

SLA INDUSTRIES 2ND EDITION

HUNTER SHEETS 2

CONVERSION DOCUMENT

SYSTEM

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HUNTER SHEETS 2

CONVERSION DOCUMENT

In this document the rules, stats and profiles required to use the content of SLA Industries: Hunter Sheets 2 with the new SLA Industries 2nd Edition rules are presented.

ROVER

Game Notes - Page 44

ROVER

STR	DEX	KNOW	CONC
4	4	3	4
CHA	COOL	LUCK	INITIATIVE
3	4	0	+8
HIT POINTS	CLOSING	RUSHING	
24	4	7	

SKILLS

Admin & Finance: 4	Athletics: 3
Computer: 2	Detect: 1
Interview: 2	Leadership: 3
Lockpick: 2	Melee Weapons: 2
Persuasion: 2	Pistol: 1
Rifle: 1	Streetwise: 3
Survival: 2	Throw: 1
Unarmed Combat: 1	

EQUIPMENT

PP10 HARD Armour, Fen 603 (3 clips), ITB
Mutilator Fist, assorted business items.

HUNTER SHEETS 2 CONVERSION DOCUMENT

GRUNT

Game Notes - Page 45

GRUNT			
STR	DEX	KNOW	CONC
7	4	2	3
CHA	COOL	LUCK	INITIATIVE
1	7	0	+7
HIT POINTS		CLOSING	RUSHING
28		3	7

SKILLS

Athletics: 2	Detect: 2
Swimming: 2	Tracking: 3
Unarmed Combat: 4	

EQUIPMENT

Extremely Thick Hide , Teeth/Tusks, Trotters,

Special Rules:

Grunt is entirely immune to the effects of fear.

Grunt has a Regeneration Rate of 2.

Grunt is usually pumped full of drugs and may be encountered under the influence of one or more different combat drugs at the GM's discretion.

TROTTERS

DMG	MIN DMG	AD
STR	2	0

EXTREMELY THICK HIDE

PV	RESISTANCE
6	20

SUZI TIC-TOC

Game Notes - Page 46

SUZI TIC-TOC			
STR	DEX	KNOW	CONC
1	2	5	5
CHA	COOL	LUCK	INITIATIVE
3	2	0	+7
HIT POINTS		CLOSING	RUSHING
14		2	5

SKILLS

Athletics: 2	Computer: 4
Detect: 3	Melee Weapons: 2
Pistol: 1	Stealth: 2
Streetwise: 3	Technical (all): 4
Unarmed Combat: 1	

EQUIPMENT

DN Gunner Armour, DN74 Plugger (5 clips), CAF Steel Death (1 clip), homing beacon for drones to find her, range of tools, BOSH SLA Blade.
Suzi additionally has 6 Vito and 4 Buzzard drones.

SOCKO

Game Notes - Page 49

SOCKO

STR	DEX	KNOW	CONC
2	4	2	2
CHA	COOL	LUCK	INITIATIVE
4	1	0	+6
HIT POINTS	CLOSING	RUSHING	
16	2	5	

SKILLS

Acrobatics: 2	Athletics: 2
Detect: 3	Drive (Motorcycle): 1
Lock Pick (all): 2	Melee Weapons: 2
Pistol: 2	Stealth: 1
Streetwise: 3	Technical (all): 4
Tracking: 1	Unarmed Combat: 1

EQUIPMENT

FEN 603 (3 clips), DPB Vibrosabre, 3x MAC Knife, Calaharvey Motorcycle, BOOPA CASDIS, 3x doses each of Rush and Kick Start.

BLACKLIGHT

Game Notes - Page 47

BLACKLIGHT

STR	DEX	KNOW	CONC
6	4	1	1
CHA	COOL	LUCK	INITIATIVE
0	5	0	+5
HIT POINTS	CLOSING	RUSHING	
38	2	5	

SKILLS

Athletics: 2	Detect: 2
Intimidate: 2	Melee Weapons: 2
Rifle: 1	Stealth: 1
Streetwise: 1	Tactics: 2
Unarmed Combat: 4	

EQUIPMENT

Fused Armour Plating (PV:6, Resistance: 18), 2x Fake GASH Fists, SLA Bully Boy 10-05 (10 rounds).

Special Rules:

Blacklight has a Regeneration Rate of 1.

All Hit Points that Blacklight would lose from damage being inflicted is halved (after damage modifiers have been applied).

Blacklight can only be killed by having his head and spine destroyed. If this does not happen he will slowly regenerate and get back up.

