

Elite Profession Skills

Elite Profession Skills follow the same rules as Hive Ken Skills (by *Lachlan Abrahams*). The Elite Profession Skills represent gangers who develop special professions in their territory.

If any ganger rolls the 'Choose any of the Skill tables' result on the advance table he may select to roll on any of the profession tables instead. Models learning from the profession skills must miss the next fight whilst they are finding a tutor to teach them the skill.

Redemptionists and Spyrers may not select these profession skills.

Elite Profession Skill Table	
2D6	Result
12	Choose one profession from any Skill Table
11	Choose one profession from this Skill Table
10	Rogue Pilot
9	Tenchu
8	Engineer
7	Cook
6	Surgeon
1-5	Failure

Failure

The ganger fails to find a tutor or is not accepted by the teacher. The ganger may fight in the next battle but cannot forage, collect income from territories or search for rare items now.

Tenchu

The ganger is taking special training to become a stealth assassin. He is introduced in the ways of the ancient shadow warriors known as Tenchu. The Tenchu profession comes in several levels. A new initiate starts at stealth level 2. A ganger

with the Tenchu profession has an amount of Blip tokens equal to his stealth level.

If your Tenchu miniature is Hiding, then you may replace it with Blip tokens. (The amount of Blip tokens depends on the level of the Tenchu.) During following turns, move all the Blip tokens. Use rules for hidden miniatures for the Blip tokens.

Blip tokens come in colour series to indicate different miniatures who are using Tenchu stealth moves. Each series consist of duplicates numbered 1 to 5. Always choose one Blip token as an indicator of your miniature's real location, put the unused Blip tokens aside, but do not allow anyone to look at them.

Between fights, a miniature with the Tenchu profession may increase his stealth level by 1 up to a maximum of 5. This miniature may not forage, collect income from territories or search for rare items during this advanced training.

Cook

The ganger has become an expert cook. He is able to make the best meals with anything (or nothing) that is available in the kitchen. When calculating profit from your income, you may shift one column to the left for the result. Roll 1D6 when cooking like this.

(e.g. An income of 29 credits in a gang with 6 gangers now provides a profit of 15 credits instead of 10.)

Cooking Table	
1D6	Result
1	The miserable conditions in the kitchen cause an explosion. The Cook suffers serious burnwounds and now has the Horrible Scars injury.
2-6	Mmm, great cookin' !

Engineer

The ganger is taking special education to become an adept construction worker. Between fights, a miniature with the Engineer profession may upgrade one piece of your territory. Spend the required amount of credits for resources to upgrade a territory. This miniature may not forage, collect income from territories or search for rare items during this construction work. (The upgrade will be in effect after all other members of the gang have been given the possibility to visit the current territories.)

Territory Upgrades		
Territory to be Upgraded	Result	Cost
Mineral Outcrop	Mine Workings	10
Old Ruins	Slag	25
Slag	Tunnels	25
Drinking Hole	Settlement	55
Mine Workings	Spore Cave	60

Surgeon

The ganger is taking special education to become a respected surgeon. Between fights, a miniature with the Surgeon profession may try to heal a friendly ganger from his injuries. Both miniatures may not forage, collect income from territories or search for rare items during the surgery. Select the Injury to cure and roll 1D6.

Surgery Results Table		
Injury to be Cured	Success	Failure
Hand Injuries	Patch amount of fingers equal to roll	n/a
Arm Wound	2-6 : Remove the Arm Wound	1 : Receive Old Battle Wound
Leg Wound	3-6 : Remove Leg Wound and gain +1 to Movement	1-2 : Receive Old Battle Wound

Old Battle Wound	3-6 : Remove Old Battle Wound	1-2 : Receive Shell Shock
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Rogue Pilot

The ganger originates from a farmer family and was raised flying cropdusters. Flying is in his blood and that's what he wants to do. Between fights, a miniature with the Rogue Pilot profession may go out and hunt for an airworthy plane. This miniature may not forage, collect income from territories or search for rare items during his his search for an aircraft. The Rogue Pilot must skip the next fight but he will add his share by launching an assault from his plane. You may use the weapon's effect once in the fight. After that he probably crashes it into the ground after bailing out by chute ...

Airplane Weapon		
1D6	Type	Effect
1-2	Unarmed	n/a
3	Gunship	One target with no cover from above receives one S 5 Hit.
4	Missile	You may land a Missile of choice anywhere on the table. Use the scatter dice.
5	Napalm	Fire a Flamer shot from any top level on the table.
6	Gas	Drop a Choke Gas Grenade anywhere on the table and roll the scatter dice.

(These houserules for Necromunda are designed by Toco: www.toco.be/homerules.)