

Table	#	Old Skill	Old Description	Skill	Description	Rule Notes	Fluff / Reality
Muscle Skills	1	Body Slam	If the model charged that turn then he may take a Strength test at the start of the hand-to-hand phase. If the test is passed then an opponent's Weapon Skill is reduced to 1 for the duration of the turn.	Body Slam	If the model charged that turn then he may take a Strength test. If the test is passed then an opponent's Weapon Skill is reduced to 1 against this model for the duration of the turn.	Very OP in multiple combat otherwise, especially with the above changes to Combat Master. Perhaps a head to head strength test?	A S3 Juve having a 50/50 shot of body slamming a S6 Orrus . . .
	2	Bulging Biceps		Headbutt	If the fighter inflicts 2 or more hits in hand-to-hand combat, he may choose to exchange all hits for a single hit with a strength bonus. The strength is equal to +1 for each additional hit scored. This means you can exchange two S4 hits for a single S5 hit, three S4 hits for a single S6 and so on. The blunt force of the head butt is such that its victim will fight with half his WS, rounding down, in the next round of combat, if he survives.	Due to addition of Heavy table.	
	3	Hard as Nails		Hard as Nails	If the fighter must roll on the Serious Injuries chart, roll a D6 first. On a roll of 6 it's automatically assumed a Full Recovery result was rolled.		
	4	Juggernaught		Juggernaught	If the model suffers a hit but isn't wounded by the attack then he may immediately take a Strength test. If the test is passed then the fighter ignores the hit so won't be pinned either. Note this can allow the fighter to continue his move if attacked from overwatch.		
	5	Hurl Opponent		Hurl Opponent	The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take a Strength test. If the test is passed then the opponent is thrown in a direction of your choice up to D6". The hurled model is unharmed but pinned. He can also be hurled at an enemy fighter, in which case he will stop at the target and both models are pinned. Note that the best way to use this skill is to throw opposing models off tall buildings!	Not sure about this one, could become too automatic. Perhaps only in your own turn or a head to head strength test	
	6	Iron Jaw		Iron Jaw	The model receives a 6+ armour saving throw which can be combined with any other forms of armour.		
Ferocity	1	Beserk Charge		Beserk Charge	If the model charged that turn then he rolls an extra +D3 Attack dice during the hand-to-hand combat.		
	2	Impetuous		Impetuous	A fighter that is pinned, down or using a follow-up move can only move up to 2". However, a model with the Impetuous skill can move up to 4" instead.		
	3	Iron Will		Iron Will	The model can re-roll any failed nerve tests. If the fighter's Leadership is being used for the Bottle roll then you can also re-roll it if failed.		
	4	Killer Reputation		Killer Reputation	A model with this skill has such a reputation as a vicious and depraved killer that he causes fear.		
	5	Nerves of Steel		Nerves of Steel	The model can test to escape pinning early even if there are no friendly models within 2". If the fighter could already test to escape pinning early then he can re-roll the Initiative test if it is failed.		
	6	True Grit	Treat a roll of 1 or 2 as a flesh wound when rolling to see the extent of any injuries the model suffers. When using special injury charts (eg needle guns) add 1 to the lowest result band in the same way as above.	True Grit	Add 1 to the lowest injury band when taking a wounding hit or rolling on a special wound table	Takes bio-boosters and stuff into account	
Techno	1	Armourer		Chemist	A fighter with this skill that does not go out of action may attempt to create a dose of chemicals instead of working a territory or visiting the trading post during the post battle sequence. Roll a D6. On the roll of a 6, a single dose has been created. Roll a further D6 to see what you have. 1--Blade Venom, 2--Wild Snake, 3--Kalma, 4--Slaughter, 5--Spook or 6-Spur.	Due to addition of Heavy table	
	2	Fixer		Fixer	Gangers only. If the fighter works a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first outcome. However, the fighter may not change the number of dice rolled and must accept the second result.		
	3	Inventer		Inventer	As long as the model didn't go out of action, roll a D6 after each battle. On a 6 the model has invented something! Randomly select an item from the Rare Trade Chart in the Trading Post section. Whatever is selected is the item that has been invented.		
