end of the battle. Criteria: Secretly choose a friendly fighter at the start of the battle. That fighter witnesses (LOS) 3+ other fighters (friend or foe) become Seriously Injured or taken Out of Action. Bonus Criteria: Witness 5+ fighters suffering these fates. Reward: D6x10 credits. Bonus Reward: 2D6x10 credits.  DELAQUE SUB-PLOT ♠ KING (13)	TITLE Text  DELAQUE SUB-PLOT ♥ ACE (14)	TITLE Text  DELAQUE SUB-PLOT ♥ 2 (15)
TITLE Text  DELAQUE SUB-PLOT ♥ 3 (16)	TITLE Text  DELAQUE SUB-PLOT ♥ 4 (17)	TITLE Text  DELAQUE SUB-PLOT ♥ 5 (18)

ESCHER SUB-PLOTS

DECAPITATION Criteria: A friendly fighter takes an enemy Leader Out of Action with a Melee weapon. Bonus Criteria: The friendly fighter is also Leader. Reward: D3 Reputation. Bonus Reward: D6 Reputation (instead).  ESCHER SUB-PLOT ♠ ACE (1)	MURDER RUN Criteria: 3+ enemies are Seriously Injured or Out of Action in a single round. Bonus Criteria: By Melee weapons. Reward: Random(2) Tactics. Bonus Reward: Random (1) Tactics.  ESCHER SUB-PLOT ♠ 2 (2)	EXPERIMENTAL GAS Criteria: An enemy is Seriously Injured or taken Out of Action by a friendly fighter's Gas weapon. Bonus Criteria: 2+ enemies Seriously Injured or taken Out of Action a Gas weapon by a single friendly fighter. Reward: +1 XP. Bonus Reward: D3-1 XP.  ESCHER SUB-PLOT ♠ 3 (3)
A DARK FATE Criteria: An enemy is captured (after the battle). Immediately apply a Lasting Injury roll. The criteria is successful if the result is anything other than 'Memorable Death' (66). The fighter is then returned to the gang. Reward: D3 Reputation.  ESCHER SUB-PLOT ♠ 4 (4)	A THOUSAND CUTS Criteria: An enemy is taken Out of Action because the Toughness is reduced to 0 by Flesh Wounds. Bonus Criteria: The enemy is a Leader or Champion. Reward: D3 Reputation. Bonus Reward: D6 Reputation (instead).  ESCHER SUB-PLOT ♠ 5 (5)	FLAWLESS VICTORY Criteria: Win the battle with no friendly fighters Seriously Injured or taken Out of Action. Bonus Criteria: A third of the opponent's gang was Seriously Injured or taken Out of Action. Reward: 3D6x10 credits. Bonus Reward: D6x10 credits.  ESCHER SUB-PLOT ♠ 6 (6)
SCRAG 'EM ALL Criteria: Win the battle before round 9. Bonus Criteria: Win the battle before round 6. Reward: D3 Reputation. Bonus Reward: D6 Reputation (instead).  ESCHER SUB-PLOT ♠ 7 (7)	A SLOW POISON Criteria: An enemy goes Out of Action in any subsequent Recovery phase after being Seriously Injured by a Gas or Toxin weapon. Bonus Criteria: The enemy is a Leader or Champion. Reward: D6x10 credits. Bonus Reward: D6x10 credits.  ESCHER SUB-PLOT ♠ 8 (8)	TERROR TACTICS Criteria: 3+ enemies are Broken at the start of any round. Bonus Criteria: Any of the Broken enemies are a Champion or Leader. Reward: Random(1) Tactics. Bonus Reward: Random(1) Tactics.  ESCHER SUB-PLOT ♠ 9 (9)

