

ALTERNATE JUVE ADVANCEMENT

This alternate rule is meant to amend the current advancement procedure for Gang Fighter (Juve) fighters to bring them more in line with the advancement procedure for Gangers. This alternative rule simplifies the advancement process, and allows Juves to advance more quickly than other fighters, to represent their ability to learn on the job.

This ruleset was precipitated by the changing role of Juves in the new 'House of' books, reflecting the fact that Juves are no longer thought of as the up-and-coming leadership of the gang (this role is now played by Prospects), but are more akin to inexperienced gangers who have yet to prove themselves in battle.

Profile Changes

Any fighter with the Gang Fighter (Juve) special rule replaces their published Promotion (X) and Fast Learner rules with the following:

Promotion (Ganger)

If during the course of a campaign this fighter has gained five or more advancements, this fighter *must* be promoted to become a Ganger between campaign weeks.

When a fighter is promoted in this way, they will from now on count as a Ganger for the purposes of determining which equipment they can access. Their existing characteristics do not change, but they lose the Gang Fighter (Juve) and Promotion (Ganger) special rules and gain all of the special rules associated with a Gang Fighter (Ganger) for their respective gang.

Updated Advancement Table

While Leaders, Champions and Prospects are central to a gang's narrative, Gangers and Juves are among its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a fighter with the Gang Fighter (Ganger) special rule has gained 6 XP, or a fighter with the Gang Fighter (Juve) special rule has gained 4 XP, the controlling player rolls 2D6 on the table below, updates the fighter's card and reduces their XP by 4 or 6 accordingly.

2D6	Advancement – Gangers & Juves (not including Specialists)	Ganger Credits Increase	Juve Credits Increase
2	Ganger: The fighter becomes a Specialist Juve: Improve any characteristic by 1 (not Wounds or Attacks)	n/a	+5 credits
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits	+5 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits	+5 credits
7	Either add 1" to the fighter's Movement characteristic, or increase their Initiative characteristic by 1	+10 credits	+5 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits	+5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits	+5 credits
12	Ganger: The fighter becomes a Specialist Juve: Improve any characteristic by 1 (not Wounds or Attacks)	n/a	+5 credits