

Leader & Heavy Skills

v1.0 by Anthony Case

Heavy Skills

1. Armourer

As long as the heavy did not go out of action in the previous he can help check and maintain the gang's weapons. If the heavy does this then during the next game all of the gang's weapons receive a +1 Ammo Roll bonus. An Ammo Roll can not be increased beyond 2+ and weapons with an 'auto' Ammo Roll are unaffected.

2. Bulging Biceps

The heavy is allowed to move and shoot with any *move-or-fire* guns just like a normal weapon. However, if the heavy did move that turn then he suffers a -1 to-hit modifier when firing a *move-or-fire* weapon.

3. Automaton

As long as the heavy did not go of action in the previous game he can perform a post game action just like a normal ganger. For example, the heavy can work a territory or search for rare trade.

4. Sentinel

If the heavy remained stationary that turn then he receives a +1 to-hit bonus when firing a heavy weapon at short range. If the heavy is using a sustained fire weapon then only the first shot gains the to-hit bonus.

5. Machine Spirit

The heavy receives a bonus when firing a heavy weapon depending on its type. If the weapon uses sustained fire then you can re-roll any sustained fire dice. If the weapon uses a template and you roll a successful to-hit score then you can reposition the template anywhere you choose as long as the original target is still fully under the template. If the weapon is neither of those then you can roll any Damage dice twice and choose the best result.

6. Perforator

If the heavy fires a heavy weapon at an enemy gang member behind cover then the usual cover to-hit modifiers are ignored, however, each hit modifier ignored reduces the Strength and Save Modifier of the hit by 1. For example, if a heavy with a Ballistic Skill of 3 (4+ to-hit) targeted an enemy fighter behind cover, which would normally reduce the to-hit score to 6+, then a roll of 5+ would still hit the target but inflicts a -1 Strength and Save Modifier penalty while a roll of 4+ would also hit but inflict a -2 Strength and Save Modifier penalty.

Leader Skills

1. Iron Will

As long as the gang leader is not down or out of action you can re-roll any failed Bottle tests.

2. Contacts

After each game the gang leader is offered D6 rare trade items instead of D3.

3. Spymaster

When either player rolls on the Scenario Table you can choose to modify the roll by +1 or -1.

4. Haggler

After rolling to see what rare trade items the gang leader has been offered you can choose to haggle the price on one rare item. The rarity roll is not added to the cost of the item, instead it is reduced by the amount rolled. Note you must decide which rare item to haggle on before rolling to see the rarity rolls of any rare trade items.

5. Strategist

You can choose to re-roll either the roll to see who deploys first in a scenario or gets the first turn. Note you can only re-roll one dice per game.

6. Venerable

Any friendly gang member within 12" of the gang leader can use his Leadership value for any Leadership tests. In addition, any friendly gang members within 6" can also use his Initiative value when testing to escape pinning early.