

PIT SLAVE GANG

FANMADE RULES FOR NECROMUNDA UNDERHIVE (2018)



Created by Kacper Kuc

WORD FROM THE AUTHOR

This is fanmade supplement, made by me (Kacper Kuc) for the Necromunda Underhive game by Games Workshop Limited, based on original Pit Slaves rules from White Dwarf 224, which was written by Andy Chambers. Lore paragraphs are used from that article for faithfulness to the original source. This is a free, fan-fiction supplement for the community to use. All Intellectual Property rights are reserved by Games Workshop Limited.

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PIT SLAVE GANG

"Die on your feets, not your knees."

Bull Gorg, Pit Slaves Hero

Pit Slaves are gang fighters or hivers who have been captured by hive gangs or Guild-sanctioned Watchmen and sold to the Guilders. They are little more than property in the Slave Guild's hands, doomed to work in the mines, fighting pits or on the pack trails for the rest of their lives. Most Pit Slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who were captured and had nobody who would pay their ransom. The Guilders usually 'modify' slaves for their new lives with crude implants and basic bionics - blades and saws for fighting or drills and hammers for work in mines and forges. Plugs and connection points mark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Slave Guild, their implants are progressively upgraded so that hardened

pit fighters become inhuman caricatures of the warriors they once were. The toughest and most determined Pit Slaves escape their incarceration. They may escape in ones or twos or in mass break-outs of dozens if a mine collapses or a caravan is attacked. The vast and chaotic wastes of the underhive provide ample hiding places for these desperate souls and relatively few are recaptured by the Guilders or bounty hunters: generally, the Slave Guild writes off its losses and buys up more slaves. Lone Pit Slaves commonly join up with gangs as hired guns, but groups of them band together for mutual support and run with the outlaw gangs at the edges of the badzones. They raid Guilder caravans and settlements for food, weapons and extra implants to upgrade or replace damaged parts. Closest to their hearts, of course, is causing the Guilder as much trouble as possible.

PIT SLAVE GANG LIST

When founding a Pit Slave gang, players will have a maximum budget of credits to spend on fighters, weapons and Wargear chosen from the entries on the following pages. How much this budget is will depend upon whether the gang is being founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

CAMPAIGN PLAY

When founding a gang for Campaign play, the budget available is 1,000 credits. Note, however, that should they wish, the Arbitrator can increase or decrease this budget.

SKIRMISH PLAY

When founding a gang for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general guideline a budget of between 1,250 credits and 2,000 credits is recommended.

FIGHTER NAMES, CATEGORIES AND TYPES

Each type of fighter available to a Pit Slave gang is of a named type: this is the name given to that fighter's rank within the gang hierarchy in the parlance of their kind. In addition, each has a category listed in brackets. For example, a lowly gang fighter is a Pit Slave (Ganger). This indicates that within this gang such fighters are called 'Pit Slaves,' whereas within the rules of the game, this fighter is a 'Ganger.'

Very often the rules will refer to fighters by category (Leader, Champion, Prospect, Ganger or Juve, for example). In such cases, the rule is universal to all such fighters, regardless of their type. At other times the rules will refer to a fighter by their specific type, Pit Slave for example. In these cases, the rule is specific only to fighters of that type.

GANG COMPOSITION

The first step is to choose and purchase the fighters that make up the gang. The Pit Slave gang list details all of the fighters available to the gang. These fighters are purchased by paying the credits cost shown in their entry from the budget available. All Pit Slave gangs must always follow these rules:

- There must be one fighter with the Leader special rule.
- The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Should it occur during the course of a campaign that the number of fighters without the Gang Fighter (X) special rule exceeds the total number of fighters with the Gang Fighter (X) special rule, the controlling player must either:

- Retire a number of fighters without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

Or:

- Recruit fresh fighters with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.



Pit Slave gangs are enemy number one for the members of the Slave Guild. Not only they are all dangerous criminals, but they also give other Slave something unimaginable – a hope.

WEAPONS AND WARGEAR

The next step is to choose and purchase the weapons and Wargear each fighter will be equipped with. Each fighter's entry in the Pit Slave gang list includes a detailed list of the weapons and Wargear that fighter may purchase.

