

Hive Helper Regina

1. Loot crates
   1. Silver
   2. Gold
   3. Vox
2. Missions:
   1. D20 roll for scenario
   2. Any crew size allocations
   3. Badzone events (except for scenario 3 and 7)
   4. Which Monster for scenario 1
   5. Juve numbers for scenario 11 (but not which ones)
   6. Hive dweller numbers for scenario 10
   7. Local denizen numbers for Recruitment drive (but not which ones)
   8. Traps for scenario 19
3. Advances
   1. Leaders/champ/specialist and juves table
   2. Ganger table
   3. Need 5 additional xp to manipulate the roll
4. Sub plot:
   1. D13 roll
   2. Different for each house
5. Underdog cards
   1. D13 roll
6. Lawful/Outlaw bounty hunter draw for patronage
7. Wandering trader equipment rolls
8. Side Mission draw