

TRADING SKILLS

by Mark Gunton

Many Gangers pick up various skills in their lives in the Underhive, some that are useful in battle, some that are useful before or after. Many Leaders value skilled Gangers in everyday life and Gangers that can help when he goes out looking for a bargain, doubly so. When he goes to the Trading Post, a Leader is assailed by possible bargains and by more probable cons. The Guilders swarm when they see a money belt, laden with credits and the new, green Leader can easily be swayed into buying something that he may not need or on the long run cannot afford. But if he has an experienced Ganger with him, one with knowledge of the ploys and deceptions that the Guilders use to entrap unwary gangers, then his is usually going to come off better in the long run as he continually picks at the cover stories that Guilders make up for the various items of Archeotech they dig up in the Badlands. Proficient Gangers, who have experienced many trials in the Underhive, pick up skills that involve the Trading Posts. These skills come under the generic title of Trader Skills. These skills are acquired in the same way as normal skills, as a Ganger goes up a level in experience. These skills may be taken when the Ganger rolls a 2 or 12 on the Advances table. These skills are **ONLY** available to Gangers, as Heavies and Juves are too busy at the gang's hideout and the Leader is far too busy dealing with the gang's finances and other important matters to go examining every single item at the Trading Post.

TRADING SKILLS. Roll a D6:

1. Barter

The Ganger is blunt and has a very inquisitive manner. Every time the Guilder shows him an item, he always has questions about it and always studies the item in detail before he even thinks about putting up any money. When the Guilder makes a bid (after the Leader rolls the dice for a variable priced item), the Ganger's skill allows him to re-roll the dice and apply that result.

Note: if the dice roll ends up worse than the original, the re-rolled total cannot be re-rolled. The Guilder can't be haggled twice.

2. Shoplift

The Ganger is very quick with his hands and is slightly crooked. Every time he goes to the Trading Post, he may attempt to steal an interesting nik-nak. Once the Rare Trades have been rolled, the Ganger can attempt to steal one of the items, if you wish. Roll a D6. On a roll of a 6, he is successful and slips the item in question under his coat, or dumps it out a window to pick up later, then legs it back to the gang hideout while the getting's good.

On a roll of a 1, however, the Ganger is spotted by one of the Guilder's staff and is arrested by the Watchmen. Surprisingly, the item stolen disappears and the Leader must pay the ganger's total cost plus weapons plus the cost of the item that was stolen. If the Leader cannot pay the bail, the Ganger must stay in prison until the bail is



paid. The gang, obviously, don't get the item that was stolen.

3. Charmer

The Ganger has learnt the art of the 'Silver Tongue'. At the end of the game, before the gang pays any Hired Guns (Bounty Hunters, Scum, etc.), he may attempt to sweet-talk them into accepting somewhat less than their normal fee. On a roll of 6, the hireling is drawn in by the Ganger's story and accepts half his (or her) normal hiring cost. On a roll of a 1, the Ganger says the wrong thing and insults the hired gun, who then demands double their fee, or else they shoot the ganger. If the fee isn't paid, the ganger is shot by the highest Strength ranged weapon, in the normal way, except that the shot hits automatically. If he is wounded, he makes injury rolls as normal. The hired gun then leaves and refuses to be hired by the gang again (delete the hired gun from your gang roster), although you can hire other hired guns of their type, except special characters. On a 2-5, the hired gun is not convinced and takes their normal fee.

4. Outlaw Contacts

The Ganger has a friend of a friend who knows a guy, who knows the whereabouts of an Outlaw Trading Post. The Leader may choose to go to the Outlaw Post, rather than the local Guilder approved branch of ripp-offs Inc', and may do his business as normal. Roll a D6. On the roll of

a 6, the Leader is spotted by a known Watchman's informant. It will cost the Leader D6x5 Credits to secure the silence of the informant. Failure to pay the fine will result in the little scrote telling all. Next time you have to roll on the Watchman's table, add +3 to the result as the Watchmen are distrustful of the gang.

5. Keen Eyes

The Ganger has become extremely adept at spotting interesting little devices and rare items among the massed piles of trash and depravity that are heaped up outside the trading post. The ganger may add +2 to the rare trade dice roll.

6. Friendly Ear

The Ganger has a very approachable manner and can usually be found sitting outside the Trading Post, swapping tales with the aged crusties that congregate there and generally listening to any juicy gossip from around the dome. The Leader may add +1 to the Rare Trade table as usual, but the Ganger rolls a D6. On a roll of a 6, the Ganger finds a possible jewel in the stream of drivel. Roll on the table below:

1 - What seemed to be a break turns out to be the drunken mutterings of an ancient veteran Hiver. Nothing of any use is learnt, except the location of a cheap bar.

2 - The Ganger listens closely to some murmuring old blokes and learns the location of a new territory out in the Badlands. Roll on the Territory table and add the new territory to your gang's roster.

3 - The constant wittering from the ancient fogies gives the Ganger new insight into the movements and habits of rival gangs. The gang may choose the scenario in their next game.

4 - The Ganger hears of an area of catacombs that have been recently unearthed. After a short search, the Ganger finds a network of Tunnels under the dome. Add the Tunnels territory to your gang roster.

5 - As above, but for Vents.

6 - One of the old gits is so impressed with the Ganger's tales, he offers up his younger brother to the gang, so he can be taught the ways of the Underhive. Add a new Green Juve to your gang roster (he is armed with a knife).

