

Gang Auxiliary

Player has the ability to create and hire a befriended fighter, who fights side by side with his or her gang. Who's the man (if he's a man?), and where he came from is not certain. It can be the Leader's childhood friend, it can be an agent sent by the noble house itself to help deal with some peculiar threat, it can be a bribed Guilder, corrupt Enforcer, PDF trooper going AWOL, a highly-trained hitman, a specialist from a different branch, paid pleasure lady, connected trader, traitor from an enemy gang, hacked maintenance servitor, religious zealot wanting to spread ~~his take on~~ God's word, slick clever guy seeking easy riches, local gossip, filthy Xenos man, a foul heretic, friendly local drug dealer, or just a mad man with a big stick with an urge to hurt people.

Gang Auxiliary (0-2) 80cr

Each gang can hire up to two Gang Auxiliaries. Upon hiring, one of the three profiles shown below is to be chosen by the player.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	1	7+	5+	6+	6+
3"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+
4"	3+	4+	3	4	1	4+	2	7+	6+	7+	8+

Equipment

Gang Auxiliary comes equipped with any kind of armor that the hiring player's standard Ganger is given by default upon hire, the cheapest armor from the player's gang equipment list for free, or no armor at all. Gang Auxiliary then can be equipped with stat upgrades (written below), weapons and wargear with total combined value no more than 150cr, and of rarity of 9 or less. Equipment can be bought from the Trading Post, Black Market, or player's own House Equipment List.

Gang Auxiliary can be equipped with three weapons. Any equipment given to the Gang Auxiliary can't be placed back into the Gang's Stash. The player can give him new equipment and permanently discard any undesired items in his inventory.

Skill

Gang Auxiliary comes with a single Primary skill, that can be chosen from the Agility, Brawn, Combat, Cunning, Ferocity or Shooting skillset. For Advances, the player selects two Primary skillsets, and two Secondary skillsets from the selection written above, but Savant, Leadership and player's own Gang Skillset can also be selected as Secondary skillsets.

Additional Rules & Stat upgrades

- For gaming purposes, Gang Auxiliary is treated as Ganger Specialist, and a full gang member. (Can gain XP, suffer Permanent Injuries, and counts to Gang Rating, and follows the crew selection as normal), however he can't be upgraded to a Champion, or become a Leader.
- Upon hire, for +5cr the player can increase (or decrease for -5cr) **Wil** or **Int** stat, or for +10cr increase (or decrease) **Ld**, **Cl**, **I**, or **M** stat. Up to three of these upgrades in total can be bought, and no stat can't be better than 5+. (3+ for I, and 6" for M).
- Gang Auxiliary has the following rule: **Tools of the Trade**
- Gang Auxiliary can have a fitting, thematic custom rule or piece of wargear for adequate price.
- Gang Auxiliary **MUST** have a *wysiwyg** model.

Designer's note

Gang Auxiliary is a tool for adding an interesting, and thematic asset, or a way to add something the player's gang has hard or no access to at all, be it statline, skill, or a weapon, and this should be honored to 100%. It is not a tool for adding yer another Plasma Gun wielding dude with Fast Shot skill.

Each Gang Auxiliary should be discussed with other players or the Arbitrator before hiring.

**What you see is what you get*

Example:

Big Bessie

Escher Gang Auxiliary

Big Bessie is a strong, thick-boned and hot-blooded woman with a very straightforward style of dealing with things. While other Eschers prefer to flank around and attack their enemy from the sides, Bessie just ferociously charges straight forward, focused on nothing but making her heavy Power Hammer smash skulls.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Base stats	3"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+
Modify	+1	/	/	/	/	/	+1	/	/	/	/	-1
Final	4"	3+	4+	3	4	2	4+	1	5+	7+	5+	6+

Equipment:

Power Hammer, Stub Gun
Mesh Armor, Smoke Grenade

Skills:

Bull Charge (Brawn)

Base Cost: 80cr

Stat upgrades: 15cr (10cr for M, 10cr for I, -5cr for Int)

Wargear: 75cr (45cr for power hammer, 5cr for stub gun, 10cr for Mesh Armor, 15cr for Smoke Grenade)

Total hire cost: 170cr (80cr + 15cr + 75cr)