

Skilled As Hell

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with help from Grablebish

Less random skills option A: Roll 2 times and choose the skill obtained by the ganger while rolling for advances on those tables.

Less random skills option B: Roll then choose the table.

D66	AGILITY SKILLS							
11-13	Catfall If the fighter falls then he can take an Initiative test. If the test is passed then he lands safely and doesn't suffer a hit from the fall. The fighter is also no longer restricted to jumping down from heights of no more than 3", instead he can jump down from any height.							
14-16	Dodge A fighter with this skill receives a 6+ special save against hits from shooting if this save is successful the fighter is not pinned either.							
21-23	Jump Back At the start of his turn the model may disengage from any hand-to-hand combat by jumping back. If you elect to do this then the model may immediately jump back up to 2" leaving any hand-to-hand opponents behind.							
24-26	Leap The model may leap 1D3+3" during his movement phase instead of 1d6". In addition to being able to jump above chasms, he can jump above enemy fighters or even try to jump up to reach higher grounds.							
31-33	Quick Witted Before the first turn of the game begins, the fighter can make a special extra move, just as if it was his movement phase. So for example, the model can choose to run, charge, hide, go onto overwatch, etc. Note this skill cannot be used in scenarios that don't allow special deployment rules.							
34-36	Sprint The model may triple its movement rate when it runs or charges, rather than doubling it as normal.							
41-43	Catch When the fighter should be hit by a grenade or his under the template of one he can make an Initiative test, if he succeed he catch and throw the grenade away, it has no effect. On a roll of 1 he may throw the grenade immediately even if it's not his turn.							
44-46	Light feet The fighter may ignore difficult terrain.							
51-53	Climber The fighter may climb any wall as if there was a ladder.							
54-56	Runner The fighter can run even if he start his turn less than 8" away from an enemy if he succeed in a Ld test.							
61-63	Knife thrower The fighter is always considered having a shooting weapon with the stats below, it's considered a pistol weapon for the purpose of skills :							
	Short Range	Long Range	SR Mod	LR Mod	Strength	Damage	Save Mod	Ammo
	0-4	4-Fx3	0	-1	As User	1	-	Auto
If the Fighter has the Strong Arm skill, the maximum range become Fx4.								
64-66	Roll with the Blow The fighter can force his opponent to re-roll his first successful To Wound roll in Hand to Hand each turn.							

D66	COMBAT SKILLS
11-13	Combat Master When this model is faced with multiple combat and wins or draws a round, subsequent opponents do not gain the extra attack dice and WS bonus for the previous opponent although any accumulated bonuses will still be passed to the next combattant. In addition, this model gains a cumulative +1 weapon skill for each opponent it as fought this round, including the first, even if it does not win the round (although it must obviously survive)
14-16	Disarm The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take an Initiative test. If the test is passed then he knocks his opponent's weapons aside and he must fight the remainder of the turn using only a knife. It's assumed the fighter recovers his weapons in time for the next turn.
21-23	Feint During each hand-to-hand combat the first fumble the fighter rolls is instead treated as a critical hit. Therefore the fighter will receive a +1 bonus to his Combat Score instead of his opponent.
24-26	Deflect The fighter is able to knock aside blows using the flats of his hands and the haft of his weapons. During each hand-to-hand combat the model gets one extra parry.
31-33	Counter Attack The fighter is able to repulse his opponent's advances, swiftly turning defence into attack. Each hand-to-hand combat the model can re-roll one of his Attack dice.
34-36	Step Aside The model has an uncanny ability to dodge blows in close combat. The fighter receives a 4+ special save against any hits struck during hand-to-hand combat.
41-43	Cleave Once per turn, after a follow up move, if the model is engaged in Hand to Hand, he can do a new combat against his opponent. The fighter doesn't count as having charged.
44-46	Opportunist Fumbles from the opponents of this fighter gives him +2 WS instead of +1.
51-53	Martial Arts At the start of the Hand to Hand phase, the fighter may forgo any number of Attack to gain +1 WS for each attack forgone.
54-56	Swashbuckler The fighter may trade any parries he has for extra attack dice instead (before rolling the dice).
61-63	Dirty tricks The fighter may reduce the attacks of his opponents by 1 (to a minimum of 1).
64-66	Pack Fighter The fighter count as 2 for the purpose of group fighting in Hand to Hand and must always be fought first.

