

// Tech Hulk Team- new Gang by Anthony Case

A bunch of tech boffins obsessed with creating personal armoured units with the durability and firepower of a tank (well sort of). The Hulks are based on the Mega Armour Ork minis, you just need to replace the ork head with an Imperial head or metal plate.

Territories - Since Tech Hulk Teams concentrate their time on building armoured hulks they start the campaign with only three territories, rather than the usual five a House Gang starts with. However, the Team's expert knowledge and unique equipment are in high demand so for each territory you can roll twice on the Territories table and choose which territory to take. A Tech Hulk Team cannot work more than six territories.

Upkeep - Tech Hulk Teams follow the usual House Gang rules, however, each Hulk requires a Tech Nutter to properly maintain it. The assigned boffin must not have gone out of action in the previous game and he cannot perform another post game action, such as working a territory or looking for rare trade. If a Hulk is not maintained in this way then during the next game the Hulk suffers a -1 penalty to its Strength, Toughness and Armour Save. These penalties are cumulative if a Hulk isn't maintained over multiple games, though once maintained the Hulk will fully regain any lost Strength/Toughness. If a Hulk is reduced to either 0 Strength or Toughness then it cannot be used that game.

Techie Contacts - Unlike normal gangs who are offered D3 rare items after each game, a Tech Hulk Team are offered D6.

Hulk Capture: Hulks are armed with all manner of security devices to ward off thieves which combined with their immense size and weight means that Hulks cannot be captured by a rival gang. However, the boffin inside the Hulk can be captured following the usual rules.

// Team Recruitment

Chief Bodger - Must start with one.

Tech Nutter - Any number.

Tech Rookie - The number of Tech Rookies cannot exceed the number of Tech Nutters. If this happens then only Tech Nutters can be recruited.

Hulk - You can buy 1 Hulk for every three Tech Hulk Team members (e.g. a team of 7 boffins can buy 2 Hulks).

// Fighter Types

Chief Bodger - 120cr

Normal gang leader stats and rules except -1WS. 60+D6xp

Only Stealth, Shooting and Techno skills available.

Hulk: A Chief Bodger can be assigned a Hulk into which he's placed at the start of the game.

Tech Nutter - 50cr

Normal ganger stats and rules except start with -1WS. 20+D6xp.

Only Shooting and Techno skills available.

Hulk: A Tech Nutter can be assigned a Hulk into which he's placed at the start of the game.

Tech Rookie - 30cr

Normal juve stats and rules except start with 5xp.

Only Techno skills available.

Nutter: Once a Tech Rookie reaches 20xp he becomes a fully fledged Tech Nutter.

Dogsbody: A Tech Rookie's unusual knowledge and the Nutters reliance on them means they can make post game actions just a regular ganger (i.e. Rookies can work territories and search for rare trade).

// Hulks

Hulks are large personal armoured units fitted with powerful weapons and protected with thick armour. Hulks can be bought for 160 credits each and act like regular equipment in the sense they can be passed around and sold.

One arm of the Hulk can be fitted with a special or heavy weapon, while the other arm can be fitted with a Pit Slave Weapon. You can choose to replace the special/heavy weapon with a second Pit Slave Weapon.

Boffins placed inside a Hulk cannot be equipped with any personal weapons or equipment, except for the following items: any bio-implants including bionics, a Lobo-chip or Skull Chip, any drugs, Respirator, Filter Plugs, Photo-visior, Photo-contacts, Blindsnake Pouch, Bio-booster, Concealed Blade, Infra-red Goggles. Hulks count ladders as difficult ground. Boffins cannot be removed from a Hulk during play under any circumstances, but otherwise follow the usual fighter rules. The characteristic profile of a boffin that is placed inside a Hulk is modified in the following way and the boffin gains the following rules. Round fractions down when working out Initiative.

M:3 WS:- BS:- S:+2 T:+1 W:+1 I:1/2 A:- LD:-

Hulks have a 5+ Armour Save that is rolled on 2D6. Hulks cannot be pinned and only have to take falling tests if it was hit by a high impact weapon. Hulks confer the Body Slam and Bulging Biceps skills. A boffin inside a Hulk ignores any nerve tests caused by non-Hulks going down or out of action within 2". Hulks cause fear.

The Hulk canna take it!

Hulks are cobbled together by the self taught tech boffins in a hap hazard manner. To reflect this, if a Hulk suffers a hit and the to-wound roll is a 6 then something has gone very wrong. Whether it be the hit has cracked open a pipe, dislodged machinery or busted a power pack. Each time this happens, roll on the Hulk Damage table below. Note a roll on the table is required even if the hit did not inflict a wound due to an armour save. Duplicate rolls are re-rolled.

1: Hydraulic Leak - The Hulk cannot run. Note the Hulk can still charge but cannot move a distance greater than the its Movement characteristic. If the Hulk charges then he will not gain the usual Combat Score bonus that chargers usually receive, though can use a follow up move as normal.

2: System Failure - All Hulk Upgrades no longer have any effect.

