

Silver Gauntlet by Tom Cartos

Background

The Silver Gauntlet is something of a myth among the general populace. Although not strictly secret, it's exact location is not widely known and those seeking it will have to turn less reputable sources for information.

The 'Gauntlet' is an invite-only club for mercenary groups, vetted by the one and only Arre Picaro who was one of the best mercenaries in the city in her youth. Known by many as the 'Queen of the Night', Picaro has contacts in almost every major faction in the region and is widely respected by almost all of them, a reputation she works very hard to maintain.

Any group looking to score the biggest jobs will need to impress Picaro enough for an invitation to the Silver Gauntlet, and those who can work their way up through her ranks may get life changing opportunities. However, crossing her or worse, embarrassing her by performing an assigned job poorly, will earn you an enemy for life.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Entrance

- **01 – Thoroughfare**
- **02 – Stable**
- **03 – Back Alleys**
- **04 – Crane Delivery**
- **05 – Emergency Escape Hatch**
- **06 – Silver Gauntlet Entrance**
- **07 – Guard Lookout**

Bar

- **08 – Entrance Lobby**
- **09 – Guard Room**
- **10 – Medical**
- **11 – Operation Room**
- **12 – Bar**

- 13 – Security
- 14 – Armoury
- 15 – Meeting Room
- 16 – Bathrooms
- 17 – Booths
- 18 – Meeting Room
- 19 – Office
- 20 – Spy Room
- 21 – Dry Store
- 22 – Crane Delivery
- 23 – Cool Store
- 24 – Living Quarters
- 25 – Emergency Escape