D66	STEALTH SKILLS
11-13	Ambush If the model goes on overwatch then he can also hide. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with this skill can do both.
14-16	Dive A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with this skill can do both.
21-23	Escape Artist If the model is captured, such as from a serious injury or a bounty hunter, then the fighter will automatically escape and it is treated as a Full Recovery serious injury result instead.
24-26	Evade The model ducks and weaves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is not benefitting from a cover modifier.
31-33	Infiltration A model with this skill can be deployed anywhere on the battlefield at the end of your first turn, though not within 8" of an enemy model.
34-36	Sneak Up If the model is targeted from overwatch and he counts as a fleeting target then the shooter's Initiative characteristic is reduced to 1 when he takes the Initiative test to see if he reacts in time.
41-43	Hide in Plain Sight During his movement phase, if the model is hidden and would count as a fleeting target enemies must pass an Initiative test to make him lose his hidden status, that test count as the test for overwatch if the enemy is in overwatch (ie he does not have to succeed in two tests).
44-46	Backstab When this model attacks in Hand to Hand, if he was hidden at the beginning of the turn his attacks count as High Impact.
51-53	Like a Shadow Enemies halves there Initiative to detect the fighter (rounded up). In addition, in the raid the fighter can force the enemy gang to reroll the die to spot him (and the Initiative is halved before being multiplied by 3).
54-56	Pickpocket As long as the model didn't go out of action, he can try to steal at the trade market in that case, roll a D6. On a roll of 5 or 6 the model has stolen something! Roll an item from the Rare Trade Chart to see what he has invented. On a roll of 1 he has been caught, roll on the Serious Injury table.
61-63	Entrenched When the fighter is hidden he is immune to template weapons.
64-66	Camper The fighter gets +2 to hit when shooting while hidden.

D66	MUSCLE SKILLS
11-13	Body Slam At the start of the combat phase if the model charged that turn one of his opponent takes a hit with the model's Strength.
14-16	Bulging Biceps The fighter can reroll to wound rolls with Hand to Hand weapons that uses his Strength.
21-23	Hard as Nails If the model ends the game down then he only suffers a serious injury on a roll of 6 instead of 4+. In addition, if the model is hit during his movement phase, he can finish his move before being pinned.
24-26	Juggernaut If the model is charging and is hit by a shot from overwatch which isn't high impact, he can't be pinned.
31-33	Hurl Opponent Once per turn, during the model's hand-to-hand phase, he may use this skill before or after fighting his opponent. The model roll a D6 and add his Strength his opponent do the same. If the model's roll is higher or equal 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 the best way to use this skill is to throw enemy models off tall buildings! The fighter may follow up as normal after hurling his opponent.
34-36	Iron Jaw If a model with this skill is hit in hand-to-hand combat or shot at from within 12", reduce the Strength of each hit suffered by 1 point.
41-43	Monkey Grip The fighter can treat basic weapons as pistols when engaged in Hand to Hand combat, but only one hit can be done with each basic weapon. If the weapon has the sustain fire special rule it can do D3 hits for each sustain fire die instead. If the weapon is a template weapon it affects every fighter in combat, including the wielder for each hit. In addition, if the fighter has the Gunslinger skill he can use the skill with basic weapons.
44-46	Bodyguard The fighter can choose to receive hits from ranged attacks in place of any ally in a 2" radius. He can't use Dodge against those hits.
51-53	Hammering Blow The fighter's opponents can't parry against him unless their Strength is higher than his (and can't trade his parries for anything either).
54-56	Crushing Blows The fighter may re-roll his to hit dice in hand to hand against opponents with equal or lower Strength.
61-63	Strong Arm The fighter can throw grenades up to Strength x4 instead of Strength x3.
64-66	Strangle If the fighter wins a Hand to Hand phase against a single opponent he can forgo his hits and do no damage. In that case, the fighter roll a D6 and add his Strength, his opponent do the same. If the fighter's roll is higher or equal than his opponent's then his opponent is taken Out of Action.