May be accompanied by any number of Corpse Guards and or Dead Cat Technicians.

FAKE GASH FISTS

SKILL:	Unarmed Combat		
DMG	MIN DMG	AD	WEIGHT
1d10-2	3	1	0

HUNTER SHEETS 2 CONVERSION DOCUMENT

CORPSE GUARD

CORPSE GUARD

STR	DEX	KNOW	CONC
3	1	0	0
CHA	COOL	LUCK	INITIATIVE
0	5	0	+1
HIT POINTS	CLOSING	RUSHING	
20	2	2	

SKILLS

Detect: 1	Melee Weapons: 1
Unarmed Combat: 1	

EQUIPMENT

Natural Armour, Generic Unpowered Melee Weapon

Special Rules:

Corpse Guards have a Regeneration Rate of 1.

Corpse Guards can only be killed by having their head and spine destroyed. If this does not happen they will slowly regenerate and get back up.

NATURAL ARMOUR

PV	RESISTANCE
2	NA

DEAD CAT TECHNICIAN

DEAD CAT TECHNICIAN

STR	DEX	KNOW	CONC
1	2	3	2
CHA	COOL	LUCK	INITIATIVE
2	3	0	+4
HIT POINTS	CLOSING	RUSHING	
10	2	5	

SKILLS

Detect: 1	Education (Academic): 2
Education (Natural): 2	Forensics: 2
Medical: 3	Melee Weapons: 1
Pistol: 1	Stealth: 1
Streetwise: 2	Unarmed Combat: 1

EQUIPMENT

DN74 Plugger (2 clips)

BINKY

Game Notes - Page 50

BINKY

STR	DEX	KNOW	CONC
3	4	4	4
CHA	COOL	LUCK	INITIATIVE
1	5	1	+8
HIT POINTS	CLOSING	RUSHING	
20	2	6	

SKILLS

Acrobatics: 2	Athletics: 2
Computer: 3	Climb: 2
Detect: 3	Interview: 3
Melee Weapons: 2	Pistol: 3
Polearm: 3	Stealth: 3
Streetwise: 2	Technical (all): 2
Tracking: 2	Unarmed Combat: 3

EQUIPMENT

BLA 046M Blitzer (5 clips), DPB Flick Scythe, ITB Mutilator Fist, 3x DA 90 Fragmentation Grenades, 3x DA 101 'Blind' Smoke Grenades, drone camera, BOOPA CASDIS, 8x doses of Ultra Violence, 6x doses of Shatter or Rush.

Special Rules:

Binky may increase his STR or DEX to 7 for a duration of 3 Combat Rounds following a dose of Ultra Violence.

SKULLBABY

Game Notes - Page 52

SKULLBABY

STR	DEX	KNOW	CONC
3	4	3	3
CHA	COOL	LUCK	INITIATIVE
3	4	0	+7
HIT POINTS	CLOSING		RUSHING
17	2		5

SKILLS

Acrobatics: 2	Climb:
Detect: 3	Drive Military: 2
Intimidate: 2	Medical: 1
Melee Weapons: 2	Pistol: 2
Rifle: 3	Stealth: 3
Streetwise: 2	Tactics: 2
Tracking: 2	Unarmed Combat: 3

EQUIPMENT

PP10 HARD Armour, FEN AR (3 clips standard, 1 clip AP), BLA 046M Blitzzer (3 clips), SHV-01 Gauss Rifle (1 clip BB's), GASH Pacifier Baton.

HANS DELTOID

Game Notes - Page 54

HANS DELTOID

STR	DEX	KNOW	CONC
4	1	3	3
CHA	COOL	LUCK	INITIATIVE
4	4	2	+4
HIT POINTS	CLOSING		RUSHING
18	2		4

SKILLS

Admin & Finance: 3	Detect: 3
Demolitions: 3	Diplomacy: 3
Haggle: 3	Interview: 3
Medical: 1	Persuasion: 3
Pistol: 1	Rifle: 3
Sleight: 1	Streetwise: 3
Technical (all): 2	Unarmed Combat: 1

EQUIPMENT

PP10 HARD Armour or CAF Padquill Flak Vest, FEN 706 Power Reaper 2.1000 (1 belt), an assortment of other guns hidden nearby.

HUNTER SHEETS 2 CONVERSION DOCUMENT

HOSTILE - 4

Game Notes - Page 55

Use the stats supplied at the end of this document for the Darol Ragen, with the following modifications:

EQUIPMENT

Hostile - 4's Retractable Organic Blade

Special Rules:

Hostile - 4 has a Regeneration Rate of 2.