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

- A fighter can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may purchase Wargear from that listed in their entry.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

If the gang is being founded for Campaign play, fighters will be limited to equipment listed in their entry, whereas fighters in a gang founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

During a campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or Black Market, or as a result of Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- Any fighter may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the gang's Stash and may be given to other fighters.
- No fighter may discard a weapon. Underhive gangers become attached to the tools of their trade and would rather hoard weapons than discard them.

FIGHTER CARDS & GANG ROSTER

Finally, a blank Fighter card should be completed for each fighter when they are added to the gang; the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole.

EQUIPMENT SETS

In most gangs, senior gang members are able to maintain a cache of weapons that allows them to equip themselves appropriately for each battle. This is not the case for Pit Slave gangs; most of the fighters are simple creatures that become attached to one or two favoured weapons. This is especially the case with Pit Slave Weapons, which are literally attached to the fighter and cannot be set aside, even for a single battle. No fighter in a Pit Slave gang can have more than one equipment set.

DEATH OF A LEADER

All Pit Slave gangs must include a single fighter with the Gang Leader special rule. This fighter is, naturally, the leader of the gang. If a gang's leader is killed, a new leader must be nominated:

- The new leader is the fighter with the highest Leadership characteristic, selected from among those fighters that have the Gang Hierarchy (X) special rule.
- If the gang contains no fighters with the Gang Hierarchy (X) special rule, the fighter with the highest Leadership characteristic must be selected from among the remaining gang members.

If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang leader.

When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on they count as an Pit Slave Chiefs. Their existing characteristics and special rules do not change.

OUTLAW

During a campaign in which the rules for Outlaw and Law Abiding gangs are in use, a Pit Slave gang is automatically an Outlaw gang. In addition, a Pit Slave gang cannot change its Alignment.

SLAVE BROTHERS

Pit Slaves often hire their abhuman counterparts – Slave Ogryns. Despite being Outlaws, Pit Slave gang can hire up to 2 'Jotunn' H-Grade Servitor Ogryns following normal rules of hiring a brute.

PIT SLAVE WEAPONS

This crude augmentic weapons replace limbs of the Pit Slaves.

Close Combat Weapon	Range		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Drill	-	E	-	-	+1	-3	2		Melee, Pulverize,
Claw	-	E	-	-	S	-1	2		Melee, Pulverize, Shred,
Shears	-	E	-	-	+3	-4	1		Melee
Chainsaw	-	E	-	-	+1	-1	1		Melee, Rending, Shred
Pit-hammer	E	1"	-1	-	+2	-1	2		Melee, Shock, Versatile
Buzz-saw	-	E	-	+1	+2	-2	1		Melee, Rending

These weapons cannot be removed for any reason from the fighter. If a fighter (with the exception of Pit Slave Chief) has two or more Pit Slave Weapons he cannot use any range weapons. If it has any, these weapons are moved to the Gang Stash.

AS HANGER-ON

Outlaw and Outcast gangs can recruit escaped Pit-Slave as a Hanger-on. This fighter use Pit Slave profile and can buy or sell wargear in the post battle Sequence. Pit Slave hired this way will lose Gang Fighter (Ganger), Promotion and Tools of Trade special rules and gain this one instead:

Part of the Crew: Unlike other Hangers-on, this fighter is always ready for a fight. As long as this fighter is part of the gang roster, they are treated just like a regular Ganger for the purposes of selecting a crew. Therefore, this fighter may be chosen or randomly selected as part of their gang's starting crew just like any other Ganger.

However, just like any other Hanger-on, this fighter cannot gain any Experience or Advancements and, should they suffer a Lasting Injury that would make a change to their Fighter card, this fighter is removed from the gang roster just like any other Hanger-on.

RULES NOTE

Rules presented on the following pages, as well as for the Pit Slave Weapons are fanmade rules of my creation. To use this booklet, player will need a copy of Necromunda Underhive rules (i.e. Necromunda Rulebook, Hive War Rulebook, Ash Wastes Rulebook).

