

CRAZY DOC

The Crazy Doc Hired Gun first appeared in Gang War Issue 3 in an article titled 'Loose Cannons' by Lachlan Abraham. This hired gun is fun to use but has more potential that can be exploited by players. I have taken the original idea and updated the rules to match the Living Rulebook and added a new flavor to the Crazy Doc I hope you all enjoy.

'It hurts Klemm, this las-burn hurts more then it should, what does it look like?'

'Scaly snot Jordie, that shot took your knee right off, I think you are gonna limp for a long time. I know, maybe we can convince ole Trev to hire that quack again to look at it.'

'No thanks, I'd rather fist fight a ripper jack then let that crazy doc work on me. I'll just get a good cane...'



RECRUITING A CRAZY DOC

Any gang that can hire hired guns may hire one Crazy Doc. Even though there is a greater chance of being outlawed when you hire a Crazy Doc gang leaders still risk it. The hiring fee for a Crazy Doc is 25 credits and 125 points (25x5) is added to the hiring gang's gang rating.

CRAZY DOC BASIC PROFILE

Crazy Docs work in the outer areas of the Underhive. Even the hardest of gang leaders sometimes finds it hard to hire a Crazy Doc, but hey, they do have their advantages too.

M WS BS S T W I A Ld Sv

4 3 3 3 3 1 3 1 7 -

In addition to this Crazy Doc Basic Profile all Crazy Docs have four advances on the Crazy Doc Advance Chart. These advances are worked out after the gang leader has paid the credits to hire the Crazy Doc.

CRAZY DOC ADVANCES

A Crazy Doc has four advances that are either bonuses to his basic profile or skills. Roll a d6 four times on the Crazy Doc Advance Chart. A Crazy Doc may not improve any characteristic by more than +2. If an increase is rolled for a third time then you are to re-roll that advance. Similarly, if you roll a skill that the Crazy Doc already has then you are to re-roll that advance.

Crazy Doc Advance Chart		
D6	Advance	
1	+1 Weapon Skill	
2	+1 Initiative	
3	+1 Leadership	
4	Roll a further d6:	
	1	+1 Ballistic Skill
	2	+1 Weapon Skill
	3	+1 Strength
	4	+1 Toughness
	5	+1 Wound
	6	+1 Attack
5-6	Roll a further d6:	
	1-3	Killer Reputation
	4-6	Roll a further d6:
	1	Head Butt
	2	Impetuous

CRAZY DOC

Crazy Doc Advance Chart		
	3	Rapid Fire
	4	Nerves of Steel
	5	Dodge
	6	Berserk Charge

CRAZY DOC SPECIAL RULES

In addition to the Crazy Docs advances they also have the following special rules:

Outlaw: Since all Crazy Docs are operating, literally, outside the confines of normality and are bordering on the worship of chaos with some of their surgeries any gang that is currently employing a Crazy Doc that is reported to the Watchmen will incur an additional -1 modifier to the result.

Capture: Crazy Docs follow all the rules for capture, but not claim bounty, as listed in the special rules for the Bounty Hunter Hired Gun found in the Necromunda Living Rulebook.

Surgery: This special ability may only be used against captured enemies after a rescue attempt has been performed (assuming that the gang wants to run a rescue that is). In addition, the gang leader must also pay the Crazy Doc for the next game. Once the hire fee is paid the Crazy Doc must roll equal to or under his leadership. If this roll is successful the Crazy Doc has successfully transferred one serious injury from a gang fighter to the captured fighter. This is done via particularly gruesome back alley surgical means, transplanting, and patching procedures. The captured fighter gains the serious injury and any effects that it has and the patient removes the serious injury and

any effects. Once the surgery is complete the captive can be ransomed, sold into slavery or otherwise returned to their gang.

CRAZY DOC WEAPONS

A Crazy Doc fights with his own weapons as described below and will not use or buy any other weapons. A Crazy Doc is armed with the following weapons:

- Two knives
- Chainsword
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor
- Medi-Pack

Plus one of the following:

- Laspistol
- Auto Pistol
- Stub Gun with Dum Dum Rounds

Plus one of the following:

- Any one bionic part
- Bio-Scanner
- Bio-Booster

MODELING A CRAZY DOC

The Crazy Doc never had an official model, but if you have a little imagination and some skill with green stuff you can easily create a good looking Crazy Doc. If you want a good example, the Warhammer 40K Fabius Bile is the inspiration for this hired gun.