HOSTILE - 4'S RETRACTABLE ORGANIC BLADE

DMG	MIN DMG	AD
1d10+1	3	1

Rules:

The blade is built into the user's forearm and can be retracted at will. As such, this weapon may never be thrown. Uses the Melee Weapons Skill.

RED STAR JACK

Game Notes - Page 56

RED STAR JACK

STR	DEX	KNOW	CONC
4	4	3	3
CHA	COOL	LUCK	INITIATIVE
5	6	0	+7
HIT POINTS	CLOSING	RUSHING	
22	2	5	

SKILLS

Athletics: 3	Climbing: 2
Detect: 2	Demolition: 3
Intimidate: 4	Melee Weapons: 4
Pistol: 4	Rifle: 4
Stealth: 3	Streetwise: 3
Support Weapons: 4	Survival: 2
Tactics: 3	Throw: 2
Tracking: 2	Unarmed Combat: 4

EQUIPMENT

PP55 Superhard Armour, KPS Mangler (3 clips), MAL Assault Cannon (3 clips), KPS Inciter Flamethrower (2 clips), GASH Chain Axe, 4x Home-Made Grenades, 3x Improvised Explosive Devices.

Special Rules: May be accompanied by Rosie the Alligator.

KPS INCITER FLAMETHROWER

SKILL:	Support Weapon		
DMG	MIN DMG	AD	WEIGHT
2d10-5	4	4	3
ROF	RECOIL	RANGE	CLIP
1	1	10m	6

Rules:

Anyone hit by the Inciter suffers the burning condition. The Inciter emits a 0.5m wide stream of flame which is not stopped by it hitting a target. A roll to hit is required against every target within the stream, with an additional -1 modifier being applied to all dice for every other target that the stream has already passed. The Inciter uses special flammable liquid supplied in canisters as ammunition. Alternative ammo types may not be used in this weapon. Use of this weapon within the walls of Mort City is considered illegal and the weapon itself is strictly made for off-world use.

HOME-MADE GRENADES

SKILL:	Throw			BLAST
DMG	MIN DMG	AD	WEIGHT	RADIUS
1d10	4	2	1	4/8m

IMPROVISED EXPLOSIVE DEVICE

SKILL:	Demolitions			BLAST
DMG	MIN DMG	AD	WEIGHT	RADIUS
1d10+3	5	4	1	2/8m

PP55 SUPERHARD ARMOUR

PV	RESISTANCE
7	26

ROSIE THE ALLIGATOR

ROSIE THE ALLIGATOR

STR	DEX	KNOW	CONC
6	2	0	1
CHA	COOL	LUCK	INITIATIVE
0	6	0	+3
HIT POINTS	CLOSING	RUSHING	
28	3	6	

SKILLS

Detect: 2	Stealth: 3
Swimming: 4	Tracking: 2
Unarmed Combat: 4	

EQUIPMENT

Alligator Hide, Really Big Teeth (counts as Teeth, but with +1 DMG)

ALLIGATOR HIDE

PV	RESISTANCE
2	10

THE EMISSARY

Game Notes - Page 58

THE EMISSARY

STR	DEX	KNOW	CONC
4	6	3	4
CHA	COOL	LUCK	INITIATIVE
1	5	0	+10
HIT POINTS	CLOSING	RUSHING	
28	2	5	

SKILLS

Athletics: 3	Detect: 2
Melee Weapon: 2	Stealth: 3
Survival: 2	Unarmed Combat: 4

EQUIPMENT

Spike Finger, Mesha Serum (delivered via Spike Finger)

SPIKE FINGER

DMG	MIN DMG	AD
2	2	0

Rules: Uses the Melee Weapon Skill.

Attacks from this weapon treat the target's armour as having -10 PV. Any successful attack that causes the target to lose any Hit Points will result in injecting Mesha Serum (The Emissary has enough Mesha Serum for 20 successful attacks).

MESHA SERUM

TOXICANT	VECTORS	IR
Mesha Serum	Injected via The Emissary's Spike Finger	12
EFFECTS	PROGRESSION	TREATMENT
-2 CONC, increase in psychosis or compulsions, obsession with The Mesha.	After 7 days. -2 rank Drug Addiction to Shatter. Mutation within 14 days.	Treatment Rating: 14 Blood transfusion and psychiatric treatment for a minimum of 1 year.

Rules: Anyone who mutates due to the Mesha Serum becomes a Mesha Abomination.

