

# HIRED GUN SNIPER

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Necromunda has a vast Planetary Defence Force, this forms the backbone of Necromunda's defence against invaders from off planet or rebels from within. Along with the Imperial Guard regiments stationed there, the Planetary Defence Force is garrisoned across the entire planet. Millions of men stand ready to defend Necromunda from attack.

Life in the planetary defence force is harsh and brutal. Discipline is rigid and with so many men - mostly recruits from the Underhives themselves - it is the only way of keeping control. Floggings and capital punishments for lapses in discipline are not uncommon. Those who fail to follow orders face the threat of summary execution by their officers or Imperial Commissars. Even trivial matters, such as failing to march in step, failing to address an officer correctly or poor maintenance of kit result in a flogging or postings to penal legions.



To escape this life of rigid discipline, with no freedom of action, where every minute of everyday is strictly controlled, many of the indentured soldiers desert. The penalty for such a crime would be death, should they be caught, but these desperate individuals are prepared to risk it for a taste of freedom.

The Underhive is a refuge for these deserters. Hidden from the Imperial authorities, their military training and stolen equipment makes them ideal Hired Guns.

## RECRUITING SNIPERS

If a player wants to hire a Sniper he must pay the standard hire fee, which is 20 credits. A gang can only recruit one Sniper. The profile and skills for the Sniper are worked out after they are hired.

For the purpose of calculating the gang rating a Sniper has a value of 100 (i.e. his hire fee of 20 x5).

## SNIPER PROFILE

Snipers may have special skills and superior characteristic values. This is worked out only after the Sniper is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this Snipers will have a number of advances as explained below

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

## SNIPER ADVANCES

In addition to the above stat line the Sniper has 4 advances which are either bonuses on his profile or skills. Roll a D6 four times and consult the chart below, noting down the increases as you go along. A Sniper may not 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.

| D6 Roll | Advance                                                                                                                                                                                                                |
|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1       | +1 Ballistic Skill                                                                                                                                                                                                     |
| 2       | +1 Weapon Skill                                                                                                                                                                                                        |
| 3       | +1 Leadership                                                                                                                                                                                                          |
| 4       | Roll a further D6:<br>1: Initiative<br>2: +1 Strength<br>3: +1 Toughness<br>4: +1 Wound<br>5: +1 Attack<br>6: +1 Ballistic Skill                                                                                       |
| 5-6     | Roll a further D6:<br>1: Crack Shot (shooting skill)<br>2: Fast Shot (shooting skill)<br>3: Rapid Fire (shooting skill)<br>4: Ambush (stealth skill)<br>5: Infiltration (stealth skill)<br>6: Weaponsmith (tech skill) |

Lasgun or Autogun

Flak armour

Photo-visor or photo-contacts

Respirator or filter plugs

Plus choose one of the following:

Red Dot Laser Sight

Telescopic Sight

Hotshot Power Pack

Weapon Reload (choose which weapon)



## SPECIAL SNIPER RULES

All Snipers have the Marksman skill. They may ignore the normal restrictions which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

In addition, the Sniper may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range.

This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

## SNIPER WEAPONS

A Sniper fights with his own weapons as described below. They are well armed and equipped with stolen equipment. A Sniper cannot buy or use any other weapons or equipment, they trust to what they have!

Snipers are armed with the following:

Any number of knives

Las pistol or autopistol