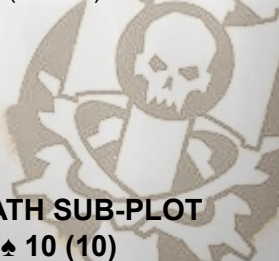
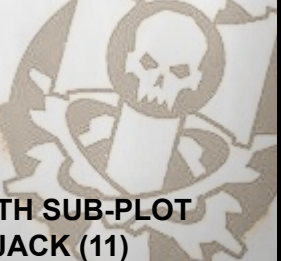
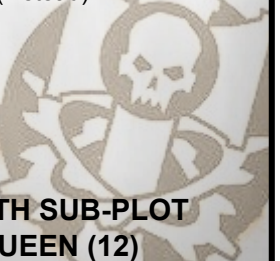
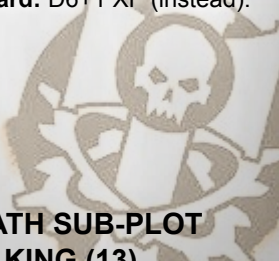
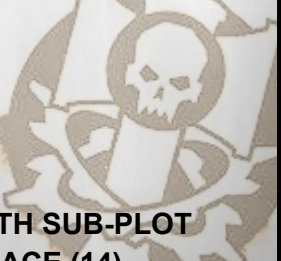
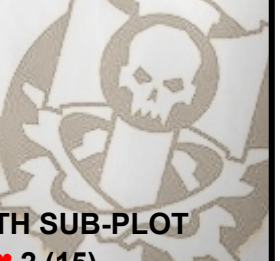
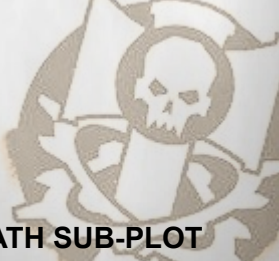
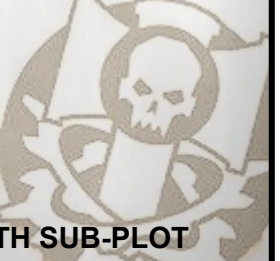
ESCHER SUB-PLOTS

BLOODY SISTERHOOD Criteria: 2+ friendly fighters recover from being Seriously Injured during any Recovery phase. Reward: D3 Reputation.  ESCHER SUB-PLOT ♠ 10 (10)	ATTENTION SEEKER Criteria: A single friendly fighter Seriously Injured or took Out of Action 3+ enemies during the battle. Bonus Criteria: By a Melee weapon. Reward: 1 Reputation. Bonus Reward: D3-1 Reputation.  ESCHER SUB-PLOT ♠ JACK (11)	QUEEN TAKES KING Criteria: An enemy Leader, Champion or Bounty Hunter is taken Out of Action. Bonus Criteria: By a Melee weapon. Reward: D6x10 credits. Bonus Reward: D6x10 credits.  ESCHER SUB-PLOT ♠ QUEEN (12)
CRUEL AND UNUSUAL Criteria: 3+ enemies have been taken Out of Action with a Coup de Grace (Simple) action so far in this battle. Bonus Criteria: Any of the enemies are a Leader or Champion. Reward: Random(1) Tactics. Bonus Reward: Random(1) Tactics.  ESCHER SUB-PLOT ♠ KING (13)	TITLE Text  ESCHER SUB-PLOT ♥ ACE (14)	TITLE Text  ESCHER SUB-PLOT ♥ 2 (15)
TITLE Text  ESCHER SUB-PLOT ♥ 3 (16)	TITLE Text  ESCHER SUB-PLOT ♥ 4 (17)	TITLE Text  ESCHER SUB-PLOT ♥ 5 (18)