3: Broken Right Arm - Any weapons on the Hulk's right arm cannot be used. If both arms are broken then the Hulk does not roll any Attack dice in hand-to-hand combat.

4: Broken Left Arm - Any weapons on the Hulk's left arm cannot be used. If both arms are broken then the Hulk does not roll any Attack dice in hand-to-hand combat.

5: Structural Damage - The Hulk's Armour Save is reduced to 8+.

6: Dodgy Drive - The Hulk follows the rules for stupidity.

Hulk Damage lasts for the duration of the game. If the Hulk is maintained as explained in the Upkeep rules during the post game sequence then all Hulk Damage is automatically fully repaired, however, if the Hulk is not maintained then the Damage remains active.

// Hulk Upgrades

Tech Nutters often upgrade and tinker with their Hulks to make them even more destructive and protective. During the post game sequence you can opt to upgrade a Hulk, however, a Tech Nutter must be assigned to do this. If a Hulk is upgraded then it also counts as being maintained, but a Hulk can only receive a single upgrade per game. The Tech Nutter must not have gone out of action in the previous game and upgrading a Hulk counts as a post game action (i.e. he cannot maintain a Hulk, work a territory, etc). After installing the Upgrade roll a D6. On a roll of 1 the upgrade has not gone quite as planned:

1: Explosion - The Upgrade is destroyed, the Hulk starts the next game with a roll on the Hulk Damage table and the Tech Nutter suffers a Serious Injury (treat Captured and Bitter Emnity as Full Recovery).

2: Botched - The Upgrade is destroyed and the Hulk starts the next game with a roll on the Hulk Damage table.

3-4: Whoops - The Upgrade is destroyed.

5-6: Loose Wiring - The Upgrade does not have an effect that game. The Upgrade will work as normal once the Hulk is maintained.

Common Upgrades

These represent upgrades made from common materials so can be bought just like regular equipment.

Ablative Armour (35cr): The Hulk receives a +1 Wound bonus.

Filtrator Unit (20cr): The Hulk is immune from any *gas* effects.

Searchlight (15cr): The Hulk is immune from any *darkness* effects.

Reflexor Lining (15cr): The Hulk ignores the first *canna take it* roll each game.

Motor Hydraulics (35cr): The Hulk receives a +1 Movement bonus.

Auspex (30cr): The Hulk has a spotting range of 12".

Tool Upgrade (15cr): A Pit Slave Weapon can be fitted with a Tool Upgrade, in which it receives a +1 bonus to its Strength/Save Mod.

Extra Ammo (Special): The Hulk's special/heavy weapon counts as having a Weapon Reload. Note this bonus only applies to the special/heavy weapon (i.e. not for an underslung weapon). The cost of the Extra Ammo upgrade follows the usual cost rules for Weapon Reloads.

Combat Flamer (20cr): An arm can be fitted with an Underslung Flamer that follows the rules for a regular Flamer except it can only be fired once per game. If the flamer explodes then the main weapon attached to the arm cannot be used that game either. An arm can only be fitted with a single underslung weapon.

Combat Lasgun (25cr): An arm can be fitted with an Underslung Lasgun which follows the usual Lasgun rules. If the lasgun explodes then the main weapon attached to the arm cannot be used that game either. An arm can only be fitted with a single underslung weapon.

Combat Launcher (35cr): An arm can be fitted with an Underslung Auto Launcher. If the Launcher explodes then the main weapon attached to the arm cannot be used that game either. Grenades are bought separately following the usual grenade launcher rules except its range is reduced to 0-8 8-16 and can only use a single grenade type. An arm can only be fitted with a single underslung weapon.

Rare Upgrades

These represent upgrades made from rare materials. When searching for rare trade, if you roll a double (e.g. 11, 22,33, etc) then you can instead choose to be offered a rare upgrade

of your choosing instead of the regular rare item offered. Note this decision must be taken immediately and the decision cannot be changed.

Force Field (50cr): The Hulk receives a 6+ Special Save against any ranged attacks.

Carapace Armour (70cr): The Hulk's armour save is increased to 3+, however, the Hulk's Movement characteristic is reduced by -1.

Photon Spread (30cr): Once per game you can activate the Photon Spread at the start of either players' hand-to-hand phase. Any models in base-to-base contact with the Hulk follows the rules for being hit by a photon grenade.

Targetter (40cr): The Hulk's special/heavy weapon receives a +1 to-hit bonus. Note this bonus only applies to the special/heavy weapon (i.e. not for an underslung weapon).

Combat Frag (35cr): An arm can be fitted with an underslung Frag Missile, however, only one Frag Missile can be fired per game. If the missile explodes then the main weapon attached to the arm cannot be used that game either. An arm can only be fitted with a single underslung weapon.

Combat Krak (115cr): An arm can be fitted with an underslung Krak Missile, however, only one Krak Missile can be fired per game. If the missile explodes then the main weapon attached to the arm cannot be used that game either. An arm can only be fitted with a single underslung weapon.