

RATSKIN SAVAGE

By Gerrid Robb (from the Gary James webpage)

Here's a dangerous, whooping savage nutjob to bolster your Ratskin gangs when fighting the oppression of the Underhivers...

RATSKIN SAVAGE

Cost to Recruit: 60 Creds

Savages are Ratskin renegade warriors who have taken their war against the Hivers to an extreme. Continuously in a blood-thirsty state of rage. Savages don't try to drive the Hivers out of their land, they try to slaughter them altogether as brutally and viciously as possible. When in battle Savages can be seen dashing madly about, wielding gore-splattered blades in each fist. Fortunately for most Underhivers Ratskin Savages are a very rare breed!

PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	7

WEAPONS: Savages may only be armed with the following weapons:

Club, Maul, Bludgeon, Sword, Knife.

Savages only fight in hand-to-hand combat and always with a close combat weapon in each hand. This two weapon fighting style allows them to *Parry* even if the weapons they use are incapable of *Parrying*. Savages may never use massive weapons.

ALLEGIANCE: Only Ratskin Gangs may recruit Ratskin Savages.

SPECIAL RULES

Skills: Native Resilience, Frenzy

Scalping: Ratskin Savages are fearsome blood-thirsty opponents and delight in the taking of trophies from their victims in the shape of scalps are an indication of their battle prowess. If a Savage takes an opponent down or out in hand-to-hand combat and there is no other opponents within Follow-up Move range, the potential victim can find himself horribly mutilated or even without any hair! The victim must make an Initiative test. If successful the

Savage moves on fuelled by the blood-lust of battle. If the roll fails then consult the scalping chart below:

SCALPING CHART

2D6 Result

2. *Dead* – The victim is killed and his body abandoned. All weapons and equipment are lost.
3. *Mangled* – The victim is still alive but his mates are going to call him 'baldy' from now on! The victim suffers -1 Toughness.
4. *Leg Wound* – Obviously the Savage doesn't know his scalp from his kneecap and the victim loses a point of Movement.
5. *Arm Wound* – The victim suffers -1 Strength.
6. *Scalped* – The victim suffers brain-damage. He is now subject to *Stupidity*. Should he receive a second head wound he must retire.
7. *Blinded* – The victim loses an eye and suffers -1 BS.
8. *Body Wound* – The victim suffers -1 Initiative.
9. *Mauled* – The victim suffers -1 W. Should he only have one Wound anyway he is Dead.
10. *Hand Wound* – The victim loses some fingers and suffers -1 WS. Should he suffer a further hand injury a hand is cut off and he may no longer use weapons that require two hands to use.
11. *Traumatised* – The victim is tortured and suffers the loss of an experience level which must be regained before he can go up another level.
12. *Dead* – as above.