	4	Medic		Medic	The fighter has some experience patching up his fellows. If the gang includes a fighter with this skill, you may re-roll the result of one serious injury roll for one fighter after the battle, though the second roll must be kept. Gangs with multiple medics cannot use more than one for each wounded fighter. Injured fighters with special abilities or natural resilience of some kind must choose between their natural healing ability or the aid of a medic, but not both.		
	5	Specialist		Specialist	This skill can only be taken by Juvies or Gangers. It allows the model to be armed with a special weapon.		
	6	Weaponsmith		Weaponsmith	A model with this skill can ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.		

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Shooting	1	Crack Shot		Crack Shot	If the model inflicts any damage when making a ranged attack and must make an injury roll, then the enemy model will be taken out of action on a roll of 5 or 6 instead of just a 6. When using special injury charts (eg needle guns or high impact) add 1 to the highest result band in the same way as above. Note this only applies when making the initial injury roll, not to injury rolls made in the recovery phase.		
	2	Fast Shot		Fast Shot	The model is allowed to go onto overwatch even if he moved in the same turn. However, he still cannot go onto overwatch if he ran. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with the Fast Shot skill can also move.	This with Flamers could be nasty	
	3	Gunfighter		Gunfighter	The model can make an extra ranged attack following the usual shooting rules, but only when shooting a pistol. The fighter can aim and fire a pistol from each hand or alternatively fire the same pistol.		
	4	Hip Shooting		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 heavy weapon, even with the Hip Shooting skill.		
	5	Marksman		Marksman	A model with the Marksman skill can ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.		
	6	Rapid Fire		Rapid Fire	If the model doesn't move in his movement phase then he can make an extra ranged attack following the usual shooting rules, but only when firing the same pistol or basic weapon.		
Heavy	1	Accuracy		Accuracy	The Heavy is especially skilled with blast weapons. Any weapon this fighter uses that has a blast template will only scatter half the distance indicated by the scatter die.		
	2	Armourer		Armourer	As long as the model didn't go out of action last game the gang can choose to ignore a failed Ammo roll, instead it's treated as if the test was passed.	Moved from Techno	
	3	Bulging Biceps		Bulging Biceps	The fighter's Strength characteristic is increased by +1. Note this can take him above the usual maximum characteristic profile.	Moved from Muscle	
	4	Long Shot		Long Shot	The heavy is skilled at making aimed shots from heavy weapons. If the fighter fires only a single shot from a heavy weapon, this shot will have a +1 to hit modifier. This skill may not be used with any weapons which use a template.		
	5	Monkey Grip		Monkey Grip	The heavy has a secure enough grip on his weapon to make use of it in hand-to-hand combat. He does not count as encumbered in hand-to-hand combat if carrying a heavy weapon and will use the heavy weapon as a club.		
	6	Walking Fire		Walking Fire			
Leader	1	Barter		Barter	A leader with this skill has a reputation for being a loyal customer with many of the local trading posts. When the leader visits the trading post he always received D3+1 offers, just as though he had another gang member with him. Leaders with this skill may still be accompanied by gangers for even more offers.		
	2	Fence		Fence	The leader is known as a trustworthy source of good quality used equipment. Whether this is true or not, the leader can charge more for his secondhand equipment. Instead of receiving half value for items the gang sells, they earn 1/2 the cost plus an addition 25% of their original value.	How does this differ from just 75%	
	3	Haggle		Haggle	Your leader drives a hard bargain at the trading posts. When purchasing a rare trade item, you may re-roll the variable cost of the item. However, the second roll must be kept, even if it is more than the first.		
	4	Informant		Informant	The leader has earned a trusted friend who can feed him valuable information on resources in the area. During the post battle sequence, the leader may contact his informant if he does not visit the trading post by passing a leadership test. If he passes the test, he may add or subtract 1 from the roll to determine what scenario will be played. If the leader rolls a 2 for his test, he may add or subtract 2 instead. This ability stacks with Ratskin Maps, ratskin scouts and other such items.		
	5	Inspirational		Inspirational	An inspirational leader commands the highest loyalty and respect. Fighters in his gang may test on his leadership value if they are within 12" of the leader instead of only 6". Fighters must have a line of sight with the leader in order to use his leadership.		
	6	Iron Will		Iron Will	The model can re-roll any failed nerve tests. If the fighter's Leadership is being used for the Bottle roll then you can also re-roll it if failed.	As per ferocity table	