

Advanced Rules: Ghoulin Skills v. 0.2

Ghoulin Skills

- Ghoulin Skills are special skills that may be taken by Undead Ghoulin.
- Promoted Ghouls may take Ghoulin Skills as one of their two skill lists.
- Promoted Dregs may **not**.

Ghoulin Skills

1 Crypt Crawler: You may choose not to deploy warrior at the start of the battle.

- Instead, at the start of each of your turns he may deploy on any table edge.
- Warrior must be deployed at least 12" from all enemies and scenario objectives.
- Warrior may charge, shoot and climb the turn he enters the battle.
- Cannot be used while Mounted.

2 Defiler: Warrior suffers no penalties for fighting unarmed.

- When fighting unarmed, all of warrior's attacks are Armour Piercing 1.
- When fighting unarmed one of warrior's attacks are *poisonous*.

(Poisonous attacks may re-roll natural 1s to wound.) // (Use a different colour dice for the poisonous attack.)

3 Fleshfeaster: Warrior adds +1 S to all close combat attacks versus Animals and Mounted enemies. *(Monsters are not Animals.)*

- Warrior gains an *(additional)* +1 experience each time he takes a Mounted enemy *out of action* in Close Combat.

Ghoulin Skills

4 Limbstitcher: Whenever warrior would roll 'Chest Wound', 'Arm Wound', 'Leg Injury' or 'Hand Injury' on the the Post-game Injury Chart, roll a D6: If the result is equal to or under his Toughness, treat the result as 'Full Recovery' instead.

5 Nightprowler: Warrior always counts as being in cover when targeted with missile fire. *(This does not affect hiding.) // (Cover is still negated by the 'Crack Shot' skill.)*

- Cannot be used while Mounted or wearing Heavy Armour.
- No more than two warriors in the warband may have this skill at a time.

6 Scavenger: Whenever warrior takes an enemy *out of action* in close combat, roll a D6: On a roll of 4+, warrior may take one Weapon, Shield or piece of Miscellaneous Equipment from the victim worth up to 7gc and transfer it to your warband's stash. *(The cost of Miscellaneous Equipment is its base price.)*

- Warrior can only successfully scavenge one item per battle.

7 The Oath: Whenever the Vampire would roll 'Dead' on the Post-game Injury Chart, this warrior dies instead.

- Vampire gains one Melancholia injury *(-1 Initiative)* but retains all weapons, armour, equipment and advances.