GOLIATH SUB-PLOTS

NAKED BRUTALITY Revealed: Revealed when determining the crew. Criteria: Choose a friendly fighter to have no weapons, armour or Wargear (regardless of what appears on the model). The fighter must inflict a Serious Injury or Out of Action on an enemy, and remain on the battlefield at the end of the battle. Reward: 6XP to the fighter. GOLIATH SUB-PLOT ♠ ACE (1)	RAW AGGRESSION Revealed: At the end of the battle. Criteria: All the following are true: - At least 1 friendly fighter is still on the battlefield. - All remaining friendly fighters are in the enemy deployment zone. Bonus Criteria: No friendly fighters from the gang went Out of Action. Reward: D3 Reputation. Bonus Reward: D3 Reputation. GOLIATH SUB-PLOT ♠ 2 (2)	STIMMER RAMPAGE Revealed: Before the first round (after deployment). All friendly fighters begin the battle under the effects of a stimmer-slug stash (+2 M, S & T, roll a 2+ at the start of each End-phase or suffer an Injury dice), with a few exceptions: - Last until the end of the battle, or if becoming Seriously Injured. - Roll a number of D6 equal to the current round (suffer an Injury dice on any results of 1). Win: D6 Reputation. Lose: -D3 Reputation. GOLIATH SUB-PLOT ♠ 3 (3)
PAID OVERKILL Revealed: At the start of a friendly activation. Criteria: 2+ friendly fighters are Engaged with the same enemy fighter. The enemy must be taken Out of Action during the activation. Reward: D6x10 credits. GOLIATH SUB-PLOT ♠ 4 (4)	PIT FIGHT Revealed: At the end of the battle. Criteria: Friendly fighters only attacked with or used Melee weapons. Reward: D3 XP to each friendly fighter in the gang. GOLIATH SUB-PLOT ♠ 5 (5)	SHOW OF BRAWN Criteria: A friendly crew fighter uses or triggers a Brawn skill (Bull Charge, Bulging Biceps, Crushing Blow, Headbutt, Hurl, Iron Jaw), regardless of whether the action is successful or not. For passive skills like Iron Jaw, this can be triggered when an enemy makes an unarmed attack against the friendly crew fighter. Bonus Criteria: Using the skill took an enemy fighter Out of Action. Reward: 1 XP. Bonus Reward: D3-1 XP. GOLIATH SUB-PLOT ♠ 6 (6)
EXCESSIVE FORCE Criteria: A friendly fighter inflicts 5+ points of damage against an enemy fighter in a single activation. Bonus Criteria: The attack took the enemy fighter Out of Action. Reward: 1 Reputation. Bonus Reward: 1 Reputation. GOLIATH SUB-PLOT ♠ 7 (7)	PERSONAL VENDETTA Criteria: A friendly Leader takes the enemy Leader Out of Action with a Shoot or Fight (Basic) action. Reward: Random(D3) Tactics. GOLIATH SUB-PLOT ♠ 8 (8)	SKY STOMP Criteria: A friendly fighter falls on an enemy fighter and the enemy is Seriously Injured or taken Out of Action. Bonus Criteria: The friendly fighter survived the fall (not Seriously Injured or Out of Action). Reward: 1 XP. Bonus Reward: 1 XP. GOLIATH SUB-PLOT ♠ 9 (9)

GOLIATH SUB-PLOTS

IMPRESSIVE COMBO Criteria: Claimed when a friendly Leader or Champion (not allies) wounds 2+ enemies in a single activation with a Melee weapon. Bonus Criteria: 3+ enemies were wounded. Reward: 1 Reputation. Bonus Reward: D3 Reputation (instead).  GOLIATH SUB-PLOT ♠ 10 (10)	CONTEMPT FOR THE WEAK Criteria: Claimed when determining the crew. Reduce the crew by up to half (minimum 1). If the scenario allows the entire gang, the current size of the gang is effectively the limit. Win the battle. Reward: D6x10 credits per friendly fighter removed from the crew.  GOLIATH SUB-PLOT ♠ JACK (11)	BACK FROM THE DEAD Criteria: Claimed the second time a friendly fighter recovers from Seriously Injured (rolling Flesh Wound when making a Recovery test). Bonus Criteria: The recovered fighter takes an enemy Out of Action. Reward: D3 Reputation. Bonus Reward: 2D3 Reputation (instead).  GOLIATH SUB-PLOT ♠ QUEEN (12)
KING HIT Criteria: Claimed when a friendly fighter takes an enemy fighter Out of Action with an unarmed attack (Coup de Grace does not count). Bonus Criteria: Engaged with 2+ enemies (when taking the enemy Out of Action). Reward: D3+1XP to the fighter. Bonus Reward: D6+1 XP (instead).  GOLIATH SUB-PLOT ♠ KING (13)	TITLE Text  GOLIATH SUB-PLOT ♥ ACE (14)	TITLE Text  GOLIATH SUB-PLOT ♥ 2 (15)
TITLE Text  GOLIATH SUB-PLOT ♥ 3 (16)	TITLE Text  GOLIATH SUB-PLOT ♥ 4 (17)	TITLE Text  GOLIATH SUB-PLOT ♥ 5 (18)

