

Shooter

v1.0 by Anthony Case

Shooters are mercenaries that specialise in long ranged combat and roam uncommitted between the settlements in search of easy pay for their expertise. They are far too independent and wild to submit to anyone else's leadership, but shooters are experienced fighters so their services are always in demand. Commonly they are employed by hivers or guilders to act as sentries or to protect expanses of open terrain, but the more adventurous shooters may sometimes choose to run alongside the warring gangs for a slice of the spoils.

Recruitment

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

Profile: Shooters 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 Shooter 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 Shooter has 6 advances, which are either bonuses on the characteristic profile or skills. Roll a D6 six times and consult the Shooter Advances table, noting down the increases and skills as you go along. A Shooter 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 Shooter fights with his own weapons and can never buy or use any other weapons or equipment. A Shooter will always be armed with a Knife and one of the following types of pistol:

- Autopistol
- Laspistol
- Stub Gun (+Dum-dum Bullets)

Shooters will also be armed with one of the following types of basic weapon:

- Autogun
- Boltgun
- Shotgun (+Solid, Scatter, Hotshot and Manstoppers)
- Lasgun

Any model armed with a basic weapon can represent a shooter. The W40k Imperial Guard line has a variety of unique and characterful models that can spice up your gang's style.



Shooter Advances

D6 Result

- 1 +1 Ballistic Skill
- 2-3 Roll a further D6:
 1-2: Initiative
 3-4: Leadership
 5-6: Roll a further D6:
 1-2: Toughness
 3-4: Wounds
 5-6: Roll a further D6:
 1-2: Weapon Skill
 3-4: Strength
 5-6: Attack
- 4-6 Roll a further D6:
 1: Crack Shot (*Shooting*)
 2: Hip Shooting (*Shooting*)
 3: Marksman (*Shooting*)
 4: Rapid Fire (*Shooting*)
 5-6: Roll a further D6:
 1: Catfall (*Agility*)
 2: Nerves of Steel (*Ferocity*)
 3: True Grit (*Ferocity*)
 4: Ambush (*Stealth*)
 5: Infiltration (*Stealth*)
 6: Weaponsmith (*Techno*)



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