Rules for the rest of the weapons are available online for free, from the Warhammer Community:

<https://www.warhammer-community.com/wp-content/uploads/2018/12/9NnA1LwqaYuUTMAF.pdf>

PIT-FIGHT SKILLS

Pit-fight skills are unique to Pit Slaves, and represent paid-in-blood experience, which one can learn only in the Fighting Pits of the Slave Guild, among rivers of blood and roar of the crowd.

PIT-FIGHT SKILLS

D6	Skill
1	Reckless Charge
2	Whirlwind of Death
3	Tank
4	Rapid Counterattack
5	All-out attacks
6	Last Breath

RECKLESS CHARGE

This fighter can decide that he is making Brutal Charge while performing **Charge (Double)** Action. It counts D3 roll for extra distance as 3, adds +1 to his Strength, subtract -1 from his Weapon Skill until the end of its Activation.

WHIRLWIND OF DEATH

This fighter treats his Vision Arc as 360° and enemy fighters do not get any benefit of Assists. Close combat attacks made by this fighter cannot also be Parried.

TANK

This fighter treats his Toughness as 1 higher, when being Engaged. Range attack, this fighter is also not Pinned by range attacks, which has failed to wound him.

RAPID COUNTERATTACK

When this fighter is charged by another fighter, it can make an Initiative test. If passed, this fighter makes reaction attacks before charging fighter.

ALL-OUT ATTACKS

This fighter can sacrifice all his defenses to perform a risky attack against the opponent. While performing **Charge (Double)** Action, this fighter can declare that it is All-out attack. For the duration of this Round, this fighter can re-roll all hit and wound rolls while making close combat attacks, but enemy fighters can also re-roll all hit and wound rolls while making attacks (including range attacks) against this fighter.

LAST BREATH

If this fighter is taken Out of Action by enemy close combat attack or **Coup de Grace (Simple)** Action, he can make last final attack against this enemy. This attack hits automatically.

BULL GORG

Bull Gorg was a famous pit fighter who led the greatest slave revolt the Underhive has ever seen. At the head of an army of ex-slaves he captured the settlement of Dead End Pass and charged tolls on the traffic that passed through the town. Bull Gorg also outlawed slavery in the settlement, and freed the prisoners in any slave trains that passed through. This angered the powerful Guilders that ran the slave trains, and they sent an army of cut-throats and renegades to attack the town. A traitor opened the settlement's gate, and the Guilders' army sacked Dead End Pass, leaving the streets running red with blood. Bull Gorg was captured and executed as a common criminal, his head stuck upon a spike and displayed as a warning against any that might challenge the Guilders' power.

And yet... Rumours persist that Bull Gorg's execution was staged by the Guilders, and that Bull Gorg himself escaped and stalks the Underhive to this day. Such stories are told only in whispers, for those that repeat them too loudly quickly draw the attention of the Guilders and either disappear or suffer a fatal accident. Still, the stories continue, and now most Underhivers believe that Bull Gorg is not only still alive, but that one day he will return to Dead End Pass at the head of another army.

BULL GORG

250
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	2+	4+	5	4	3	2+	4	4+	5+	6+	6+
Weapon			Rng		Acc		Str	AP	D	Am	Traits
			S	L	S	L					
Two Turbo Saws			E	1"	+1	-	+1	-2	2	-	Melee, Rending, Shred Paired
Frag Grenades			-	Sx3	-	-	3	-	1	4+	Grenade, Blast(3"), Knockback