ORLOCK SUB-PLOTS

HARDMAN Criteria: A friendly fighter suffers 2+ Flesh Wounds from a single damaging hit. The fighter must still be on the battlefield after resolving the effects of the hit. Bonus Criteria: The fighter is still Active. Reward: 1 Reputation. Bonus Reward: D3-1 Reputation. ORLOCK SUB-PLOT ♠ ACE (1)	SUMPTOWN SHAKEDOWN Criteria: When a friendly fighter performs a Coup De Grace (Simple) action. For the rest of the battle (including this action), apply 'Out Cold' (instead of inflicting a random Lasting Injury) for all enemies taken Out of Action by Coup De Grace actions. Reward: D3x10 credits per friendly fighter taking an enemy fighter Out of Action with a Coup De Grace action. ORLOCK SUB-PLOT ♠ 2 (2)	PROSPECTING MISSION Criteria: After deployment, reveal this sub-plot and place 3 markers anywhere on the battlefield: - At least 12" from your deployment zone. - At least 8" from another marker. Any friendly fighter activating within 1" of a marker can spend a Basic action (Prospect) to remove it from the battlefield. Reward: D6x10 credits per removed marker. ORLOCK SUB-PLOT ♠ 3 (3)
COMEBACK KING Criteria: Revealed at the start of any round after you have failed a Bottle test if there are at least 3 enemy fighters per friendly fighter on the battlefield. Win the battle. Reward: D3 Reputation. ORLOCK SUB-PLOT ♠ 4 (4)	CALL THEM OUT Criteria: After deployment, reveal this sub-plot and nominate a friendly fighter and an enemy fighter. The friendly fighter must take the enemy fighter Out of Action while within 6". Reward: D3 Reputation. ORLOCK SUB-PLOT ♠ 5 (5)	TAKE A BEATING Criteria: Win the battle with max 3 Active friendly fighters. Bonus Criteria: Win the battle with only a single Active friendly fighter. Reward: D6x10 credits. Bonus Reward: D6x10 credits. Note: It is probably enough to end the battle with 3 or 1 Standing (not Active) friendly fighters. ORLOCK SUB-PLOT ♠ 6 (6)
RACE THE CLOCK Criteria: Win the battle before the start of round 7. Bonus Criteria: Win the battle before the start of round 3. Reward: 1 Reputation. Bonus Reward: D3-1 Reputation. ORLOCK SUB-PLOT ♠ 7 (7)	OUTLAND SHOWDOWN Criteria: Revealed at the start of an activation if a friendly fighter is within 12" of an enemy fighter and both fighters are more than 12" from any other fighters. The enemy fighter must be Seriously Injured or taken Out of Action by the friendly fighter. Reward: 1 Reputation. Note: It is no time limit on this criteria, so it can be scored in any subsequent activation. ORLOCK SUB-PLOT ♠ 8 (8)	HOSTILE NEGOTIATIONS Criteria: An opponent plays a Tactic and there are more enemy fighters than friendly fighters on the battlefield. Bonus Criteria: There are at least 3 times more enemy fighters than friendly fighters on the battlefield. Reward: Random(1) Tactics. Bonus Reward: Random(1) Tactics. ORLOCK SUB-PLOT ♠ 9 (9)

