SPECIAL CHARACTERS
KAL JERICO & SCABBS

by Warwick Kinrade

These new special characters are based on the hugely popular comic strip from Warhammer Monthly, written by Gordon Rennie and drawn by Karl Kopinski and Wayne Reynolds.

UNDERHIVE SCUM!

As the suavest bounty hunter in the Underhive, Kal knows he has a reputation to maintain. A reputation for being as fast with his guns as he is with his mouth, a reputation for idiotic recklessness, with only a pair of fully charged laspistols, an immaculate sense of style, and his sometime sidekick, the pustulent, renegade Ratskin half-breed Scabbs, to see him through. So what if it's led him to being outlawed, hunted down, shot at, blown up, nailed to a wall and almost burned alive? He wouldn't have his life any other way!

Of course, some people can't help but bear a grudge and most of Kal's troubles can be laid at the door of his small but impeccably selected collection of enemies. Be it the psychopathic ex-pit slave, Vandal Feg; the fanatical redemptionist, Cardinal Crimson; the rogue noblewoman-turned-outlaw, Yolanda Catullus; or the shadowy spymaster, Nemo the Faceless, you can be sure that if they get their hands on Kal they'll be chopping off more than his plaits!

KAL JERICO, BOUNTY HUNTER

M	WS	BS	S	T	W	I	A	Ld
4	5	5	3	3	2	5	2	8

WEAPONS: 2 master crafted las-pistols (see below), saber (sword), frag grenades, photon flash flares.

ARMOUR: None

SKILLS: *Hip-Shooting, Gunfighter, Combat Master, Dodge.*

PSYCHOLOGY: None.

ALLEGIANCE: Kal will join any gang, with the exception of Spyres or Pit Slaves. He is not worried where his creds come from.

Master-Crafted Las Pistols

Range		To Hit						
Short	Long	Short	Long	S	Dam	Save	Ammo	Special
0-12	12-24	+2	-1	3	1	-	2+	Close combat

Each master-crafted las-pistol is equipped with a laser sight (see page 62 of the main rules)

RATING: Kal increases the value of your gang by 250 credits.

BOUNTY: Kal is no angel, and also has a price on his head. He is worth 250 creds to other Bounty Hunters.

PSYCHOLOGY: Thanks to his legendary composure and cool Kal Jerico never takes Fear tests. However he remains subject to the rules for Terror and Bottle Tests.

PAYMENT: Kal doesn't work out of charity. To hire Kal costs 1D6x15 creds.

SPECIAL RULES

Let's Teach This Guy a Lesson: Kal has been Bounty Hunting in the Underhive for years, and in that time has made many enemies amongst his victims friends and families. He has enemies throughout the Underhive. At the start of a game roll 1D6. On a 1 or 2 a member of the enemy gang has an old grievance against Kal. A randomly determined member of the enemy gang hates Kal Jerico. All the rules for Hatred apply to this gang member.

Friends in High Places: Kal always has his ear to the ground, on the look out for valuable information. Whispers and rumours always seem to find Kal Jerico. A gang which employs Kal benefits from his 'inside' knowledge. Treat your gang as having a Guilder Contact territory whilst Kal is employed by them. If Kal is killed or leaves the gang then the territory is lost as well.

Wheeler Dealer: Kal is always out for himself, making and breaking deals, changing allegiances, helping one faction then swapping sides. This can help your gang, or could be a disaster. For ever enemy ganger that you would usually collect a bounty for roll 1D6.

1 Kal's double crosses you and keeps all the creds for himself.

2 Kal has made a deal with the Guilders over this guy. You only get half the normal bounty.

3-4 All goes well. You collect the normal the reward.

5 Kal reputation helps you out. You receive an additional 50% to the bounty.

6 Kal know this guys reputation and barters you a great deal with the Guilders. You receive double the normal reward.

SCABBS

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

WEAPONS: Stub Pistol, Knife, Concealed Blade.

ARMOUR: None

SKILLS: *Dodge, Evade, Ambush.*

ALLEGIANCE: Scabbs will only join a gang that has also hired Kal Jerico. If you hire Kal Jerico you may also hire Scabbs.

RATING: Scabbs increases the value of your gang by 100 credits.

PAYMENT: To hire Scabbs costs 20 creds.

BOUNTY: Scabbs is so insignificant that nobody cares enough about him to put a reward on his head. He has no bounty on his head.

SPECIAL RULES

Half Breed: Scabbs is actually a half breed, part Ratskin, part Underhive scum. He has inherited some of his Ratskin skills. Scabbs has an extensive knowledge of the passages and tunnels of the Underhive. The gang that includes Scabbs can add or subtract 1 from the scenario dice roll to determine which scenario the players will fight (this skill is identical to the *Guide* skill of Ratskin scouts).

You can find the ordering details for the models that accompany these rules on the inside covers of this magazine.