

MERCS

Although the Wasteland is a dangerous place to live in and most people join together to survive, some outstanding individuals go their own way and can afford to offer their services to the highest bidder. Most of them are common guns for hire with no affiliation whatsoever, so they will work for whoever puts a bigger pile of bullets on the table. But there are always those motivated by other standards, such as helping those in need or those who wear the flashiest clothes.

Rules

- If it is not otherwise stated in their own rules, a merc will be able to join any game faction.
- A band can have no more than one merc on its list, paying its point cost in the usual way and having in mind the limit in number of miniatures for the game points.
- Mercs can't use or benefit from any special rule or piece of equipment from the bands they join, such as custom bullets, Bobblehead's powers, immunity to Contaminated terrain, walkie-talkies, etc..
- Every merc has the Special rule ***The one and only***, which means that if both players go to a game with the same mercenary in their respective bands, one of them is a shitty fraud! There is no thing in the Wasteland more despicable than a fraggin', pretending poser, so the winner of the game will prove that his merc was the real deal and will have the right to kick his rival in the nuts.
- All mercs come with closed equipment options, already included in the miniature point cost. They can not get any more equipment or additional extras. The only exception are bullets, which must be purchased for them in the usual way.
- Those attributes included in brackets are already modified by the miniature's equipment or special rules.



CAPTAIN HAMMERICA

aptain Hammerica is a legendary figure in the Wasteland, a paladin of justice for some and a total loony for others. Sometimes he tells a story about him fighting in a great war for freedom in the World of Before, being frozen for a shitload of years due to an accident until some guys with crazy outfits took him out of the ice. Most of the people don't pay credit to those rantings, but think that he was a crazy old dude who lost his grip after reading one too much of those thin books in the ruins of the World of Before with colorful stories of muscular men and hot chicks going around super-smacking villains, so he decided to dress like a maniac. But incredible as it might sound, a scientist from the Kraken Organization of the V Reich, fed up with all the mutant-hating stuff and the tortures inflicted upon them, ran away with the only viable sample of the Ubersoldat's serum and gave it to a truly gentle and good soul (or the first crackpot he came upon): Captain Hammerica. This scientist was later killed by Red Helmet, with Captain Hammerica barely getting away from that fight.

But with or without the punkserum, Hammerica has proven to be a guy with a really grown pair and he won't hesitate to face anyone if he sees any injustice or fuckery being committed on the good folk of the Wasteland.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Hmmerica	2	6	4	5	5 (7)	4	3

Weapons: it has *mace* and *pistol*.

Armour: *metallic armour* and *shield*.

Special rules:

The one and only.

Reinforced shield: Captain Hammerica owns a really cool shield, which looks normal but made according to him with an alloy of vibra...whateverthefuck. The fact is that it really can take blows better than a regular shield, so it grants a +3 bonus to armour instead of the usual +2. And as the Cap is so well trained in using it at close range, he doesn't suffer the -1 penalty to Combat. He also tried to throw it at enemies, but it flies like a shitbrick and he couldn't hit anything.

Hammer Time: Hammerica REALLY enjoys cracking villainous skulls with his faithful hammer. If he is Downed in Combat, he will get the benefits of the Berserk Special Rule so he can get revenge on his foe.

Hate to Red Helmet: the leader of Kraken, Red Helmet, killed his scientist pal in front of his eyes and Hammerica didn't like it a single bit. If Captain Hammerica faces Red Helmet and Downs him, he will get 3 extra Victory points for his band.

Captain Kraken: being a Merc and according to the rules, Captain Hammerica could play with a V Reich band. In that case, we would assume that he has finally revealed himself as Captain Kraken, traitor to all cool and nice things.

Puntos: 80

CRAZY MEL

Crazy Mel is a living legend of the Wasteland, roaming the badlands on his car with the only company of his dog, Meatball. He is a man of few words and little is known about his past, although it seems he became the faithless and sour person he currently is after the loss of a beloved one. Although he tries not to poke his nose in other people's business, sometimes, being it out of principles or in exchange for fuel or bullets, he will fight for one of the warring bands around the Scrapbridge area.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Crazy Mel	2	6 (7)	7	5	4 (6)	4	5

Weapons: is equipped with a *shotgun* and a *medium blade*.

Armour: has *metallic armour*.

Special rules:

The one and only.

The most inopportune time: Crazy Mel's shotgun has the terrible habit of misfiring in the worst moment of all. You don't have to buy bullets for this shotgun; instead of it, when you roll the Precision check to make a shot see if the result is an odd or an even number. If the result of the roll is an odd number, the shot will be made as usual. But if the result is an even number, the shotgun will misfire (it won't fire in the current firing Action, which will be lost) and become jammed for the rest of the game (not being able to shoot again). In short, this means the shotgun will have ammo until you roll an even number in a Precision check.

Meatball: Crazy Mel is always followed by his loyal dog, Meatball, who warns him about nearby enemies. This way Crazy Mel will be able to use his full Movement to calculate his Combat bonus when assaulting, even if he was not able to see his target at the beginning of his movement due to a blocked Line of sight.

Besides, Meatball can pest the enemies attacking his master. When Crazy Mel is engaged in Close combat the dog will be able to cancel the support bonus of ONE enemy miniature of its choice.

Points: 75

EIGHTFINGERS

Renowned pit fighter from Nowater and two times “Da Big Blow” winner. He rarely gets involved in gang wars, as his Crib considers him too precious to risk his life in such quarrels, but if the offer is generous enough...

