

Scaly

v1.0 by Anthony Case

In the foul depths of Hive Bottom some human mutant strains stabilise after a time to form distinct subspecies, the most common of these in Hive Primus being the scaly. They are huge abhumans almost as broad as they are tall with a durability and strength that is legendary among Underhivers and a fearsome reputation to match. They are undoubtedly intelligent, but they seldom speak as their altered necks and twisted voice boxes have changed too much to speak human languages any more. Due to this their origins are shrouded in mystery and nobody knows why some venture uphive to ally themselves to the highest bidders.

Recruitment

A player can hire a Scaly following the usual hired gun rules for 50 credits each. For purposes of calculating the gang rating, each Scaly has a value of 250.

Profile: Scalies 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 Scaly 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	4	3	5	4	2	2	2	9

A Scaly has 3 advances, which are either bonuses on the characteristic profile or skills. Roll a D6 three times and consult the Scaly Advances table, noting down the increases and skills as you go along. A Scaly cannot improve any characteristic by more than +1, if an increase is rolled for a second time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

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

- Scatter Cannon
- Spear Gun



Scaly Advances

D6 Result

1-2 Roll a further D6:

- 1: Weapon Skill
- 2: Strength
- 3: Toughness
- 4: Wounds
- 5: Attacks
- 6: Roll a further D6:
 - 1-2: Ballistic Skill
 - 3-4: Initiative
 - 5-6: Leadership



3-4 Roll a further D6:

- 1: Body Slam (*Muscle*)
- 2: Crushing Blow (*Muscle*)
- 3: Head Butt (*Muscle*)
- 4: Hurl Opponent (*Muscle*)
- 5: Iron Jaw (*Muscle*)
- 6: Escape Artist (*Stealth*)

5-6 Roll a further D6:

- 1: Berserk Charge (*Ferocity*)
- 2: Impetuous (*Ferocity*)
- 3: Nerves of Steel (*Ferocity*)
- 4: True Grit (*Ferocity*)
- 5: Ambush (*Stealth*)
- 6: Dive (*Stealth*)

Scaly Skin: A Scaly's tough skin confers a 5+ armour save.

Killer Rep: A Scaly's gruesome reputation causes *fear*.

Regenerate: Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has from the gang roster. Note this even applies to beneficial injuries (e.g. Impressive Scars).

Outlaw: The Merchant Guild looks unfavourably upon any gangs that are rumoured to have hired dangerous and fearsome mutant such as scalies. If the gang is reported to the Watchmen then the player suffers a -2 modifier on the Outlaw Table for each Scaly currently hired.

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