

Skills

v2.3 by Anthony Case, based on material by Rick Priestley

This article provides modifications to the original core skills primarily to balance them against one another thus making all the skill tables equally attractive to roll on. Another concern was the restrictiveness of some skill lists, such as the parry centric nature of the Combat table, the Shooting skills reliance on specific weapons and the disavouring effect Berserk Charge and Impetuous has on shooty fighters wishing to roll on the Ferocity table. Another aim was to make all skills useful for as many differing fighter types as possible.

Agility Skills

1. Catfall

The model halves the distance (round fractions down) when falling or jumping off a ledge.

2. Dodge

The model receives a 6+ special save against any ranged attacks.

3. Jump Back

At the start of either player's hand-to-hand combat phase the model can attempt to disengage from combat. Roll an Initiative test on a D6. If the test is passed then the model can immediately jump back up to 1" in any direction leaving any hand-to-hand opponents behind and does not suffer a hit. Note that this special move ignores any movement penalties (e.g. difficult terrain, obstacles, etc) except for impassable terrain.

4. Fleet Footed

The model receives +1 to his Movement characteristic, which is also added to his maximum characteristic profile.

5. Quick Witted

After both players have deployed their gang the model can make a special extra move, just as if it was his movement phase. So for example the model can choose to run, charge, hide, go into overwatch etc. Note this skill cannot be used if the fighter is a sentry or involved in a build-up to a fast draw.

6. Sprint

Instead of moving normally the model can perform a special sprint move, however, if he does so then he cannot perform any other action (e.g. make a ranged attack or declare a charge). A fighter performing a sprint move can move a distance equal to his Movement characteristic multiplied by 3.

Stealth Skills

1. Ambush

If the model goes into overwatch then you can also choose for the model to go into hiding as well.

2. Dive

If the model runs then you also choose for the model to go into hiding as well.

3. Escape Artist

If the model rolls a Captured result on the Serious Injuries table then it counts as a Full Recovery result instead.

4. Evade

If the model ran or charged that turn then any enemy fighters shooting at him suffer a -1 to-hit penalty.

5. Infiltration

Instead of being deployed in the usual manner you can deploy the fighter at the end of your first turn anywhere on the battlefield as long as it is out of sight of all enemy models and can start in hiding. The model cannot be placed in a position that would be inaccessible to the model (e.g. in the middle of impassable ground).

6. Conceal

If the model remained stationary during his turn then any enemy fighters shooting at him suffer a -1 to-hit penalty.

Ferocity Skills

1. Hard as Nails

The model receives a 6+ armour save that can be further combined with any other forms of armour.

2. Stalwart

If the model ever has to make a roll on the Serious Injuries chart, roll a D6 first. On a roll of 6 the result is automatically assumed to be a Full Recovery.

3. Iron Will

The model can re-roll any failed *nerve*, *fear* or *terror* tests he may have to take. If the fighter's Leadership is being used for the purposes of the Bottle test then you can also re-roll the test if it's failed.

4. Dogged

Usually a model that went out of action in the previous game is unable to make a post game action (e.g. working a territory, foraging or searching for rare trade), however, this model can make a post game action but must first pass a Toughness test.

5. Nerves of Steel

The model can make a test to avoid pinning at the start of his turn even if there aren't any friendly fighters within 2". If the model could already test to escape pinning (e.g. by having a friendly fighter within 2"), then he can re-roll the result if the test is failed.

6. True Grit

When rolling to see the extent of an injury this model has suffered during the recovery phase, if a Down result is rolled then you can choose for the fighter to take a Toughness test. If the test is passed then the result is converted to a Flesh Wound instead. Note this only applies during the recovery phase, not when the injury was first inflicted.

Muscle Skills

1. Body Slam

If the model charged an opponent that turn then he can make a special attack against the enemy fighter before any Attack dice are rolled. The opponent must take a Strength test. If the test is failed then he suffers a hit with a Strength equal to the charger's Strength characteristic. If the enemy fighter goes down or is taken out of action by this special attack, treat it just as if that was the hand-to-hand combat (i.e. a follow-up move can be made).

2. Bulging Biceps

The model receives +1 to his Strength characteristic, which is also added to his maximum characteristic profile.

3. Crushing Blows

The model can use this skill at the start of each hand-to-hand combat against the opponent he is currently fighting. The opponent must roll a Strength test. If the test is failed then his Weapon Skill is halved (round fractions down).

4. Bruiser

The model now causes *fear*.

5. Juggernaut

If the model suffers a hit from shooting whilst making a charge (e.g. from an enemy fighter on overwatch), but is not wounded by the attack then he won't be pinned as long as he passes a Strength test. A Strength test is required for each hit suffered so the model may have to pass several tests to reach hand-to-hand combat if he is hit multiple times.

6. Ironman

The model receives +1 to his Toughness characteristic, which is also added to his maximum characteristic profile.



