

Hükk Bounty Hunter

Hükk is a planet and system that reconnected in the Seventh Age in the sparsely populated, southerly area of the Determinate. It is home to a species who evolved from lone, carnivorous hunters, territorial creatures normally intolerant of others of their kind. The species take their name from the planet: the Hükk (pronounced as a throaty 'Heur-ck' with a heavy 'ck')

The Hükk are intelligent, have a sparse and narrowly focused language but almost no social cohesion or culture. When human explorers in the remote past discovered their world, the Hükk recognised the value of human artefacts and material culture – especially weaponry – but never felt any inclination to learn how to understand or make it. They simply took what they found and adapted it to their own purposes.

Hükk are concerned with individual status, expressed through their ability to establish, maintain and hunt in a personal territory. Since moving into the wider galaxy, territory has changed from being a literal statement of possession to embrace influence and status within Hükk and other panhuman cultures. Whilst others might regard this as merely reputation, to a Hükk this is *hürakh*, an integral sense of self-worth and status, one expressed in a way that other Hükk recognise and respect. Where once they hunted in the forests and mountains of their homeworld, now they hunt throughout Antaren space – for what greater territory could there be! The Hükk have become renowned bounty hunters, sought after by those who require the very special services who define themselves through their success in the hunt.

Hükk have no sense of humour in the sense humans would understand. They have little empathy with other creatures, relating practically everything they encounter into their own terms. They understand that other species and panhumans think differently and have different values, but they privately consider such things to be childish or insane, the typical attitude of 'herd-creatures'.

To outsiders, Hükk appear amoral and without remorse or pity, but they never lie or seek to deceive, merely refuse to reveal information given in confidence. Such deception implies weakness and to even imply such deception is deeply insulting. The drive to maintain and enhance *hürakh* acts in a way we could understand as honour: a Hükk would never decline a job unless he or she felt it unworthy of them – and they would be insulted to be offered an unworthy hunt in the first place! Once the hunt begins they are utterly focussed upon the task, prepared to spend the rest of their lives in pursuit of their target if necessary. Failure means a devastatingly shameful loss of *hürakh*, a weakness other Hükk will take as a sign to encroach upon their territory.

A Hükk rarely kills in anger, indeed, they rarely become angry at all, but they feel insults deeply and would regard it as legitimate to kill someone who had offended them –

especially another Hükk. They defend themselves if attacked or threatened and think nothing of killing those who get in the way of them achieving their goal. However, they are bright enough to know when to swallow their pride when dealing with humans: they are but foolish, feeble hunters who know nothing of *hürakh* and what it is to be Hükk.

BOUNTY HUNTER WEAPONS

Hükk bounty hunters buy weapons from Freeborn traders and will usually pay to have weapons rebuilt or modified to suit themselves. They are not overly motivated by material riches, but need resources to buy equipment and fund their hunting. They tend to favour magnetic or X- weaponry because it is reliable and within their ability to maintain or repair.

The typical main armament is a modified or customised mag gun, modified with sights and accessories that enable the Hükk to take down a target from range. To this is often added a heavily modified X-sling that can take specialist grenades. However, a bountyhunter is not an assassin, and in most cases a job is only completed once a target has been recovered and brought to a client. That usually means putting down the target at close range and immobilising them so they can be carried away: a mag pistol is always carried as a back-up.

Hükk use as much equipment as they think necessary, e.g. tracking devices, tracking drones, emplaced passive sensor modules as well as more primitive cuffs and shackles that advanced technology cannot 'trick' into releasing the target. When active and in the field – and certainly when fighting amongst a group of others – much of their equipment will have been hidden or left behind in storage. However, such devices can make for interesting hunting scenarios!

HUNTING BEASTS

Hükk bounty hunters often make use of pack hunting creatures, as did their ancestors, much as humans may keep hounds. In most cases these creatures are controlled by some kind of neural implant, depending very much on the creature. Whilst lavan creatures are occasionally used on kill missions, the creatures we have here are specially-bred and tailored *ankriz*, a genetically modified development of ferocious pack hunters who were spread around the Antarean Nexus during one of the many diaspora.



HÜKK BOUNTY HUNTER WITH HUNTING BEASTS

Infantry and Beast Unit

Points Value: 122

Unique

Substitutes for: *Tactical non-Command entry as a Mercenary for Hire*

Usable by: *Any faction including Vorl but excluding Virai.*

Limitations: *Unique - one per army. Hück are solitary!*

Unit: Hück Bounty Hunter	Ag	Acc	Str	Res	Init	Co	Special
1 x Hück with customised mag gun, reflex armour, mag pistol	6	6	7	7(8)	8	9	Leader 2, Wound 2, Subdue
3 x Enhanced Angkri	6	–	7	8	6	6	2 Attacks SV2, Subdue
0 x Lavamites	4	7	7	8	6	5	3 Attacks SV2, Lava Spit

Options

- Add 1-2 Hunting Angkri @ 16pts each
- Include Medi-Drone in unit @ 20pts
- Include up to 2 Shield Drones unit @ 10pts each
- Include a Spotter Drone in unit @ 10pts
- Replace all Hunting Angkri with Lavamites @ 2pts each
- Give Hück lectro lash @ 3pts
- Equip customised mag gun with X-sub launcher and SlingNet munition @ 10pts
- Give X-sub launcher Overload munition @ 5pts
- Give X-sub launcher Grip, Blur or Arc microgrenades @ 5pts each

Special Rules

Customised Mag Gun. A Hück's mag gun is highly customised with additional sights. This gives +1 to the Hück's Acc when using such a weapon but no other. Further, the Hück's focus and skill with its weapon is such that it has a preternatural ability to take out its target. If the customised mag gun fails to achieve a Lucky Hit but otherwise hits, the Hück can treat one hit as a Lucky Hit: turn the dice over to show a '1'. As each mag gun is customised to its user, these bonuses do to accrue to anyone else using them but amongst some criminal cultures they make much-desired trophies!

Wound 2. If a Hück fails a resist roll then instead of falling casualty it is wounded. When wounded, the Hück and its unit cannot remove their last pin and, if wounded a second time, the last two pins cannot be removed. If the Hück fails any further resist rolls it is removed as a casualty.

Subdue. The Hück's mag pistol and mag gun are modified to shoot a variety of ammunition, including a tranquiliser and a micro-net shell that can put the target into a temporary stasis. Further, the hunting angkri are trained to wound and incapacitate a specific target rather than kill it. If a character or command figure is killed by a model with Subdue, either in close combat or at range, it can be declared incapacitated and unconscious rather than killed. Replace the model with a suitable marker. At the end of its move, including winning an assault, a weapon drone or infantry unit in contact with the incapacitated target can pick it up and carry it (the drone uses suspensors). The rescuers (or captors!) cannot sprint whilst carrying the unconscious figure but can take other orders as normal and, if destroyed, drop the incapacitated target. This is designed for scenarios where 'capturing' is a critical objective.



X-SUBLAUNCHER

Hück Bounty Hunters have been known to have customised variants of the underslung X-sling constructed for them by their specialist, underground weaponsmiths. The main purpose of the adaptations is to boost the power to launch customised, X-launcher special munitions, though it can only do so in overhead mod. However, the X-sub launcher can also launch Overload and SlingNet munitions in a similar fashion to an X-Sling.

The special munitions are in the form of microgrenades that act as normal Grip, Blur or Arc munition. Unfortunately, due to the weight of the shot, the difficulties in producing a balanced, complex payload and the complex adaptations conflicting with the need for relatively easy maintenance, the overhead munitions have a tendency to tumble. Despite this, the Hück find them invaluable for capturing prey or making good their escape.

Type of Weapon: Hand Weapon	Effective	Range Long	Extreme	Strike Value	Special
X-sublauncher: <i>Direct Fire</i>	10	20	–	0	Blast D3, Optional Overload or SlingNet
X-sublauncher: <i>Overhead</i>	5-10	20	–	0	Blast D3, OH, No Cover, Microgrenades, Inaccurate, Optional SlingNet

- **Blast D3.** X-sublaunchers fire standard, X-sling blast ammunition inflicting a D3 blast on the target. When shooting overhead, an OH blast template is used as normal.
- **Optional Overload or SlingNet.** If provided for in the army lists, X-sublaunchers can also make use of SlingNet and Overload special munitions as for an X-sling (Antares rulebook, pages 87-89).
- **OH.** The X-sublauncher in *Overhead* mode uses all the rules for overhead shots but has a minimum range of 5".
- **No Cover.** Models hit by overhead fire get no **cover bonus** to their Res roll as described in the Antares rulebook on page 32. Note this only applies to overhead shots using the standard blast ammunition and not to direct shots or special munitions.
- **Inaccurate.** When shooting overhead, the X-sublauncher is extremely inaccurate and incurs an additional -1 Acc penalty.
- **Microgrenades.** If provided for in the army list, the X-sublauncher can fire custom built Grip, Blur or Arc special munitions in *Overhead* mode (Antares rulebook, pages 87-89)