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Eightfingers	2	5 (6)	3	3	4 (6)	4	3

Weapons: is equipped with two Medium blades.

Special rules:

The one and only.

Shaking the Ropes: Eightfingers seems to be absent from the fight until he takes some serious damage. Then his body begins to shake as if he was actually dancing, and with a madman’s look in his eyes he pounces on his enemies. When Eightfingers is considered downed for the first time, instead of being replaced with a marker and removed from play he will ignore it and furthermore gain a +2 bonus to his Agility, Strength and Toughness attributes. After that, if he is downed again in the same game he will be replaced with a marker and removed from play as usual.

Double pain: Eightfingers has honed two-weapon fighting in a way that he is capable of coordinating his attacks with them, although in exchange for some precision. When Eightfingers uses a Combat Action he can attack as usual with one of his weapons, or choose to use both, which grants him the ability to roll an additional dice and choosing the highest result, but with a -2 penalty to Combat on both dice.

Points: 88

IMPERATRIX RABIOSA

Rabiosa was one of the best fraggin' scouts in the northern Junkers bands, the candy of the eye for the Lord of Bullets, for whom she fulfilled lots of really profitable jobs earning the Imperatrix title for herself. No one knows exactly when that relationship went sour, but one given day Rabiosa left the camp with a big-ass war rig. Apparently the deal was to deliver this armoured truck at the Blackblood Children fortress, but some rumours say that after keeping her part of the deal, the Children of Tex'co betrayed her and tried to take her down. She had to shoot, cut and bite her way out of there and now, banned by most of her former allies, she roams the Wasteland offering her services.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Rabiosa	2	3	4	5	3 (4)	4	6

Weapons: is equipped with a Rifle with Scope and a Small blade.

Armour: has *Hardened leather*.

Special rules:

The one and only.

I never forget a face: Rabiosa will keep a special kind of animosity against one of the miniatures in the rival band. The player will have to note down (or tell a trusty neutral spectator) which miniature is that. At the end of the game this target will be revealed and, if the player has managed to take it down, he will get 1 extra Victory point for the Scenario. If the miniature has not been downed, the player will lose 1 Victory point for the Scenario.

Mechanical arm: Rabiosa can use her mechanical arm to block or fend off most hand-to-hand attacks. In a Combat situation Rabiosa will get a +2 Armour bonus.

Points: 60

LIZZY DEVILLE

Soldier of fortune and natural born survivor since her early days, Lizzy DeVille has always travelled across and along the Wasteland without calling any place home. She forges temporary alliances with other Wasteland roamers she might come across in her travels, if she believes it will be a good idea, but at the end she always ends up following her own way.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Lizzy	3	4 (5)	5	5	3 (5)	4	4

Weapons: is equipped with a Pistol and a Medium blade.

Armour: has *Thick clothes*.

Special rules:

The one and only.

Chatterbox: Lizzy has a silver tongue which helps her getting out of the most daring situations, even in the middle of the fray. Lizzy will be able to disengage from Combat without having to make any roll, after convincing her rival to let her go with her nonsense gibberish. She won't be able to use this trick twice with the same enemy miniature in the same game.

Cover girl: Lizzy is the iconic image for all our artwork, so she deserves to be special just because we say so. Our game has always stand out for being lethal and not having any special magial saving rolls, as others do, but Lizzy is Lizzy and she has this almost cartoon-ish ability to dodge the bullet, avoid the stab, survive a one ton anvil falling on her head. Each time she is about to be Downed after being wounded, she will be able to ignore the wound with a 6+ result in 1d10. Yep, that's a 50% chance of staying alive just because.

Penny-pincher: life is harsh in the Wasteland and economy is a bitch, so Lizzy won't waste bullets in the first lowlife bastard who comes across if she can beat the shit out of them in a simpler way. Lizzy won't shoot at any miniature whose cost is equal or lower to a bullet (15 points).

Points: 80

MAGNUS

The Wasteland is a dangerous place and no one likes shit going out alone, but Magnus doesn't give a fuck about it. He pisses petrol and shits watermelons, so he just goes around as a towering hulk, showing off his perfect pecs and minding his own business. You don't walk up to Magnus and hire him to do some petty job for your band, he shows up and thunders "Today I'm fighting for you, so... pay me" and you shit your own pants and give him everything you got. He then chooses his weapons, he fights, once in a while he rises an eyebrow and nods, and then leaves to "offer" his services to another band (luckily, after the battle ends). It's just as if everything was part of a plan nobody else understands... or because he has completely lost his mind long time ago.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Magnus	2	5	5	3	5	5	3

Weapons: he can enter the fray with his Cool rifle or his Brutal axe, but not both. When making up your list you must choose which weapon he will be using (this won't change the cost of the miniature, but bullets must be purchased separately as usual).

Special rules:

The one and only.

Cool rifle: can use an *automatic rifle* with *scope*. But he is a pro, so when he does something he does it right. Like shooting. This rifle only has the Automatic firing mode, so he can't use it for single shots.

Brutal axe: Magnus can use a *heavy blade*. Besides, this weapon can be used once in each game with the rules of a *chainsaw*.

Plans inside plans: Magnus follows a plan only he knows, but sometimes this plan does not include sticking all fight long with the side paying him. After each Action turn Magnus takes, the player controlling him must roll one d10. With a result of 10 Magnus will just wander off again into the Wasteland and his miniature removed from the table. If this happens, his miniature will not count as Downed for any purpose of the game's outcome; it's just as if he had never been there.

Points: 85