HUNTER SHEETS 2 CONVERSION DOCUMENT

MESHA ABOMINATION

MESHA ABOMINATION

STR	DEX	KNOW	CONC
4	2	1	2
CHA	COOL	LUCK	INITIATIVE
0	7	0	+4

Special Rules:

When a character becomes an abomination it retains all their original stats, apart from those listed above (such as Hit Points and Closing/Rushing speeds, etc.).

A player character that becomes an Abomination is no longer considered playable and effectively becomes an NPC. Mesha Abominations are entirely immune to the effects of fear.

NUCLEUS

Game Notes - Page 59

NUCLEUS

STR	DEX	KNOW	CONC
6	5	3	6
CHA	COOL	LUCK	INITIATIVE
0	8	0	+11
HIT POINTS	CLOSING	RUSHING	
30	4	9	

SKILLS

Acrobatics: 4	Athletics: 3
Climbing: 3	Demolitions: 3
Detect: 2	Lock Pick (all): 3
Melee Weapons: 4	Stealth: 4
Streetwise: 3	Survival: 3
Swimming: 3	Tactics: 3
Tracking: 3	Unarmed Combat: 4

EQUIPMENT

Modified Rabochih Mining Powersuit, 2x Rabochih Chain Tearer, BOOPA CASDIS, 4x doses of Kickstart, 3x doses of Rush, 4x doses of Ultra Violence, custom blinding devices to disrupt visual feeds.

RABOCHIH CHAIN TEARER

SKILL:	Melee Weapons		
DMG	MIN DMG	AD	WEIGHT
1d10+5	6	6	3

MODIFIED RABOCHIH MINING POWERSUIT

PV	RESISTANCE
12	60

Rules: The wearer is able to jump up to 50m in height of length with no difficulty in landing. The armour is capable of emitting an EMP burst which can render all electronics and powered armour within 50m useless for 2 minutes - this burst can be used once per hour. In addition, the amour's sensors add +1 to the Success Die for all detect rolls.

CRISS CROSS

Game Notes - Page 60

CRISS CROSS

STR	DEX	KNOW	CONC
1	2	5	5
CHA	COOL	LUCK	INITIATIVE
5	5	2	+7
HIT POINTS	CLOSING	RUSHING	
15	2	5	

SKILLS

Computer: 2	Detect: 3
Demolitions: 1	Drive (Civilian): 2
Interrogation: 3	Leadership: 4
Lock Pick (all): 2	Melee Weapons: 3
Persuasion: 3	Pistol: 1
Read Lips: 2	Stealth: 2
Streetwise: 4	Technical (all): 2
Unarmed Combat: 1	

EQUIPMENT

CAF Padquil Flak Vest, FEN 603 (2 clips), BOSH SLA Blade.

Special Rules: May be any number of Average Gang Members.

AVERAGE GANG MEMBER

AVERAGE GANG MEMBER

STR	DEX	KNOW	CONC
1	1	1	1
CHA	COOL	LUCK	INITIATIVE
1	2	0	+2
HIT POINTS	CLOSING	RUSHING	
15	2	5	

SKILLS

Detect: 1	Demolitions: 1
Melee Weapons: 2	Stealth: 1
Streetwise: 3	Unarmed Combat: 2

EQUIPMENT

CAF Padquil Flak Vest or Striker Motorcycle Protection, multiple Generic Unpowered Melee Weapons, occasionally a CAF 'Steel Death' Pistol (2 clips).

JAKOB BARROW

Game Notes - Page 61

JAKOB BARROW

STR	DEX	KNOW	CONC
6	5	3	4
CHA	COOL	LUCK	INITIATIVE
1	5	0	+9
HIT POINTS	CLOSING	RUSHING	
30	3	6	

SKILLS

Detect: 3	Intimidate: 4
Leadership: 3	Melee Weapons: 3
Oratory: 3	Pistol: 2
Rifle: 2	Stealth: 2
Unarmed Combat: 3	

EQUIPMENT

Matted Robe, Generic Unpowered Melee Weapon

Special Rules:

Jakob has a Regeneration Rate of 1.

Jakob is immune to pain and as such ignore all wounds and any associated effects.

May be accompanied by The Skinner and or any number of 'Star Child' Cultists.