D66	FEROCITY SKILLS
11-13	Berserk Charge If the model charge he may add +d6" to his charge distance and gain frenzy for the remainder of the turn.
14-16	Impetuous Usually a fighter that is pinned, down or using a follow-up move can only move up to 2". However, a model with this skill can move up to his full Move instead.
21-23	Iron Will The model can re-roll any failed nerve tests. In addition, if the fighter's Leadership is being used for the Bottle roll then you can re-roll it if failed.
24-26	Killer Reputation A fighter with this skill has such a reputation as a vicious and depraved killer that he causes fear. In addition any fighter shooting at him from less than 8" gets -1 BS. If the fighter has the Horrible Scars the Ld test to resist fear is made at -1.
31-33	Nerves of Steel The fighter 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.
34-36	True Grit The fighter may add 1 to the lowest injury band when taking a wounding hit or rolling on a special wound table
41-43	Feel No Pain The model can ignore the -1 from flesh wounds when making rolls. He still goes out of action when receiving a flesh wound while his BS and WS are at 1.
44-46	Raging Fury Each time the model is hit by a ranged attack he can move 2" toward the shooter.
51-53	Burning Hatred The fighter can still shoot while being pinned or down, but with -1 BS, in that case the fighter can't move 2".
54-56	Headbutt If this fighter loses a combat and his not out of action he may score one hit with his Strength on the opponent at the end of the Hand to Hand phase.
61-63	Unstoppable When the model suffers a hit from overwatch which isn't high impact roll a die, on a 4+ he is not pinned.
64-66	Revenge Once a turn, if an ally is downed less than 2" from the fighter he can move toward the enemy model responsible for free.

D66	TECHNO SKILLS
11-13	Armourer If the model didn't go out of action last game then the you ignore the first Ammo roll during a battle, just as if the gang had a Workshop.
14-16	Inventor As long as the model didn't go out of action, roll a D6 after each battle. On a roll of 6 the model has invented something! Roll an item from the Rare Trade Chart to see what he has invented.
21-23	Medic If the model didn't go out of action you can re-roll a result on the Serious Injury table for one fighter after the battle. This decision must be made as soon as the injury is rolled and a Medic cannot patch himself up.
24-26	Specialist This skill can only be taken by fighters who do not have access to special weapons. It allows the model to be armed with special weapons as well as basic weapons if they didn't already have access to them. If the fighter has access to special weapon treat this result as Expert.
31-33	Weaponsmith A model with this skill can ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.
34-36	First Aid Once per game, the fighter can act as if he had a medi-pack, or re-roll when using one.
41-43	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 a roll of 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.
44-46	Expert This skill can only be taken by fighters who have access to special weapons. The fighter treat special weapons as basic weapons for the purpose of skills and rules. If the fighter do not have access to special weapon treat this result as Specialist.
51-53	Booby traps The fighter can set up grenades instead of throwing them, put a marker where a grenade has been dropped and roll a die to see if he has run out. The fighter can make the grenade explode at any time he could shoot instead of shooting (even on overwatch). In missions like The Raid, the fighter may set D3 grenades in advance if he is one of the sentries, in other missions where the gang is defending roll a die, on a 4+ the ganger had the time to set up his traps. In addition, if the fighter is put out of action in HtH, he can detonate a template grenade on the enemy he was fighting.
54-56	Cluster bombs When the fighter uses template grenades he can decide to have a second explosion. Deviate the template from the first one and resolve a second hit where it land.
61-63	Combine The fighter as managed to combine a basic weapon with a basic or special weapon, you can equip him with 2 basic weapons or one basic and one special weapon (if he is allowed to use special weapons). Those weapons counts only as one and the fighter can choose to fire one or the other or both in the shooting phase, if both is chosen then it must be at the same target.
64-66	Arsonist All attacks from all of this fighter's weapons have the Catch Fire (6+) rule. If the weapon already had the Catch Fire rule, then it's improved by 1 to a maximum of 2+.

D66	SHOOTING SKILLS
11-13	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 (4,5,6 if the attack is High Impact). 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.
14-16	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 or charged.
21-23	Gunfighter The fighter is able to aim and fire a pistol from each hand. This enables him to make an extra ranged attack following the usual shooting rules if he carries two pistols. It's not possible to use Rapid Fire and Gunfighter in the same turn.
24-26	Hip Shooting The model can shoot a pistol or basic weapon even if he ran in the same turn. However, if he does so he suffers a -1 to hit penalty when shooting a pistol, or a -2 to hit penalty when shooting a basic weapon.
31-33	Marksman If the model can pass a Leadership test then he can ignore the normal restriction which obliges fighters to shoot at the nearest target that turn. Instead he can shoot at any target he can see.
34-36	Steady aim If the model doesn't move in his movement phase then he can re-roll any to hit dice when shooting. This skill can only be used when firing a pistol or basic weapon.
41-43	Accuracy The model is particularly 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.
44-46	Gun-fu The model can shoot with his pistols during the shooting phase even if he is engaged in hand to hand but with -1 BS, if he does the pistols can't be used during hand to hand. The fighter engaged with the model is considered the closest.
51-53	Rapid Fire The fighter can shoot twice with basic weapons and pistols in the shooting phase, but must pass an ammo roll afterward. It's not possible to use Rapid Fire and Gunfighter in the same turn.
54-56	Sniper Enemies must re-roll successful saves against the fighter's shooting attacks. In addition, when the fighter shoots at long range and rolls a 6 to hit his attack is considered high impact. This skill can only be used when firing a pistol or basic weapon.
61-63	Critical Shot On a roll of 6 to hit with a ranged attack, if it wasn't required for a success, the fighter wound automatically (You can still roll if you want for Murderer). This skill can only be used when firing a pistol or basic weapon.
64-66	Murderer On a roll of 6 to wound with a ranged attack, if it wasn't required for a success, the target is automatically Out of Action if the hit is not saved. This skill can only be used when firing a pistol or basic weapon.

Any fighter able to use heavy weapon can roll on this table.

D66	HEAVY SKILLS
11-13	Drudge The fighter can move and shoot with a heavy weapon, but with -2 BS.
14-16	Customize The fighter's heavy weapons gets +1 Strength
21-23	Controlled bursts The fighter can forgo sustained fire dice, if he do for each sustained fire die forgone he gets +1 to his ammo rolls until the end of turn.
24-26	Daka Crazy The fighter may re-roll his sustained fire dice rolls.
31-33	Heavy Hitter The fighter's heavy weapon can be used as a Massive Bludgeon, if it is the fighter is not considered encumbered for the fight.
34-36	Unload The fighter can choose to add 1 sustained die to his weapon profile, but the weapon has to pass an ammo roll after the shooting phase.
41-43	At a Guess The fighter can use templates weapon without seeing his target but the templates always deviate. He still has to roll to hit to see if he needs to test for ammo.
44-46	Heavy Combine The fighter can be equipped with a second heavy weapon, he must choose which one to use at each shooting phase. Those weapons count as only one in any circumstances (disarm, explosions...) except for ammo rolls.
51-53	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.
54-56	Walking Fire A heavy with this skill may walk his sustained fire shots up to 6" instead of the normal 4" from the initial target. Shots walked in this way must still follow line of sight to the heavy and follow all other rules for sustained fire.
61-63	Walking Disaster Heavy weapons used by this fighter are High Impact, regardless of their Strength.
64-66	Grim Reaper Any enemy fighter hit by this fighter's heavy weapons must pass a nerve test or break. Only one test is required regardless of the number of hits

Any leader can roll on this table, if the fighter cease to be a leader he loses all the benefits from those skills until he is one again.

D66	LEADER SKILLS
11-13	Path to Glory You can re-roll progression rolls for this fighter, in addition treat the next dead result in the serious injury table as full recovery instead.
14-16	Haggler Once per visit to the trade post if the fighter didn't go out of action and the gang is offered a rare item, then you can roll the rarity value of any item again and choose the lowest value.
21-23	Fixer Once per visit to the trade post if the fighter didn't go out of action and the gang is offered a rare item, then you can re-roll the item offered.
24-26	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.
31-33	Merchant 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 75% of their original value.
34-36	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.
41-43	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.
44-46	Fanatic Devotion The leader may choose to auto pass his bottle rolls until half of his gang is Out of Action.
51-53	Tactician You get +1 to the rolls to determine who plays first.
54-56	Strategist You can add or subtract 1 to reinforcement rolls for your gang.
61-63	Mentor If the leader didn't go out of action, other fighters in the gang can re-roll the initial 2d6 roll on the progression chart before any more rolls are done.
64-66	Teacher If the leader didn't go out of action, other fighters in the gang gain +1 Exp.