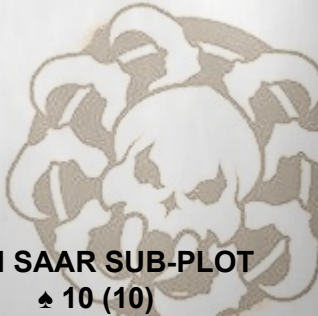
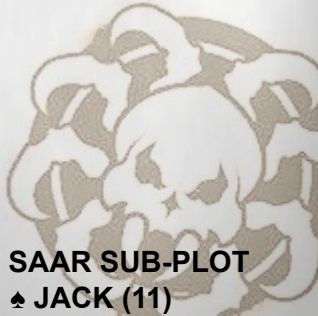
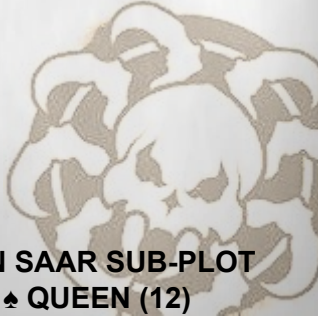
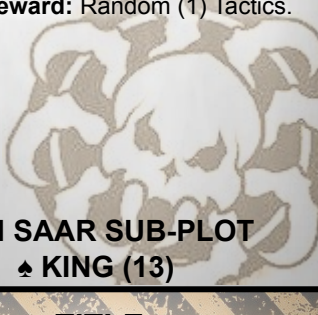
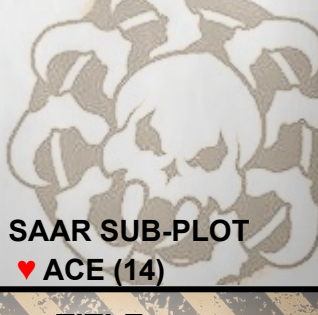
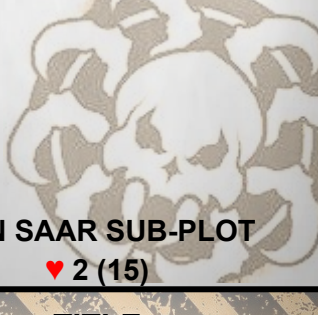
ORLOCK SUB-PLOTS

BADZONE BROTHERHOOD Criteria: 3+ friendly fighters automatically pass a Cool check from one Leader or Champion using Leading By Example. Bonus Criteria: All remaining friendly fighters automatically pass the a Cool check from Leading By Example. Reward: D3 XP (to the Leader / Champion). Bonus Reward: D6 XP (instead). ORLOCK SUB-PLOT ♠ 10 (10)	MANO-A-MANO Criteria: Revealed at the start of any activation while the friendly Leader is Engaged with an enemy Leader. Claimed if the enemy Leader is taken Out of Action by the friendly Leader with a Fight (Basic) action. Bonus Criteria: The friendly Leader was Engaged with 2+ enemies (when taking the enemy Leader Out of Action). Reward: D6x10 credits. Bonus Reward: D6x10 credits. Note: It is no time limit on this criteria, so it can be scored in any subsequent activation. ORLOCK SUB-PLOT ♠ JACK (11)	ASH BATH Criteria: 3+ friendly fighters are subject to Blaze simultaneously. Reward: Random(1) Tactics. ORLOCK SUB-PLOT ♠ QUEEN (12)
THE LAST ROUND Criteria: A friendly fighter successfully reloads a weapon and then takes an enemy fighter Out of Action with the same weapon in a single activation. Bonus Criteria: 2+ enemies taken Out of Action. Reward: D3XP. Bonus Reward: D6XP (instead). ORLOCK SUB-PLOT ♠ KING (13)	TITLE Text ORLOCK SUB-PLOT ♥ ACE (14)	TITLE Text ORLOCK SUB-PLOT ♥ 2 (15)
TITLE Text ORLOCK SUB-PLOT ♥ 3 (16)	TITLE Text ORLOCK SUB-PLOT ♥ 4 (17)	TITLE Text ORLOCK SUB-PLOT ♥ 5 (18)

