

HIRED GUNS

This section introduces some new Hired Guns: Pit Slaves, the psychic Wyrds and a selection of special characters, all of whom will fight for a fistful of credits, no questions asked.

PIT SLAVES



Pit slaves are the unfortunates that end up being sold to the Guilders by gangs or Watchmen and are kept in the Underhive to work in mines, as pack slaves or as pit fighters. Some are dangerous criminals who deserve nothing better, others have just been unlucky enough to have kin that couldn't raise a ransom when they got dragged off by some unfriendly gang.

The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind for them: arms are lopped off and replaced with rock drills or buzz saws for those

going to the mines, pack slaves get hooks and claws instead of hands and feet for better grip and pit fighters can end up like some nightmare mannikin of steel and flesh. The slaves are implanted with ownership studs to show that they're the legal property of a Guilder and set to work for the rest of their lives.

A few pit slaves, the toughest and most determined ones, escape by stealth, accidents or by killing their guards. Escaped pit slaves are wanted by the law in theory, and if they go strolling down main street they'll get caught. But the Watchmen don't go out of their way looking for every slave that takes a hike and most pit slaves wind up running with the gangs.

RECRUITING PIT SLAVES

Outlaw gangs will find escaped pit slaves at any Outlaw trade post, often pit fighting for themselves to earn a few credits. Other gangs may well come across escaped slaves in the wastes or near holesteads where they try to find some sympathy and a little food.

Any gang can hire pit slaves, though there may be a risk of being outlawed if they are reported to the Watchmen. If a player wants to hire a pit slave he must pay the standard hire fee, which is 10 credits. A gang can have any number of pit slaves. The profile and skills for a pit slave are worked out after they are hired.

For purposes of calculating the gang rating each slave has a value of 50 (ie, his hire fee of 10x5).

PIT SLAVE PROFILE

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

Pit slaves are likely to have picked up some skills and gained superior characteristic values before or during their enslavement. This is worked out after the pit slave is recruited. The basic characteristic level is shown above. In

addition to this the pit slave will have a number of 'advances'.

PIT SLAVE ADVANCES

A pit slave has four 'advances' which are either bonuses on his profile or skills. Roll a D6 four times and consult the table below, noting down the increases and skills as you go along. A pit slave 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. Note that a pit slave's Strength and Toughness characteristics can exceed the normal human maximums of 4 – this is because their crude cybernetic adaptations can give them superhuman durability and strength.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Attack
3-4	Roll a further D6: 1-3: +1 Strength 4-6: +1 Toughness
5	Roll a further D6: 1-2: +1 Wound 3-4: +1 Initiative 5-6: +1 Leadership
6	Roll a further D6: 1: Dodge (Agility skill) 2: Iron Jaw (Muscle skill) 3: True Grit (Ferocity skill) 4: Infiltration (Stealth skill) 5: Parry (Combat skill) 6: Hurl Opponent (Muscle skill)



PIT SLAVE WEAPONS

Pit slaves fight with their own built-in weapons as described below, plus they usually carry a pistol which they have stolen or traded from somewhere. Pit slaves cannot buy or use other weaponry or equipment (they spend all their money on good food, chrome polish and other half-forgotten luxuries).

Pit slaves are armed with one of the following weapons.

- Rock drill
- Claw
- Shears
- Chainsaw
- Buzz saw
- Hammer

Pit slaves are also armed with one of the following pistols.

- Stub gun with dum-dum bullets
- Autopistol
- Laspistol

Note that pit slaves may be fitted with numerous minor grafted-on parts – reinforcing rods and plates, metal feet or hands, camera eyes and so on. These have no direct function as weapons and are partially accounted for in the Pit Slave Advance Chart.

