



SUBFACTION AMOK SLASHERS



Some Amok have been affected by Ambrosia in such a way that they resemble characters straight out of a classic slasher film. No one knows if it's due to imitation of old movies, which not only continued to be replayed in Liberty City, but also had ongoing remakes, reboots, sequels, and prequels, or if it's just the nature of the drug

RESTRICTIONS

Slashers must adhere to the following restrictions when creating a gang:

- You can use Harvesters, Gluttons, and Wretches of the Amok. This subfaction does not have Reapers, as Psycho Killers handle the tearing part, nor Aberrations, which are very rare.
- They can acquire the indicated troops later on.
- There can be a maximum of one Personality or Mercenary in the gang.
- There can only be one Harvester for every fraction of 200 points in the gang.
- There cannot be a greater number of Wretches than the sum of the rest of the gang members.
- They can be equipped with a maximum of one Wastelander Cat.

SPECIAL RULES

NOT DEAD YET

Each time a gang member takes Down an enemy miniature, they acquire a victim marker. If this member is downed, they will roll 1d10, and if they roll a number equal to or less than the victim markers they had, they return from the dead at the beginning of the next Game turn in the same location where they were downed and resume playing normally. They can only make this roll once during the game.

GENERIC EQUIPMENT

All Slashers have access to this generic equipment:

Biohazard protection 5 pts





PSYCHO-KILLER

40 POINTS



The Psycho-Killers are the classic psychopathic killers from the movies. Each one seeks their characteristic attire, killing style, and above all, remains true to the genre. They have a preference for teenagers, and generally, women with a certain degree of libertinage (in the Wasteland, that's not a problem), but if they have to engage in combat with any gang, they will.

A ctions	C ombat	P recision	AG ility	S trength	T oughness	T eCh
2	6	-	3	4	4	1

WEAPONS

Must be equipped with ONE of the following weapons and up to two (can't take two weapons with the Two-handed special rule):

<i>Small blade</i>	4 pts	<i>Medium blade</i>	10 pts
<i>Sickle</i>	5 pts	<i>Chainsaw</i>	10 pts
<i>Heavy blade</i>	8 pts		

ARMOR

None.

Can be equipped with:

<i>Thick clothes</i>	5 pts	<i>Human leather</i>	10 pts
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REGLAS ESPECIALES

Offroad.

No Hurry. A Psycho-Killer moves at their own pace, covering 5 cm instead of the usual 10 cm, unless they are about to Assault, in which case they can move 10 cm on the last Action of the Assault.

Now I'm Here. Although a Psycho-Killer seems to lag behind and not advance, they often suddenly appear right next to their victim. Once per Activation phase, a Psycho-Killer can spend one Action to automatically appear at a maximum distance of 30 cm anywhere on the table, no more than 10 cm from an enemy miniature, and in a position where no enemy miniature has Line of Sight to it.

Bad Trip. One of the enemy miniatures will become the final girl (or final boy, even though it's stranger) for this Psycho-Killer. You know, usually the character who survives the movie and tells the story. The opposing player chooses one of their miniatures, which will have +1 to Combat and Precision against this Psycho-Killer until the end of the game. If Bad Trip comes up again on the same miniature, the opposing player can decide to change their final girl to another miniature (losing the bonuses for the first one) or keep the one they had. The same miniature can be the final girl for different Psycho-Killers if it happens and the opposing player agrees.

Choose Your Role. Every Psycho-Killer has their own personal 'brand,' with an individual aesthetic, a murder style, etc... It's difficult to describe each one, but in this case, we categorize them into three types. Every Psycho-Killer must choose one of the following categories and pay the extra point cost:

- **Unstoppable.** These Psycho-Killers are a true force of nature. They are a mountain of muscles that advances inexorably toward their victims. They have one extra point in Strength and Toughness attributes and the special rule Berserker. Cost: +25 points.
- **Supernatural.** These Psycho-Killers seem to have emerged from the worst nightmares that haunt our dreams, not really being from our world. Any enemy miniature will suffer a -1 penalty to Combat and Strength, and will consider Cool Terrain as Fucked up terrain while within a distance of 20 cm or less from this Psycho-Killer and with Line of Sight to him. Cost: +15 points.
- **Family.** These Psycho-Killers are characterized by being a very close-knit family (so close that inbreeding is quite common), each with different characteristics. For each additional family member acquired when creating the gang beyond the first one, a permanent +1 bonus can be given to one of the attributes of any family member, except for the Actions attribute. These bonuses can be distributed in any way the player prefers among these miniatures, concentrating them on a single miniature or distributing them as desired. The maximum bonus that can be given to a single miniature's attribute is +2. Cost: +5 points.

EXAMPLE

A gang of Slashers has 4 Psycho-Killers with the Family rule. Since there are 3 additional members beyond the first, there are 3 points available to modify Attributes. The player decides that one member will be the powerhouse and receives all the bonuses. They give a +2 to Strength (this is the maximum amount an Attribute can be modified) and +1 to Toughness, resulting in a Strength of 6 and Toughness of 5. The remaining members of the Family will not have their Attributes modified.

Alternatively, the player could have chosen to grant a +1 bonus to three different miniatures, or they could have distributed the points by giving a couple of points to one miniature and 1 point to another miniature.