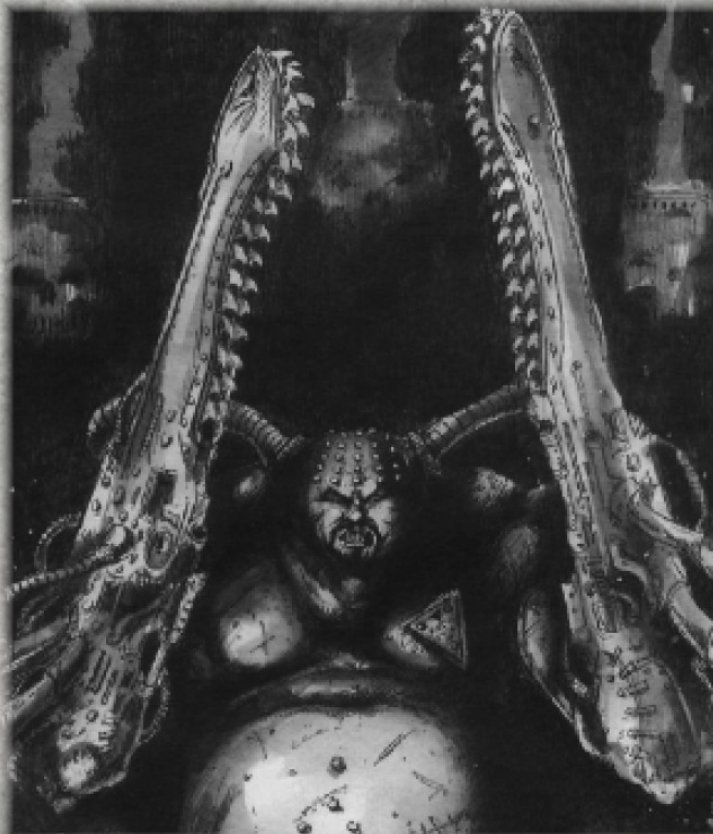
WARGEAR: Refractor Field, Stim-slug stash, Bio-boosters

SKILLS: Nerves of Steel, Iron Jaw, Fearsome, Rain of Blows, Bull Charge

SPECIAL RULES

Pit Slave Hero: Bull Gorg is a Bounty Hunter that can only be hired by Pit Slave or Outcast gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Freedom Fighter: Bull Gorg hates slavery. If any prisoners are taken by the gang he is fighting for he will not allow them to be sold into slavery. Any captured gang fighters that are neither ransomed or exchanged will be exiled to another hive. They will not be able to rejoin their gang, but as they were not sold into slavery their captors do not get any credits for them either!



Credits: Games Workshop Limited

The Pit Slave Chief is a natural leader, the one who the others look to for direction and purpose. Usually the Chief is the one who led the others to freedom, who planned their escape and who has kept the Slaves together through their wanderings ever since. Pit Slave Chiefs have to work hard to keep their position amongst the cut-throats and back-stabbers they lead, a favoured method being to accumulate as many bionic implants and armour upgrades as possible. A fully arrayed Chief is terrifying, his many arms whirring and snapping insanely.

PIT SLAVE CHIEF (LEADER) 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+	4	3	2	3+	4	6+	6+	6+	8+

SPECIAL RULES

Gang Leader: A Pit Slave gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed from the gang (for example, if a captured Leader is Sold to the Guilders), another fighter must be promoted to replace them (see 'Death of a Leader' on page 2).

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Pit Slave fighters that are within 12" of this fighter will automatically pass their Cool check and will not flee the battlefield. Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Pit Slave fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D3x10 credits.

Skills: When recruited, a Pit Slave Chief may choose one skill from their Primary skill sets (as described in the Necromunda Rulebook). This skill does not cost any XP and does not increase the fighter's credits value.

SKILL ACCESS

An Pit Slave has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Pit-Fight
-	Secondary	Secondary	-	Primary	Primary	-	-	Primary

EQUIPMENT

A Pit Slave Chief may purchase weapons and Wargear from the Pit Slave equipment list:

- A Pit Slave Chief may purchase Pit Slave Weapons when recruited. Once purchased, it cannot be removed for any reason. A Pit Slave Chief can have up to 2 Pit Slave Weapons.
- During the course of a campaign, a Pit Slave Chief may be given additional weapons purchased from the Hand Weapons, Two-Handed Weapons and Pistols sections of this list.
- During the course of a campaign, a Pit Slave Chief may be given new Wargear purchased from this list or from the Trading Post and the Black Market.