VAN SAAR SUB-PLOTS

RETALIATORY FIRE Criteria: Revealed when a Leader or Champion is taken Out of Action by an enemy fighter. The enemy fighter must be Seriously Injured or taken Out of Action during the same Action phase. If not, this sub-plot is discarded. Reward: +1XP to all friendly fighters in the gang. VAN SAAR SUB-PLOT ♠ ACE (1)	METHODICAL Criteria: A friendly fighter takes a Seriously Injured enemy fighter Out of Action with a Shoot (Basic) action. Reward: +1 XP (to the friendly fighter). VAN SAAR SUB-PLOT ♠ 2 (2)	SHOOTING GALLERY Criteria: No friendly fighters become Engaged during the battle. Reward: D3 Reputation. VAN SAAR SUB-PLOT ♠ 3 (3)
FORWARD THINKING Criteria: An enemy Tactics is played before any friendly Tactics. Bonus Criteria: 2+ enemy Tactics is played before any friendly Tactics. Reward: Random(1) Tactics. Bonus Reward: Random(1) Tactics. VAN SAAR SUB-PLOT ♠ 4 (4)	RADIATION PURGE Criteria: An enemy fighter's Toughness is reduced to 0 from a 4+ Rad-phase roll. Bonus Criteria: The enemy fighter is a Leader or Champion. Reward: D3 Reputation. Bonus Reward: D6 Reputation (instead). VAN SAAR SUB-PLOT ♠ 5 (5)	SEIZE THE SYSTEM Criteria: At the start of a friendly activation, 2+ friendly fighters have already made a successful Intelligence check this round (for any reason). Reward: Open, close and/or lock all doors (individually). VAN SAAR SUB-PLOT ♠ 6 (6)
SUCKER PUNCH Criteria: An enemy fighter is Seriously Injured or taken Out of Action by a friendly fighter's reaction attack. Reward: D3 XP. VAN SAAR SUB-PLOT ♠ 7 (7)	WELL PREPARED Criteria: No friendly fighters fails an Ammo check during the battle. Reward: D3 Reputation. VAN SAAR SUB-PLOT ♠ 8 (8)	RELIABLE TECH Criteria: Revealed before determining crews. Only Plentiful weapons can be used. Fighters without Plentiful weapons counts as being equipped with a laspistol for this battle. Win the battle. Reward: 2D6x10 credits. VAN SAAR SUB-PLOT ♠ 9 (9)

VAN SAAR SUB-PLOTS

SHOOT FOR THE HEAD Criteria: An enemy Leader is Seriously Injured or taken Out of action by a friendly gang fighter's Shoot (Basic) action. Reward: Random(D3) Tactics.  VAN SAAR SUB-PLOT ♠ 10 (10)	EXPLOSIVE MESSAGE Criteria: 3+ enemy fighters are taken Out of Action by Grenade attacks from friendly fighters. Reward: D6x10 credits.  VAN SAAR SUB-PLOT ♠ JACK (11)	DEADEYE Criteria: An enemy fighter is Seriously Injured or taken Out of Action by a friendly fighter's Improbable Shot (7+ to hit). Reward: D3 XP & D3 Reputation.  VAN SAAR SUB-PLOT ♠ QUEEN (12)
BURNING WITH ENERGY Criteria: 3+ enemy fighters are taken Out of Action by any Plasma attacks (pistol, gun, cannon, grenade). Bonus Criteria: Any of the enemies were a Leader or Champion. One of the enemies Reward: Random (1) Tactics. Bonus Reward: Random (1) Tactics.  VAN SAAR SUB-PLOT ♠ KING (13)	TITLE Text  VAN SAAR SUB-PLOT ♥ ACE (14)	TITLE Text  VAN SAAR SUB-PLOT ♥ 2 (15)
TITLE Text  VAN SAAR SUB-PLOT ♥ 3 (16)	TITLE Text  VAN SAAR SUB-PLOT ♥ 4 (17)	TITLE Text  VAN SAAR SUB-PLOT ♥ 5 (18)