

Brawler

v1.0 by Anthony Case

Brawlers are roaming mercenaries with a prevalence for hand-to-hand combat who travel uncommitted between the settlements in search of easy pay for their expertise. They are far too independent to submit to the leadership of any gang leader for very long, but despite their carefree lifestyle and nonchalant attitude, brawlers are experienced fighters so their services are always in demand. Commonly they are employed by regular Underhivers or the Merchant Guild as doormen, bruisers or pit fighters, but the more adventurous brawlers may sometimes choose to run alongside the warring gangs for a slice of the spoils.

Recruitment

A player can hire a Brawler following the usual hired gun rules for 15 credits each. For purposes of calculating the gang rating, each Brawler has a value of 75.

Profile: Brawlers have been battling for many years, and as such will have developed special skills and superior characteristics. The basic characteristic profile is given below. All advances the Brawler begins with are added to this profile and are worked out only after he is recruited.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Brawler has 6 advances, which are either bonuses on the characteristic profile or skills. Roll a D6 six times and consult the Brawler Advances table, noting down the increases and skills as you go along. A Brawler cannot improve any characteristic by more than +2, if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

Weapons: A Brawler fights with his own weapons and can never buy or use any other weapons or equipment. A Brawler will always be armed with a Knife and one of the following types of pistol:

- Autopistol
- Bolt Pistol
- Hand Flamer
- Laspistol
- Plasma Pistol
- Stub Gun (+Dum-dum Bullets)

Brawlers will also be armed with one of the following types of hand-to-hand weapon:

- Chain or Flail
- Chainsword
- Club, Maul or Bludgeon
- Massive Axe, Sword or Club
- Sword



The Warhammer 40,000 Imperial Guard line has a vast variety of unique and characterful miniatures that can represent Brawlers.

Brawler Advances

D6 Result

1 +1 Weapon Skill

2-3 Roll a further D6:

- 1: Strength
- 2: Initiative
- 3: Attack
- 4: Leadership

5-6: Roll a further D6:

- 1-2: Ballistic Skill
- 3-4: Toughness
- 5-6: Wounds

4-5 Roll a further D6:

- 1: Combat Master (*Combat*)
- 2: Disarm (*Combat*)
- 3: Feint (*Combat*)
- 4: Parry (*Combat*)
- 5: Counter Attack (*Combat*)
- 6: Step Aside (*Combat*)

6 Roll a further D6:

- 1: Sprint (*Agility*)
- 2: Nerves of Steel (*Ferocity*)
- 3: Dive (*Stealth*)
- 4: Evade (*Stealth*)
- 5-6: Roll a further D6:
 - 1: Dodge (*Agility*)
 - 2: Leap (*Agility*)
 - 3: Impetuous (*Ferocity*)
 - 4: True Grit (*Ferocity*)
 - 5: Berserk Charge (*Ferocity*)
 - 6: Sneak Up (*Stealth*)