'STAR CHILD' CULTIST

'STAR CHILD' CULTIST

STR	DEX	KNOW	CONC
2	2	1	1
CHA	COOL	LUCK	INITIATIVE
0	4	0	+3
HIT POINTS	CLOSING	RUSHING	
16	2	5	

SKILLS

Detect: 1	Melee Weapons: 2
Pistol: 1	Rifle: 1
Stealth: 2	Support Weapons: 1
Unarmed Combat: 2	

EQUIPMENT

Assortment of Generic Unpowered Melee Weapons, CAF and DN weapons.

Special Rules:

Cultists have a Regeneration Rate of 1.

Cultists are immune to pain and as such ignore all wounds and any associated effects.

THE SKINNER

THE SKINNER

STR	DEX	KNOW	CONC
4	4	4	4
CHA	COOL	LUCK	INITIATIVE
0	4	0	+8
HIT POINTS	CLOSING	RUSHING	
22	4	8	

SKILLS

Detect: 3	Medical: 3
Melee Weapons: 3	Stealth: 2
Unarmed Combat: 3	

EQUIPMENT

Teeth, Surgical Instrument (treat as Bosh SLA Blade with +1 AD)

Special Rules: The Skinner has a Regeneration Rate of 5.

The Skinner is immune to pain and as such ignore all wounds and any associated effects.

The Skinner is entirely immune to the effects of fear.

UNCLE BERTIE

Game Notes - Page 63

UNCLE BERTIE

STR	DEX	KNOW	CONC
2	2	5	5
CHA	COOL	LUCK	INITIATIVE
5	4	1	+7
HIT POINTS	CLOSING	RUSHING	
16	3	6	

SKILLS

Admin & Finance: 3	Bribery: 3
Detect: 3	Diplomacy: 3
Haggle: 3	Intimidate: 2
Leadership: 3	Melee Weapons: 3
Persuasion: 4	Pistol: 2
Seduction: 2	Stealth: 1
Streetwise: 2	Unarmed Combat: 1

EQUIPMENT

Concealed Flak vest (treat as CAF Padquill), CLV001 Silenced Pistol (2 clips)

Special Rules:

Uncle Bertie is usually accompanied by multiple bodyguards or Props, each of differing skill levels.

CLV001 SILENCED PISTOL

SKILL:	Pistol Weapon		
DMG	MIN DMG	AD	WEIGHT
1d10-2	3	1	3
ROF	RECOIL	RANGE	CLIP
1	0	35m	12

Rules:

This weapon has an integrated silencer and will not give away Bertie's position when fired.

THE STEPFATHER

Game Notes - Page 69

THE STEPFATHER

STR	DEX	KNOW	CONC
5	4	4	4
CHA	COOL	LUCK	INITIATIVE
0	4	0	+8
HIT POINTS	CLOSING		RUSHING
38	2		5

SKILLS

Detect: 3	Intimidate: 3
Leadership: 3	Melee Weapons: 3
Persuasion: 3	Seduction: 2
Stealth: 1	Tactics: 3
Torture: 4	Unarmed Combat: 2

EQUIPMENT

Natural Armour (PV: 4, Resistance: NA), 3x MAC Knife, BOOPA CASDIS, 5x doses of Shatter, 8x doses of tranquilisers.

Special Rules:

May be accompanied by any number of Brood.

BROOD

BROOD

STR	DEX	KNOW	CONC
2	3	0	1
CHA	COOL	LUCK	INITIATIVE
0	2	0	+4
HIT POINTS	CLOSING		RUSHING
18	2		4

SKILLS

Athletics: 2	Detect: 1
Stealth: 2	Torture: 2
Unarmed Combat: 2	

EQUIPMENT

Natural Armour (PV: 3, Resistance: NA), 2x doses of Shatter

Special Rules:

The Brood gain +2 COOL when in The Stepfather's presence.

RADIO CLASH

Game Notes - Page 64

RADIO CLASH

STR	DEX	KNOW	CONC
7	5	5	5
CHA	COOL	LUCK	INITIATIVE
6	6	0	+9
HIT POINTS	CLOSING		RUSHING
40	3		6

SKILLS

Acrobatics: 3	Athletics: 3
Climbing: 3	Detect: 4
Demolition: 3	Intimidate: 4
Leadership: 4	Language (all): 2
Medical: 3	Melee Weapons: 4
Persuasion: 3	Pistol: 4
Rifle: 4	Stealth: 3
Streetwise: 3	Support Weapons: 4
Survival: 3	Tactics: 3
Technical (all): 4	Throw: 2
Tracking: 2	Unarmed Combat: 4

EQUIPMENT

Widowkiss Battlesuit, Charon (4 clips), Garm (3 clips), 2x Modified Mutilator Fists

CHARON (CUSTOM FEN ASSAULT RIFLE)

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	1	2
ROF	RECOIL	RANGE	CLIP
1/3	0/1	300m	25

Rules:

Charon fires special chemical rounds. In addition to the damage above, a target that loses any Hit Points to this weapon may suffer the effects of the Electrolyte Compound.

