Location	1		Events
Heist			
Trouble			
	1)	Complications Extra person(s)	
	2) 3) 4)	Extra obstacle Obstacle harder Timing wrong	
	5) 6)	Person wrong Obstacle wrong	
	-		
Chance on a d6 for a complication each tick			
Raises the Trouble Meter:			
+1 unnatural noise +1 unnatural item left about			
+2 person missing +3 sounds of fighting			
+3 spotted +4 assault witnessed			
7			