

// **Assassin** - new Hired Gun by Anthony Case

I'm a big fan of the Witch Hunters Assassin minis so I simply wanted a way of using them more.

Recruitment - Assassins have a hiring fee of 50 credits and a gang can only include one. An Assassin adds 250 to the gang rating. Upon hiring an Assassin you must decide whether he is a Ranged Assassin or Combat Assassin, which has an effect on his starting profile, equipment and advances. Once chosen it cannot be changed.

Profile - **M:4 WS:4 BS:4 S:3 T:3 W:1 I:4 A:1 Ld:8**

Ranged Assassins receive a +1 BS bonus and the Marksman skill.

Combat Assassins receive a +1 WS bonus and a +1 A bonus.

Skills - Assassins have the Escape Artist, Infiltration, Crack Shot and Killer Reputation skills.

Independent - Assassins can roll to escape pinning even if there are no friendly fighters within 2"

Kill Contract - At the start of each game you can decide to enter a kill contract with the Assassin. If you decide to do so, choose an enemy gang fighter to be the target. If the Assassin takes the target out of action then he must roll twice on the Serious Injuries chart and choose the lowest result. If the target rolls a Dead result then the contract is complete and you must pay the Assassin D6x10 credits from your stash. If there aren't enough credits in your stash then you must sell equipment in order to pay the debt (you don't want to anger an Assassin).

Equipment - Assassins are equipped with a Knife (+Blade Venom), Photon, Choke and Smoke Grenades, Respirator, Photo-visor, Infra-red Goggles, Grapnel and a Bio-booster.

Ranged Assassins are equipped with a Needle Rifle (+Weapon Reload) and an Autopistol (+Silencer).

Combat Assassins are equipped with a Needle Pistol (+Weapon Reload) and a Sword (+Blade Venom).

You can also choose up to two of the following items: Mesh Armour, A bionic of your choosing, Blindsnake Pouch, Skull Chip, Red Dot Laser Sight (Combat only) or an Infra-red Sight (Ranged only).

Advances - Assassins have 5 advances (note if a roll has two options then the Ranged Assassin gains the first advance while a Combat Assassin gains the last).

1: Roll Again

- 1:** +1 Strength
- 2:** +1 Toughness
- 3:** +1 Wounds
- 4:** +1 Initiative
- 5:** +1 Attacks
- 6:** +1 Leadership

2-3: Roll Again

- 1:** Dodge
- 2:** Leap
- 3:** Sprint
- 4:** Dive

5: Evade

6: Nerves of Steel

4-6: Roll Again

1: Hip Shooting / Combat Master

2: Rapid Fire / Counter Attack

3: Catfall / Step Aside

4: Jump Back

5: Ambush / Sneak Up

6: Weaponsmith / Disarm