HUNTER SHEETS 2 CONVERSION DOCUMENT

ELECTROLYTE COMPOUND

TOXICANT	VECTORS	IR
Electrolyte Compound	Damage from Charon	14
EFFECTS	PROGRESSION	TREATMENT
-1 CONC, with an additional -1 CONC each minute.	When CONC falls below 0. Loss of consciousness. Death within 1 hour.	Treatment Rating: 16 Rank 4 Ebb Heal or very high doses of Flush combined with blood transfusion.

GARM (CUSTOM FEN PISTOL)

SKILL:	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10+2	5	6	1
ROF	RECOIL	RANGE	CLIP
1/3/10	0/0/1	40m	20

Rules:

Anyone that loses a Hit Point from an attack with this weapon will be unable to Regenerate, use Ebb Disciplines or gain any benefit from healing drugs until they have regained Hit Points by another means.

MODIFIED MUTILATOR FIST

SKILL:	Unarmed Combat		
DMG	MIN DMG	AD	WEIGHT
1d10+2	4	5	1

Rules:

Unlike other Mutilator Fist's, this modified version is more dextrous, allowing the hand to hold and operate firearms and other melee weapons.

WIDOWKISS BATTLESUIT

PV	RESISTANCE	WEIGHT FACTOR
14	100	0

Rules: The Widowkiss provides the user with +3 STR and +2 DEX (included in the profile above) as well as +2 to the Success Die on all Detect Rolls. The suit shorts all radio communications, reducing them to pure static and rendering such comms useless. In addition, the suit contains a built-in drug injector and multiple doses of pretty much every combat and soft drug available.

DOROT BINZWOLD

Game Notes - Page 67

DOROT BINZWOLD

STR	DEX	KNOW	CONC
3	5	5	5
CHA	COOL	LUCK	INITIATIVE
2	5	0	+10
HIT POINTS	CLOSING	RUSHING	
18	3	6	

SKILLS

Admin & Finance: 4	Acrobatics: 3
Athletics: 3	Detect: 3
Drive (Pilot): 3	Intimidate: 4
Leadership: 4	Language (all): 2
Melee Weapons: 4	Pistol: 3
Stealth: 2	Tactics: 3
Torture: 4	Unarmed Combat: 2

EQUIPMENT

Blitzkrieg Armour, Officer Pistol (3 clips), Razor Crop, 2x Krell Hounds

Special Rules: Dorot has a Regeneration Rate of 4.

May be accompanied by any number of Krell Hounds and or any number of War Pigs.

OFFICER PISTOL (KRELLISH LASER PISTOL)

SKILL:	Pistol		
DMG	MIN DMG	AD	WEIGHT
1d10+4	6	1	1
ROF	RECOIL	RANGE	CLIP
1	0	100m	20

RAZOR CROP

SKILL:	Melee Weapon		
DMG	MIN DMG	AD	WEIGHT
1d10-2	3	1	1

BLITZKRIEG ARMOUR

PV	RESISTANCE	WEIGHT FACTOR
11	30	0

Rules: The wearer gains +1 to their DEX (included in profile above). In addition, the armour is capable of 5 second bursts of flight, at a height up to 70m. A successful Drive Pilot skill roll is required for anything other than straight uninterrupted flight. A similar skill roll may be made if the character falls

from great height, allowing them to engage the suit's flight system and break the fall. The suit can make 12 bursts before a refuel pack is required.

THE LAUGHING DEATH

The Laughing Death is a virus carried in the saliva of all Krell. Dorot, The Krell Hounds and the Krell War Pigs are all capable of spreading the virus.

TOXICANT	VECTORS	IR
The Laughing Death	Contact with Krell Saliva	12
EFFECTS	PROGRESSION	TREATMENT
Gain rank -4 in Psychopathy, uncontrollable laughter.	After 3 days. Lose 2 Hit Points every hour. Death within 24 hours	Treatment Rating: NA No known treatment.

KRELL HOUND

KRELL HOUND

STR	DEX	KNOW	CONC
3	5	0	0
CHA	COOL	LUCK	INITIATIVE
0	4	0	+5
HIT POINTS	CLOSING	RUSHING	
22	4	9	

SKILLS

Detect: 1	Stealth: 2
Tracking: 4	Unarmed Combat: 4

EQUIPMENT

Teeth, Claws.

Special Rules: Krell Hounds have a Regeneration Rate of 4.

WAR PIG

WAR PIG (KRELL SOLDIER)

STR	DEX	KNOW	CONC
4	4	1	2
CHA	COOL	LUCK	INITIATIVE
0	5	0	+6
HIT POINTS	CLOSING	RUSHING	
20	2	5	

SKILLS

Athletics: 2	Detect: 2
Intimidate: 3	Melee Weapons: 3

Pistol: 4	Rifle: 4
Support Weapons: 4	Unarmed Combat: 4

EQUIPMENT

Krell Ablative Armour, Krell Autolaser, Generic Unpowered Melee Weapon

Special Rules: War Pigs have a Regeneration Rate of 4.

KRELL AUTOLASER

SKILL:	Pistol/Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+4	5	1	2

ROF	RECOIL	RANGE	CLIP
3/10	0/0	150m	300

KRELL ABLATIVE ARMOUR

PV	RESISTANCE	WEIGHT FACTOR
7	24	0

Rules: The wearer is immune to the stunned condition. In addition, the armour's PV is doubled when protecting from Krell laser weapons.

SIDI GEKJTA:

Game Notes - Page 70

SIDI GEKJTA

STR	DEX	KNOW	CONC
5	4	4	4
CHA	COOL	LUCK	INITIATIVE
0	4	0	+8
HIT POINTS	CLOSING	RUSHING	
24	3	7	

SKILLS

Acrobatics: 3	Athletics: 2
Detect: 3	Drive (all): 2
Leadership: 3	Pistol: 3
Polearm: 4	Rifle: 4
Stealth: 3	Support Weapons: 4
Tactics: 3	Unarmed Combat: 2

EQUIPMENT

PP104 Dogeybone Armour or PP100 Crackshot Armour, KK 30 Ripper (3 clips), GAK 19 Assault System (5 clips), GASH Chain Axe, BOOPA CASDIS, 3x doses of Rush.

Special Rules: May be accompanied by Akheterop Settep.

KK 30 RIPPER

SKILL:	Pistol/Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+4	4	2	2
ROF	RECOIL	RANGE	CLIP
3/10	0/1	100m	20

Rules:

The Ripper is mounted to the arm of the user's armour and as such may not be disarmed through the usual means of hitting the arm.

GAK 19 ASSAULT SYSTEM

SKILL:	Rifle		
DMG	MIN DMG	AD	WEIGHT
2d10-6	6	3	3
ROF	RECOIL	RANGE	CLIP
1	1	500m	5

Rules:

The GAK 19 is mounted to the shoulder of the user's armour and as such may not be disarmed through the usual means of hitting the arm.

AKHETEROP SETTEP

AKHETEROP SETTEP

STR	DEX	KNOW	CONC
2	4	7	6
CHA	COOL	LUCK	INITIATIVE
5	0	0	+10
HIT POINTS	CLOSING	RUSHING	
19	3	6	

SKILLS

Acrobatics: 4	Athletics: 4
Detect: 4	Diplomacy: 4
Drive (all): 4	Intimidate: 4
Language (all): 4	Leadership: 4
Lore (all): 4	Melee Weapons: 3
Oratory: 4	Persuasion: 4
Read Lips: 3	Stealth: 3
Tactics: 4	Torture: 4
Unarmed Combat: 2	

EQUIPMENT

SpatteShriek, Blood Shard Necklace, 35,000c Arducci Suit

Special Rules:

Akheterop Settep has a Regeneration Rate of 4.

SPATTERSHRIEK (INFUSED WHITE EARTH SABRE)

SKILL:	Melee Weapon		
DMG	MIN DMG	AD	WEIGHT
1d10/2d10	4/8	10/1	0

Rules:

This weapon has two sets of values. The first is used for a slashing attack, the second for an impaling attack. Anyone within 20m of the blade is unable to remove the bleeding condition, regardless of the medical intervention they receive.

BLOOD SHARD NECKLACE

Rules: All attacks that successfully hit Akheterop automatically reduce their final DMG value to 1, ignoring the normal Min. DMG value for the weapon. While wearing the necklace, Akheterop will never lose more than 1 Hit Point from any attack. In addition, Akheterop is immune to the Communicate Ebb Discipline.