Combat Skills

1. Combat Master

If the model is attacked by multiple opponents in hand-to-hand combat then the enemy models do not gain the usual Attack dice and Combat Score bonuses. In addition, the fighter can use the enemy numbers to his advantage. For each opponent over one, add a +1 bonus to the model's Combat Score for the duration of the combat phase.

2. Disarm

The model can use this skill at the start of each hand-to-hand combat against his opponent. Select a single weapon to attempt to disarm. The opponent must then roll an Initiative test. If the test is failed then the weapon is tossed aside, thus unusable with the opponent losing any benefits the weapon offered (e.g. an extra Attack dice for using two close combat weapons). The enemy fighter cannot draw another weapon until the start of the following hand-to-hand combat phase. Once the enemy fighter is no longer in hand-to-hand combat it is assumed he has reclaimed any disarmed weapons.

3. Feint

During each hand-to-hand combat the model can re-roll one of his lowest scoring Attack dice.

4. Parry

During each hand-to-hand combat you can force this model's opponent to re-roll one of his highest scoring Attack dice.

5. Killer Instinct

This fighter counts any Attack dice rolls of 5 or 6 for the purposes of scoring critical hits instead of just rolls of 6. In addition, the model will score a critical hit every time he rolls a 5 or 6 instead of each additional roll of 5 or 6.

6. Step Aside

The model receives a 5+ special save against any hits from hand-to-hand combat.

Shooting Skills

1. Crack Shot

Any damage this model inflicts when shooting a pistol or basic weapon are always classed as High Impact irrespective of the Strength of the attack.

2. Fast Shot

As long as the model did not run that turn then he can still choose to go onto overwatch. Usually a fighter that moved cannot onto overwatch but a model with the Fast Shot skill can.

3. Gunfighter

The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. Note a fighter can sling any basic or special weapons for the sole purpose of using this skill (i.e. a model equipped with a basic weapon can still use this skill but must hold the basic weapon during hand-to-hand combat).

4. Hip Shooting

The model is allowed to shoot even if he ran in the same turn, however, if he does so he suffers a -1 to-hit modifier. Note that it is impossible to run and shoot with a move or fire weapon, even with the Hip Shooting skill.

5. Marksman

The model can choose to ignore the normal restriction which obliges fighters to shoot at the nearest or easiest to-hit target. Instead, he can choose to shoot at any target he can see.

6. Rapid Fire

If the model remained stationary during his movement phase then he can shoot twice with a pistol or basic weapon during the shooting phase instead of once. The second shot must be fired with the same pistol or basic weapon that fired the first shot and this skill cannot be combined with Gunfighter.



Techno Skills

1: Druggist

As long as the fighter didn't go out of action in the last game (i.e. didn't make a roll on the Serious Injuries chart), then there is a chance the model may have concocted a batch of drugs during the post game sequence. Roll a D6. On a roll of 6 the fighter has created D6 doses of a random drug. Roll a D6 to determine its type, 1-2: Kalma, 3-4: 'Slaughter, 5-6: Spur.

2: Archeotech Lore

As long as the fighter didn't go out of action in the last game (i.e. didn't make a roll on the Serious Injuries chart), then there is a chance the model may discover a piece of obscure archeotech nestled amongst some worthless tat on a merchant's stall. Roll a D6. On a roll of 6 the fighter has discovered just such an item. The Archeotech costs only D3x10 instead of D6x10 and follows all of the usual Archeotech rules. If you decide not to purchase the item during the post game sequence the item was offered then the chance to buy it is lost forever.

3: Inventor

As long as the fighter didn't go out of action in the last game (i.e. didn't make a roll on the Serious Injuries chart), then there is a chance the model may have invented something special during the post game sequence. Roll a D6. On a roll of 6, roll a further D6. If this second roll is 4+ then the fighter has invented something! Make a roll on the Rare Trade Chart to discover exactly what the fighter has created.

4: Medic

As long as the model didn't go out of action in the last game (i.e. didn't make a roll on the Serious Injuries chart), then the fighter can patch up an injured ganger. When rolling for Serious Injuries you can choose to re-roll one result for each Medic. The decision to re-roll a Serious Injury result must be taken immediately after the first roll, otherwise the chance is wasted. Note a Medic cannot patch himself up and you cannot re-roll another Medic's re-rolled dice. You must accept the result of the second roll even if it was worse than the first result.

5: Tinkerer

You can choose one of the fighter's weapons to receive a bonus, either a +4" Short Range bonus, +8" Long Range bonus, +1 Strength/Save Modifier or Ammo Roll increased to 2+. Only one weapon can be affected at any one time.

6: Weaponsmith

The model ignores his first failed Ammo test during each game, instead, treat it just as if the test was passed. If the weapon had an 'auto' Ammo Roll then the first Ammo test is ignored.



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