PIT SLAVE CHIEF EQUIPMENT LIST

WEAPONS

PIT SLAVE WEAPONS

- Drill 60 credits
- Claw 35 credits
- Shears 70 credits
- Chainsaw 30 credits
- Pit-hammer 50 credits
- Buzz-saw 45 credits

BASIC WEAPONS

- Shotgun with solid & scatter ammo 30 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Axe 10 credits
- Chainaxe 30 credits
- Chainsword 25 credits
- Cleaver.....20 credits
- Heavy club 15 credits
- Maul (club) 10 credits
- Power axe 35 credits
- Power claw 55 credits
- Power hammer 45 credits
- Power maul 30 credits
- Power pick 40 credits
- Power sword 50 credits
- Thuner hammer 70 credits
- Servo claw 30 credits
- Sword 20 credits

TWO-HANDED WEAPONS

- Chain-glaive 50 credits
- Greatsword 35 credits
- Two-handed axe 20 credits
- Two-handed hammer 30 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits
- Bolt pistol 45 credits
- Laspistol 10 credits
- Plasma pistol 50 credits

WARGEAR

GRENADES

- Frag grenades 30 credits
- Incendiary charges 40 credits
- Blasting charges 35 credits
- Smoke grenades 15 credits

ARMOUR

- Mesh Armour 15 credits
- Flak Armour 10 credits
- Light Carapace Armour 80 credits

FIELD ARMOUR

- Refractor Field 50 credits

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits
- Servo harness
 - partial 100 credits
 - full 130 credits
- Stimm-slug stash 25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only 40 credits

Technos are charged with the upkeep and maintenance of Pit Slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting new bionic limbs. Most Technos are members of House Van Saar who have been captured in the constant inter-house skirmishing and enslaved by the Guilders. When a gang of Pit Slaves makes a break for it, a wise Chief will ensure that they take a Techno with them to make repairs and keep the gang going.

PIT SLAVE TECHNO 0-1 (CHAMPION).....75 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	3+	3	3	2	5+	2	7+	7+	6+	6+

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Pit Slave fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield. Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Pit Slave fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D3x10 credits.

Skills: When recruited, a Pit Slave Techno may choose one skill from their Primary skill sets (as described in the Necromunda Rulebook). This skill does not cost any XP and does not increase the fighter's credits value.

SKILL ACCESS

An Pit Slave has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Pit-Fight
-	Secondary	Primary	-	Secondary	Secondary	Primary	-	Primary

EQUIPMENT

A Pit Slave Techno may purchase weapons and Wargear from the Pit Slave equipment list:

- A Pit Slave Techno may purchase Pit Slave Weapons when recruited. Once purchased, it cannot be removed for any reason. A Pit Slave Chief can have up to 1 Pit Slave Weapon.
- During the course of a campaign, a Pit Slave Techno may be given additional weapons purchased from the Hand Weapons, Basic Weapons, Special Weapons and Pistols sections of this list.
- During the course of a campaign, a Pit Slave Techno may be given new Wargear, Pistol, Basic and Special Weapons purchased from this list or from the Trading Post and the Black Market.

PIT SLAVE TECHNO EQUIPMENT LIST

WEAPONS

PIT SLAVE WEAPONS

- Drill 60 credits
- Claw 35 credits
- Shears 70 credits
- Chainsaw 30 credits
- Pit-hammer 50 credits
- Buzz-saw 45 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Cleaver.....20 credits
- Maul (club) 10 credits
- Power claw 55 credits
- Servo claw 30 credits

BASIC WEAPONS

- Bolter 55 credits
- Lasgun 15 credits

SPECIAL WEAPONS

- Grenade launcher (frag & krak grenades) 60 credits
- Meltagun 135 credits
- Grav-gun.....120 credits
- Flamer 140 credits
- Plasma gun 100 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits
- Bolt pistol 45 credits
- Laspistol 10 credits
- Plasma pistol 50 credits

WARGEAR

GRENADES

- Frag grenades 30 credits
- Incendiary charges 40 credits
- Blasting charges 35 credits
- Smoke grenades 15 credits

ARMOUR

- Mesh Armour 15 credits
- Flak Armour 10 credits
- Light Carapace Armour 80 credits

FIELD ARMOUR

- Refractor Field 50 credits

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits
- Servo harness
 - partial 100 credits
 - full 130 credits
- Stimm-slug stash 25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only) 40 credits

Pit Slaves make up the rest of the gang, scarred half-men with bitter memories of the normal life they used to enjoy. Outsiders often note that the more cybernetic parts a Slave is grafted to, the more their humanity seems to be leeched away. The most heavily modified Slaves can shut down for hours at a time, sitting motionless and staring into space. Nonetheless, Pit Slaves make frightening opponents in combat, hard-bitten and careless of their own wounds as they rend apart opponents with industrial-sized buzz saws or drills.