ROOT DOGS

Threat Analysis - Page 77

BASE SCIENTIST

ROOT DOG BASE SCIENTIST

STR	DEX	KNOW	CONC
5	2	8	8
CHA	COOL	LUCK	INITIATIVE
2	1	0	+10
HIT POINTS	CLOSING	RUSHING	
24	2	5	

SKILLS

Detect: 3	Education (all): 4
Medical: 4	Tactics: 3
Torture: 4	Unarmed Combat: 1

EQUIPMENT

Teeth, Claws

CORE SCIENTIST

ROOT DOG CORE SCIENTIST

STR	DEX	KNOW	CONC
5	2	9	9
CHA	COOL	LUCK	INITIATIVE
2	2	0	+11
HIT POINTS	CLOSING	RUSHING	
24	2	5	

SKILLS

Detect: 4	Education (all): 4
Medical: 4	Tactics: 4
Torture: 4	Unarmed Combat: 1

EQUIPMENT

Teeth, Claws

SAMPLE HERD CREATURE: SLIFF

SLIFF HERD CREATURE

STR	DEX	KNOW	CONC
6	5	0	0
CHA	COOL	LUCK	INITIATIVE
0	7	0	+5

HIT POINTS

CLOSING

RUSHING

24

2

SKILLS

Athletics: 4

Unarmed Combat: 4

EQUIPMENT

Natural Armour (PV: 6, Resistance: NA), Slasher Claw.

Special Rules: Herd Creatures are entirely immune to the effects of fear.

SLASHER CLAW

DMG	MIN DMG	AD
STR	4	1

SAMPLE HERD CREATURE: TAALE

TAALE HERD CREATURE

STR	DEX	KNOW	CONC
3	4	0	0
CHA	COOL	LUCK	INITIATIVE
0	7	0	+5
HIT POINTS	CLOSING	RUSHING	
22	4	8	

SKILLS

Athletics: 4

Unarmed Combat: 4

EQUIPMENT

Natural Armour (PV: 7, Resistance: NA), Maul Mouth.

Special Rules: Herd Creatures are entirely immune to the effects of fear.

MAUL MOUTH

DMG	MIN DMG	AD
STR+1d10	STR	2

Rules:

Maul Mouth can be used to lock onto a target. If a roll to hit is successful, they have locked on. If they choose to attack the same target during the next combat round, no roll to hit is required. A creature who has locked on with their Maul Mouth may not perform any defensive manoeuvres.

HUNTER SHEETS 2 CONVERSION DOCUMENT

SAMPLE HERD CREATURE: GALT

The Galt use the same stats and skills as the Talle (see above).

EQUIPMENT

Natural Armour (PV: 7, Resistance: NA), Stinger Barb.

Special Rules: Herd Creatures are entirely immune to the effects of fear.

STINGER BARB

DMG	MIN DMG	AD
STR-2	2	0

Rules:

Any successful attack that causes the target to lose any Hit Points may result in the target becoming poisoned. The rules for Poison are included under 'Toxicants' in the SLA Industries 2nd Edition Core Book.

DAROL RAGEN

The Darol Ragen was not included in Hunter Sheets 2, but we have included them here so that you can use them in your campaign. You can read more about them in the description of Hostile-4 on page 22-23 of Hunter Sheets 2 and can expect even more in future publications.

DAROL RAGEN

STR	DEX	KNOW	CONC
5	4	2	2
CHA	COOL	LUCK	INITIATIVE
0	6	0	+6
HIT POINTS	CLOSING	RUSHING	
24	2	6	

SKILLS

Acrobatics: 3	Detect: 2
Intimidate: 3	Melee Weapons: 4
Pistol: 4	Rifle: 4
Stealth: 2	Streetwise: 1
Support Weapons: 4	Unarmed Combat: 4

EQUIPMENT

Organic Armour, Frag Gun (unlimited ammo), Organic Retractable Blade (comparable to a DPB Vibro Sabre).

FRAG GUN

SKILL:	Pistol/Rifle		
DMG	MIN DMG	AD	WEIGHT
1d10+3	5	3	1

ROF	RECOIL	RANGE	CLIP
3/10	1/1	60m	150

Rules:

The weapon is fused to the user's arm and fires flechettes made from the user's bones. This weapon may not be disarmed through the usual means of hitting the arm. If the weapon is severed from the arm it will die and become unusable.

ORGANIC ARMOUR

PV	RESISTANCE	WEIGHT FACTOR
9	20	0

Rules: Organic Armour recovers 2 points of Resistance each time its wearer regenerates any Hit Points.

