

Loose Cannons

New Hired Guns

By Lachlan Abraham

Here's more from the man who brought you 'Hive Ken Skills' in Journal 30. Lachlan is from Oz and just keeps those creative juices flowing in his pursuit of the most detailed Underhive rules Necromundans have ever known!

See if there's a couple of Loose Cannons you want in your gang causing all manner of mayhem...

The Crazy Doc

The Crazy Doc was once a respectable medic or doctor in a peaceful settlement, then some of the inhabitants started behaving strangely. The Doc was caught testing new drugs, bionics or grafts on his patients and performing unnecessary experimental surgery. His license was revoked and he was outlawed. Now the Crazy Doc takes what work he can get to continue his experiments and fund his somewhat unethical life work.

RECRUITING A CRAZY DOC

Any gang may hire a Crazy Doc, though there may be a risk of being outlawed if they are reported to the watchmen. If a player wants to hire a Crazy Doc he must pay the standard hire fee, which is 25 credits. A gang may only have one Crazy Doc. The profile and skills for a Crazy Doc is worked out after they are

hired. For the purpose of calculating the Gang Rating a Crazy Doc has a value of 125 (his hire fee of 25 x 5).

The Crazy Doc has been an Outlaw in the wastes for many years, funding his passion by working with whatever gang was desperate enough to hire him. Thus he may have special skills or superior characteristics. This is worked out only after the Crazy Doc is recruited. The basic characteristic profile is given below.

CRAZY DOC ADVANCES

A Crazy Doc has four advances which are either bonuses on his profile or skills. Roll a 1D6 four times and consult the chart below, noting down the increases and skills as you go along. He may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

CRAZY DOC SPECIAL RULES

The Crazy Doc is a twisted individual, hunted by the law for his crimes against the innocent. In addition, he has

certain unique abilities which are represented by the following rules.

Outlaw

Due to the fact that a Crazy Doc Hired Gun is hunted by Guilder Bounty Hunters, any gang that is reported to the Adeptus Arbites and has a

ADVANCE TABLE

D6 Roll	Advance
1	+1 WS
2	+1 Initiative
3	+1 Leadership
4	Roll a further D6:
1:	+1 BS
2:	+1 WS
3:	+1 Str
4:	+1 T
5:	+1 W
6:	+1 A
5-6	Roll a further D6:
1-3:	<i>Killer Rep</i> (Ferocity Skill)
4-6	Roll a further D6:
1:	<i>Head Butt</i> (Muscle Skill)
2:	<i>Impetuous</i> (Ferocity Skill)
3:	<i>Rapid Fire</i> (Shooting Skill)
4:	<i>Nerves of Steel</i> (Ferocity Skill)
5:	<i>Dodge</i> (Agility Skill)
6:	<i>Berserk Charge</i> (Ferocity Skill)

CRAZY DOC PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Crazy Doc on the payroll must apply -1 to their roll on the Outlaw Table.

Capture

If a Crazy Doc takes an enemy *Out of Action* in hand-to-hand combat the enemy is automatically captured at the end of the game. Rather than rolling on the Serious Injury table after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Crazy Doc survives or not.

Surgery

This skill can only be used against captured enemies. If the Crazy Doc passes a Leadership test he can perform surgery on the captured model. Surgery allows him to take a Serious Injury off of any member of the gang that is currently hiring him and transfer it onto the captured model (via particularly gruesome organ transplants and skin grafting!). The captured victim may be ransomed, exchanged or sold into slavery as normal after the surgery has taken place but the opposing gang may attempt a Rescue mission before the surgery.

For example: the Leader of a Van Saar Gang has the Serious Injury *Blinded in one eye*, his gang has a hired Crazy Doc and last game captured an Escher Juve. If the Crazy Doc passes his Leadership test he transplants one of the Escher's eyes into the Van Saar Leader and the injuries are effectively swapped. If the Escher Gang mounts a Rescue Mission they might get there in time to save their Juve from this terrible surgery...

CRAZY DOC WEAPONS

A Crazy Doc fights with his own weapons as described below. A Crazy Doc cannot buy or use other weapons or equipment.

A Crazy Doc is armed with the following weapons:

- Any number of knives
- Chainsword
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor
- Medi-Pack

They are also armed with one of the following:

- Laspistol
- Auto Pistol
- Stub Gun with Dum-Dum Ammunition

They may also be equipped with one of the following:

- Any one Bionic part
- Bio-Scanner
- Bio-Booster



Guild Assassin

Guild Assassins are amongst the most feared individuals on Necromunda. The Guild of Assassins will take money from anyone for any reason and have even been known to waste Nobles in the Spire or

rich and influential Guilders from the Merchants Guild. It is not known, however, for them to accept contracts against Imperial Officials, such as Adeptus Arbites Judges or the ruling house of Helmawr. Unlike the legendary Imperial Assassins, their methods are often unnecessarily cruel and painful – Imperial Agents are at least brutally swift in their executions. Guild Assassins are usually hired by the Noble families to perform subtle hits upon their rivals and also as bodyguards to prevent this. The less fortunate, basically those who dwell in the overcrowded depths of the Underhive, have to seek contracts through more mysterious sources.

RECRUITING A GUILD ASSASSIN

Any gang may hire a Guild Assassin. If a player wants to hire a Guild Assassin he must pay the standard hire fee, which is 35 credits. A gang may only have one Guild Assassin. The profile and skills for a Guild Assassin is worked out after they are hired. For the purpose of calculating the gang rating a Guild Assassin has a value of 175 (his hire fee of 35 x 5).

Guild Assassins have undergone intensive training, thus they may have special skills or superior characteristics. This is worked out only after the Guild Assassin is recruited. The basic characteristic profile is given below.

GUILD ASSASSIN PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

GUILD ASSASSIN ADVANCES

A Guild Assassin has three advances which are either bonuses to his profile or additional skills. Roll a 1D6 three times and consult the chart below, noting down the increases and skills as you go along. He may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

ADVANCE TABLE

D6 Roll Advance

1-2	Roll a further D6:
1:	+1 WS
2:	+1 BS
3:	+1 I
4:	+1 Ld
5:	Roll a further D6:
1-3:	+1 Str
4-6:	+1 T
6:	Roll a further D6:
1-3:	+1 W
4-6:	+1 A
3-6	Roll a further D6:
1-2:	<i>Killer Rep</i> (Ferocity Skill)
3-4:	<i>Marksman</i> (Shooting Skill)
5:	<i>Step Aside</i> (Combat Skill)
6:	Roll a further D6:
1:	<i>Catfall</i> (Agility Skill)
2:	<i>Dodge</i> (Agility Skill)
3:	<i>Hip Shooter</i> (Shooting Skill)
4:	<i>Crack Shot</i> (Shooting Skill)
5:	<i>Ambush</i> (Stealth Skill)
6:	<i>Sneak Up</i> (Stealth Skill)

SPECIAL GUILD ASSASSIN RULES

Guild Assassins are trained and merciless killers. This is represented by the following rule.

Automatic Kill

If a Guild Assassin takes an enemy *Out of Action* in hand-to-hand combat the enemy is automatically dead, so great is a Guild Assassins' expertise.

GUILD ASSASSIN WEAPONS

A Guild Assassin fights with his own weapons as described below. A Guild Assassin cannot buy or use other weapons or equipment.

Guild Assassins are armed with the following.

- Any number of Knives
- Sword
- Auto Pistol with Silencer
- Lasgun with Red Dot Laser Sight
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor

They may also be equipped with one of the following.

- Skull Chip
- Blindsnake Pouch
- Mesh Armour
- Infra-Goggles

Defence Force Deserter

Defence Force Deserters are a strange breed. Deserters may have left the Defence Force due to cowardice, crimes against the harsh military system of the Imperium or rebellion against the over-

bearing discipline of the Defence force. They struggle to regain what they once had, a semi-ordinary life, but the violent fire kindled by their service will not die, nor will the shame of their actions fade. Neither will the Imperium forgive, nor forget ever... The deserter is a haunted, hunted man who invariably wants to do one thing: to get off-world. Getting away from his hunters requires him to change his identity many times just to keep ahead of the game, often driving him into the depths of the Underhive in search of anonymity. Now he only sells his gun to get that ticket off-world and away from the prying eyes of his oppressive Imperial masters.



RECRUITING A DEFENCE FORCE DESERTER

Any gang may hire a Defence Force Deserter, though there may be a risk of being Outlawed if they are reported to the watchmen. If a player wants to hire a Defence Force Deserter he must pay the standard hire fee, which is 40 credits. A gang may only have one Defence Force Deserter. The profile and skills for a Defence Force Deserter is worked out after they are hired.

For the purpose of calculating the gang rating a Defence Force Deserter has a value of 200 (his hire fee of 40x5).

Defence Force Deserters have been through intensive

military training, thus they may have special skills or superior characteristics. The basic characteristic profile is given below

DEFENCE FORCE DESERTER ADVANCES

A Defence Force Deserter has three advances which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along.

He may not improve any characteristic by more than -2: if an increase is rolled for the third time re-roll the result. Similarly if you roll the same skill twice re-roll to get another.

SPECIAL DEFENCE FORCE DESERTER RULES

The Defence Force Deserter is a hunted man, which is represented by the following rules:

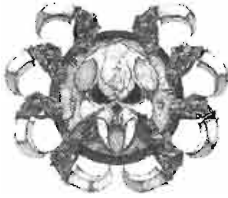
Outlaw

Due to the fact that a Defence Force Deserter Hired Gun is hunted by the forces of the Imperium, any gang that is reported to the Adeptus Arbites and has a Defence Force Deserter must apply -2 to their roll on the Outlaw Table.

Fugitive

Roll 1D6 after each game the Defence Force Deserter fights for the gang. On a roll of '1' or '2' the Defence Force

Deserter finds passage off-world, finds a new identity or is arrested. The gang may not hire another Defence Force Deserter until they have played another game.



DEFENCE FORCE DESERTER WEAPONS

A Defence Force Deserter fights with his own weapons as described below. Defence Force

Deserters cannot buy or use other weapons or equipment (Defence Force Deserters hoard their money whilst looking for passage off-world or a new identity). The reason a Defence Force Deserter will usually be so heavily equipped is that they have most likely looted the bodies of their comrades before running.

Defence Force Deserters are armed with the following:

- Combat Knife
- Flak Armour
- Laspistol

They are also armed with one of the three following collections of weapons:

- Lascannon
- Grenade Launcher with Mono-Sight, Frag, Krak and Smoke Grenades.

Lasgun

Medi-pack

- Chainsword & Plasma Pistol

Replace Flak armour with Carapace armour

Frag Grenades

Bio Scanner

Any one bionic part

ADVANCE TABLE

D6 Roll Advance

1 +1 BS

2 +1 I

3 +1 Ld

4 Roll a further D6:

1: +1 WS

2: +1 Str

3: +1 T

4: +1 W

5: +1 A

5: +1 Ld

5-6 Roll a further D6:

1-2: *Nerves of Steel*
(Ferocity Skill)

3-4: *Crack Shot*
(Shooting Skill)

5: *Marksman*
(Shooting Skill)

6: Roll a further D6:

1: *Dodge*
(Agility Skill)

2: *True Grit*
(Ferocity Skill)

3: *Weaponsmith*
(Techno Skill)

4: *Killer Reputation*
(Ferocity Skill)

5: *Ambush* (Stealth)

6: *Rapid Fire*
(Shooting Skill)

(The player may choose the weapon which it applies to)

DEFENCE FORCE DESERTER PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7