PIT SLAVE (GANGER).....50 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	6+	3	3	1	4+	2	8+	7+	8+	10+

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Pit Slaves gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Pit Slave Specialist): When the gang is founded, a single Pit Slave can be promoted to become a Pit Slave Specialist. During Campaign play, additional Pit Slaves may become Pit Slave Specialists by spending Experience (XP), as described in the campaign rules. A Pit Slave Specialist gains the Tools of the Trade special rule and may spend XP to gain additional skills.

Tools of the Trade (Pit Slave Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D3x10 credits.

SKILL ACCESS

An Pit Slave has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Pit-Fight
-	Secondary	Primary	-	Primary	-	-	-	Secondary

EQUIPMENT

A Pit Slave may purchase weapons and Wargear from the Pit Slave equipment list:

- A Pit Slave may purchase Pit Slave Weapons when recruited. Once purchased, it cannot be removed for any reason. A Pit Slave can have up to 2 Pit Slave Weapons.
- During the course of a campaign, a Pit Slave may be given additional weapons purchased from the Hand Weapons, Two-Handed Weapons and Pistols sections of this list.
- During the course of a campaign, a Pit Slave may be given new Wargear purchased from this list or from the Trading Post and the Black Market.

PIT SLAVE EQUIPMENT LIST

WEAPONS

PIT SLAVE WEAPONS

- Drill 60 credits
- Claw 35 credits
- Shears 70 credits
- Chainsaw 30 credits
- Pit-hammer 50 credits
- Buzz-saw 45 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Axe 10 credits
- Chainaxe 30 credits
- Chainsword 25 credits
- Cleaver.....20 credits
- Heavy club 15 credits
- Maul (club) 10 credits
- Servo claw 30 credits
- Sword 20 credits

TWO-HANDED WEAPONS

- Chain-glaive 50 credits
- Greatsword 35 credits
- Two-handed axe 20 credits
- Two-handed hammer 30 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits
- Laspistol 10 credits

WARGEAR

GRENADES

- Frag grenades 30 credits
- Incendiary charges 40 credits
- Smoke grenades 15 credits

ARMOUR

- Mesh Armour 15 credits
- Flak Armour 10 credits

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits
- Stimm-slug stash 25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only) 40 credits

Poorly equipped, and starving, Pit Scums often escape alongside Pit Slaves, when opportunity comes. They fulfil a similar role as Juvies in House Gangs, as untrained fighters, who must ear trust and food from more experienced Pit-Slaves.

PIT SCUM (JUVE).....25 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	4+	3	3	1	4+	1	9+	8+	9+	10+

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Pit Slave gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Pit Slave Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Pit Slave Specialist.

When a fighter is promoted in this way, they will from now on count as a Pit Slave for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Gang Fighter (Juve), Promotion (Pit Slave Specialist) and Fast Learner special rules and gain all the special rules associated with a Pit Slave Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved has already been improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP cost shown each time.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D3x10 credits.

SKILL ACCESS

An Pit Scum has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Pit-Fight
-	Secondary	Primary	Secondary	Secondary	-	-	-	-

EQUIPMENT

A Pit Scum may purchase weapons and Wargear from the Pit Scum equipment list:

- During the course of a campaign, a Pit Scum may be given additional weapons purchased from this list.
- In addition, during a campaign a Pit Scum may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

PIT SCUM EQUIPMENT LIST

WEAPONS

HAND WEAPONS

- Fighting knife.....15 credits
- Axe 10 credits
- Cleaver.....20 credits
- Maul (club) 10 credits

TWO-HANDED WEAPONS

- Greatsword* 35 credits
- Two-handed axe* 20 credits
- Two-handed hammer* 30 credits

BASIC WEAPONS

- Autogun 15 credits
- Shotgun with solid & scatter ammo 30 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits
- Laspistol 10 credits

WARGEAR

GRENADES

- Smoke grenades 15 credits

ARMOUR

- Flak Armour 10 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits

