

PIT SLAVE GANGS

Pit Slave Gangs were originally created by Andy Chambers in White Dwarf. A lot of Necromunda players picked up Pit Slaves and have had the games of their lives. (Reskinned from N17 Genestealer Cult Gangs)

Pit Slaves are gang fighters or underhivers who have been captured by hive gangs or Guild-sanctioned watchmen and sold to the Guilders as slaves, or have had the Enforcers deem them unfit for citizenry and locked them away for their crimes. The Adeptus Mechanicus uses servitors to do all their hard labor and Pit Slaves are Necromunda's own version of fighting servitors. They are little more than property in the Guilders' hands, doomed to work in the mines, fighting pits, or on the pack trails for the rest of their short lives. Most Pit Slaves are former outlaws, thieves, renegades, who have finally been brought to the Guilders' justice, but some are merely 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 or hammers or claws for work in mines and forges. Plugs and connection points mark their flesh and they are pierced with steel rivets and metal plates to strengthen their bodies. Guilders tend to sort their slaves by usefulness and Pit Slaves are not only useful, but are also very profitable. Those that show an aptitude for combat will be allowed to absolve themselves as pit fighters in the various legitimate (and illegal) fighting arenas throughout Necromunda. Guilders tend to wave false hopes of riches and freedom to those that bring them the most credits. Guilders notoriously augment those pit fighters that show the best fighting skills or better yet, are the luckiest. Plugs and connectors mark their flesh. The more renowned pit fighters even show signs of metal plates that act like armor. A few are even augmented with extra arms to do more damage to their opponents. Almost all pit fighters are adorned with numerous fuel lines, linkage connectors, heavy machinery pieces, and a various assortment of other deadly weapons.

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 their bounty hunters. Generally the Guilds just write off their losses and buy up more slaves.

Once a pit fighter has won his freedom he quickly learns that the only place that will accept him is the Underhive. No respectable house will take on a pit fighter so they gravitate to the shadows, back alleys, and dregs of the Underhive. Strong willed individual pit fighters hire themselves out for individual battles, but on occasion a charismatic pit fighter will band rag-tag fugitives together into Pit Slave Gangs.

Pit Slave Gangs survive in the wastes raiding settlements and caravans for food, weapons, and extra implants to upgrade or replace damaged parts. They take their vengeance on Guilders as often as they can, but any gang that gets in their way is also at risk of suffering serious casualties.

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.

GANG COMPOSITION

A Pit Slave gang must follow these rules when it is founded and when new fighters are added to the gang:

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:

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

Or:

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

- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.

- Any fighter may take Wargear. During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Techno Champions. Additional Techno Champions may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment. During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:
- A fighter cannot be given a new weapon of a type not allowed by their entry within this gang list.
- Gladiators and Pit Slave Gangers cannot be given a new weapon if it would take them above the limit of three weapons carried.
- A Leader or Techno Champion can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described on page 59 of Gang War Four. A fighter with Three Arms can have four weapons rather than the normal three.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

PIT SLAVE GANGS IN CAMPAIGNS

In a Dominion Campaign, Pit Slave gangs are treated just like any other. They begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free Pit Slave Ganger. If both of the D6 roll a 6, this becomes a Three Armed Pit Slave Ganger (as follows). Despite their outlaw status, a Pit Slave gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang, but are treated as an Orlock gang for the purposes of Enhanced Boons.

Pit Slaves *cannot* have a Guilder Contact territory; if they roll one up on the Special Territories table, the controlling player should roll again. If a Pit Slaves gang steals a Guilder Contact from a rival gang, it is not added to their roster – it is simply removed from the other gang's roster

GAINING EXPERIENCE

Pit Slave fighters gain Experience in the same way as fighters in a normal House gang. The Leader and any Champions can have their XP spent on Advancements in the same way as any

other Leader or Champion. Pit Slave Gangers and Gladiators advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

CAPTURED FIGHTERS

If any member of a Pit Slave gang is captured, the normal rules are followed. However, due to their Outlawed nature, they are worth more when sold to the Guilders; the gang that is selling them receives their full value in credits, instead of half their value.

POST-BATTLE ACTIONS

The Leader and any Techno Champions in the gang can make one post-battle action, in the same way as a Leader or Champion from other gangs, respectively. Pit Slave gangs cannot make the Sell to the Guilders action, lest they risk revealing themselves. If any member of a Pit Slave gang is escorted to the Doc with a Medical Escort action, the cost is increased to 3D6x10 credits – the extra coin going towards ensuring the Doc's silence.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Technos. If the gang has no Technos, the new Leader must be a Pit Slave, whether Specialist or not. In either case, the eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide. When a fighter is promoted in this way, their Type is changed to Chieftain, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Pit Slave gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs. Additionally, Pit Slave gangs may hire Brutes and Hangers-on, but they use the following table:

Reputation	Maximum Brutes and Hangers-on
Less than 10	1
10 to 14	2
15 to 19	3
20 to 24	4
Each additional 5	+1

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- Outlaw gangs cannot sell Captives to the Guilders or claim bounties for them, but can dispose of them (removing them from the campaign) or, in some cases, sacrifice them to the Dark Gods once their owner's gang has had a chance to rescue them.
- Outlaw gangs may trade Captives with any other gang as they wish.
- Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae. For the most part, in spite of appearances, Bounty Hunters, House Agents, Hive Scum and Dramatis Personae are relatively upright citizens of the underhive who follow Lord Helmawr's laws as best they can. Therefore, ordinary Hired Guns can only be hired by Law Abiding gangs; they cannot be hired by Outlaw gangs. This does not mean that Outlaw gangs cannot hire Hired Guns. Outlaw gangs may purchase the services of a Hired Gun as normal. If they do however, the fighter must be designated an 'Outlaw' and will gain the Outlaw special rule. Additionally, Outlaw gangs may hire any Dramatis Personae with the Outlaw special rule on their profile.
- All fighters in an Outlaw gang have a bounty on their head. The bounty for a Captive fighter is equal to that fighter's full Cost – this many credits are added to the captor gang's Stash.
- Outlaw gangs may form Criminal Alliances (see page 13 of Necromunda: The Book of Judgement).
- Hired Guns (Bounty Hunters, Hive Scum, etc.) hired by an Outlaw gang automatically gain the Outlaw special rule.
- Outlaw gangs may not hire any Dramatis Personae that does not have the Outlaw special rule.
- An Outlaw gang may purchase equipment from the Trading Post that is Rare (X) or Illegal (X) where X is equal to or less than the Availability level.

FIGHTERS

A starting Pit Slave gang is made up of the following fighters:



PIT SLAVE CHIEFTAIN (LEADER).....145 CREDITS

The pit slave chief is a natural leader, the one who the others look to for direction in their battle against the Merchant Guild. Usually the chief is the one who led the others to freedom 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 ruthless cut-throats they lead, a favoured way is to acquire numerous bionic implants and armour plates. A fully arrayed chief is terrifying, his many machine arms snapping.

M	WS	BS	S	T	W	I	A	Ld	Cl	WI	In
5"	3+	3+	4	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT

The Chieftain is equipped with a hazard suit. They have no weapon restrictions and may purchase weapons and additional Wargear from the Pit Slave Chieftain equipment list:

- During the course of a campaign, a Chieftain may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Pit Slave Chieftain has no restrictions upon the types of weapon they can take; all weapon types are available.
- Every Pit Slave Chieftain must be given at least one close combat weapon when they are recruited. This is their Pit Slave augmetic.

SKILL ACCESS

The Chieftain starts with one skill chosen from their Primary skill sets.

A Pit Slave Chieftain has access to the following skill sets:

- Primary: Combat, Shooting, Leadership
- Secondary: Cunning, Ferocity

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' above).

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.

The Pit Slave Champion is always an impressive example of bionic and cybernetic modification and therefore possesses a third arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the *Rending* trait.

WEAPONS

BASIC WEAPONS

- Shotgun (with solid and scatter ammo).....30 credits

CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Fighting knife 15 credits
- Heavy rock drill*.....90 credits
- Heavy rock saw*.....120 credits
- Heavy rock cutter*.....135 credits
- Power hammer 45 credits
- Power maul 30 credits
- Power pick 40 credits
- Power sword 45 credits
- Shock stave.....25 credits
- Shock whip.....25 credits
- Two-handed hammer 35 credits

PISTOLS

- Autopistol.....10 credits
- Hand flamer 50 credits
- Needle pistol.....40 credits

SPECIAL WEAPONS

- Grenade launcher (with frag and krak grenades).....55 credits
- Flamer.....140 credits
- Long las.....20 credits
- Web gun 125 credits

HEAVY WEAPONS

- Mining laser*.....125 credits
- Seismic cannon*.....140 credits

WARGEAR

GRENADES

- Blasting charges.....35 credits

- Demolition charge.....65 credits
- Frag grenades.....30 credits
- Incendiary charges.....40 credits

ARMOUR

- Hazard suit 10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

PERSONAL EQUIPMENT

- Bio-booster.....35 credits

- Cult icon (maximum one per gang).....40 credits

- Filter plugs 10 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits

EXOTIC BEASTS

- Mechanical Familiar.....25 credits



TECHNO [CHAMPION].....85 CREDITS

Technos manage the upkeep and maintenance of the pit slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting bionic limbs. Often the Technos are among those rebels best able to still blend in among the Underhivers. When a group of pit slaves make a break for freedom, a wise chief will always ensure that they take a techno with them to make repairs and keep the gang functioning.

M	WS	BS	S	T	W	I	A	Ld	Cl	WI	In
4"	3+	3+	3	3	1	3+	1	4+	5+	7+	6+

EQUIPMENT

A Techno is equipped with a hazard suit. They have no weapon restrictions and may purchase weapons and additional Wargear from the Pit Slave Techno equipment list:

- During the course of a campaign, a Techno may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Pit Slave Techno has no restrictions upon the types of weapon they can take; all weapon types are available.

SKILLS

Technos start with one skill chosen from their Primary skill sets.

A Techno Champion has access to the following skill sets:

- Primary: Cunning, Ferocity
- Secondary: Agility, Combat, Leadership

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.

When recruited, Technos are more easily able to blend in with the general Underhive citizenry by default. They may be designated as an advanced model for +45 credits. An advanced model techno has an extra arm:

Extra Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.

WEAPONS

BASIC WEAPONS

- Autogun.....15 credits
- Shotgun (with solid and scatter ammo).....30 credits

CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Fighting knife 15 credits
- Heavy rock drill*.....90 credits
- Heavy rock saw*.....120 credits
- Heavy rock cutter*.....135 credits
- Power hammer 45 credits
- Power maul 30 credits
- Power pick 40 credits
- Power sword 45 credits
- Shock stave.....25 credits
- Shock whip.....25 credits
- Two-handed hammer 35 credits

PISTOLS

- Autopistol.....10 credits
- Laspistol 10 credits
- Hand flamer 50 credits
- Needle pistol.....40 credits

SPECIAL WEAPONS

- Grenade launcher (with frag and krak grenades).....55 credits

- Flamer.....140 credits
- Long las.....20 credits
- Web gun 125 credits

HEAVY WEAPONS

- Mining laser*.....125 credits
- Seismic cannon*.....140 credits

WARGEAR

GRENADES

- Blasting charges.....35 credits
- Demolition charges.....65 credits
- Frag grenades.....30 credits
- Incendiary charges.....40 credits

ARMOUR

- Hazard suit 10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Cult icon (maximum one per gang).....40 credits
- Filter plugs 10 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits

EXOTIC BEASTS

- Mechanical Familiar.....25 credits

GLADIATOR (GANGER).....95 CREDITS

The most burly and aggressive pit slaves are thrown into fighting pits for the enjoyment of paying spectators. Gladiators can gradually chip away at the bounty on their head by surviving the fighting pits, but more often than not a vicious breakout is their only real chance for freedom.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wl	In
5"	3+	6+	5	4	2	5+	2	9+	4+	6+	10+

EQUIPMENT

A Gladiator starts with no equipment. They can only be equipped with Close Combat weapons. A Gladiator may be given armour but may take no other Wargear. Every Pit Slave Gladiator must be given a close combat weapon when they are recruited. This is their Pit Slave augment. During the course of a campaign, a Gladiator may be given additional close combat weapons and armour purchased from this list, from the Trading Post and from the Black Market.

SKILLS

All Gladiators Start with the *Unstoppable* skill.

A Gladiator Specialist has access to the following skill sets:

- Primary: Brawn, Ferocity
- Secondary: Combat, Cunning

SPECIAL RULES

Gang Fighter (Gladiator): Gladiators are mechanically malformed hulking brutes possessed of great strength and durability. Gladiators do NOT however count against the number of Gang Fighter (X) gang members needed to balance the number of fighters in the gang.

Promotion (Gladiator Specialist): During Campaign play, Gladiators may become Gladiator Specialists by spending Experience (XP), as described in the campaign rules. A Specialist gains the Tools of the Trade special rule, and may spend XP to gain additional Skills.

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

WEAPONS

CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Fighting knife 15 credits
- Heavy rock drill*.....90 credits
- Heavy rock saw*.....120 credits
- Heavy rock cutter*.....135 credits
- Power hammer 45 credits
- Power maul 30 credits

- Power pick 40 credits
- Power sword 45 credits
- Shock stave.....25 credits
- Shock whip.....25 credits
- Two-handed hammer 35 credits

ARMOUR

- Hazard suit 10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

PIT SLAVE (GANGER) 45 CREDITS

Regular pit slaves make up the majority of slave gangs, scarred half-men with bitter memories of the normal life they used to enjoy. Slave chiefs only accept the most hardened slaves as only they can be expected to survive their war against the Merchant Guild. Pit slaves make frightening enemies, vengeful and careless of their own wounds as they tear apart hivers with industrial-sized mechanical weaponry.

M	WS	BS	S	T	W	I	A	Ld	Cl	WI	In
4"	4+	4+	3	3	1	4+	1	7+	5+	6+	8+

EQUIPMENT

A Pit Slave Ganger comes equipped with a hazard suit. They can be armed with Close Combat Weapons, and Pistols, and Wargear. During the course of a campaign, a Slave may be given additional Close Combat Weapons, Pistols, and Wargear purchased from this list, from the Trading Post and from the Black Market. When the gang is created, one Pit Slave Ganger can be declared a Specialist, and armed with a Special Weapon, or a Basic Weapon from this list, the trading post, or the black market. During a campaign, additional Pit Slave Gangers can also become Specialists through experience advances and thus take Special and Basic weapons. Every Pit Slave Ganger must be given a close combat weapon when they are recruited. This is their Pit Slave augmetic.

SKILLS

A Pit Slave Ganger Specialist has access to the following skill sets:

- Primary: Cunning, Ferocity
- Secondary: Combat, Agility

SPECIAL RULES

Gang Fighter (Ganger): 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): When the gang is founded, a single Pit Slave Ganger can be promoted to become a Pit Slave Specialist. During Campaign play, additional Pit Slave Gangers 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, may purchase Basic weapons, Special weapons, and Heavy weapons, and may spend XP to gain additional Skills.

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

When recruited, Pit Slave Gangers are simple servitor models by default. They may be designated as a more powerful model for +45 credits. The more powerful pit slave design has an extra arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait

WEAPONS

CLOSE COMBAT WEAPONS

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- Fighting knife 15 credits
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- Heavy rock saw*.....120 credits
- Heavy rock cutter*.....135 credits
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- Power maul 30 credits
- Power pick 40 credits
- Power sword 45 credits
- Shock stave.....25 credits
- Shock whip.....25 credits
- Two-handed hammer 35 credits

PISTOLS

- Autopistol.....10 credits
- Laspistol 10 credits
- Hand flamer 50 credits
- Needle pistol.....40 credits

BASIC WEAPONS

- Autogun.....15 credits
- Shotgun (with solid and scatter ammo).....30 credits

SPECIAL WEAPONS

- Grenade launcher (with frag and krak grenades).....55 credits
- Flamer.....140 credits
- Long las.....20 credits
- Web gun 125 credits

HEAVY WEAPONS

- Mining laser*.....125 credits
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GRENADES

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- Incendiary charges.....40 credits

ARMOUR

- Hazard suit 10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Filter plugs 10 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits

EXOTIC BEASTS

- Mechanical Familiar.....25 credits

NEW EQUIPMENT

0-3 MECHANICAL FAMILIAR

PIT SLAVE GANG ONLY.....25 CREDITS, COMMON

The fighter is accompanied by a Mechanical Familiar. The Familiar is an Exotic Beast and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	WI	In
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

A Mechanical Familiar carries no weapons and will only make unarmed attacks.

SPECIAL RULES

Omen of Fortune: A Familiar hosts an incredible sensory array, plugged directly into its owner's senses, and can forewarn its companion, giving them a flash of seeming precognition. Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per round (per familiar) by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.

Precognition: The mass of sensors possessed by the Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous awareness grants the Familiar a 3+ save roll, which cannot be modified by Armour Piercing. Additionally, a Familiar may avoid being caught by a Blast marker or Flame template. If a Familiar is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Familiar is hit by the attack. On a 1-3, the Familiar is able to dodge clear of the area of the attack. Leave the model where it is and assume that it has scuttled around to avoid the attack and returned to where it was.

Catfall: When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.

Clamber: When this fighter climbs, the distance they move is not halved. In other words, they always count as climbing up or down a ladder.

SKILL ACCESS

A Mechanical Familiar has access to the following Exotic Beast skill sets:

Primary - Cunning (Backstab, Evade, Lie Low), *Secondary* - Agility (Dodge, Sprint).

SUGGESTED EQUIPMENT

Some “after market” upgrades are very common among Pit Slaves and their uprisings, often worked on and attached by the gang’s Technos. Here are a few common elements to look out for at the Trading Post:

Ablative Armour - Ablative armour plates are especially common among the largest hulking Pit Slave Gladiators and Chieftains, everything from repurposed tank treads through metal plates riveted to bones. (Common cr20)

Armoured Undersuit - Most common among the Technos themselves, but sometimes found worn by Pit Slave Chieftains, these often predate the Pit Slaves’ escape and uprising. (R7 cr25)

Industrial Respirator - (Book of Peril) - Likely to face gas attacks? Only the best for the hardest workers. (R7 cr30)

Even better than **Respirator** (Common cr15)

Archeotech Device - Found deep in the underhive, these pieces of abandoned technology are easily figured out by Technos and Chieftains. Just don’t hand one to a Gladiator. (R13 cr120)

Uphive Raiments - Flash and fancy style can make you stand out, but can also help you to blend in. A solid choice for Technos, giving them an effective Fixer skill for a cost of 50 credits, likely paid off in under three games. (R10 cr50)

Exotic Furs - Barbaric fashion adds an extra +1 to Rarity rolls if the wearer makes a Trade post-battle action.

Sensor Skull, Medi Skull - Both of these servo skulls can be useful, but not as useful or as cheap as the Mechanical Familiars which do well to share the same models. Avoiding injury is better than recovery from injury. (R12 cr60/80)

Drop Rig - Common mining gear for descending into the Hive bottom. (Common cr10)

Grapnel Launcher - Common mining gear for ascending back up from the Hive bottom. (Common cr25)

Grav Chute - A suspensor array which prevents fall damage. (R10 cr50)

Bio-booster - Useful for Chieftains. 10 credits more than a familiar, but cannot be shot to death on its own. (Common cr35)

Strip Kit - As if Technos needed additional help bypassing doors, opening crates, and so on. (Common cr15)

Flail - A basic melee weapon with +1 to hit and +1S. (Common cr20)

Stun Grenades and Photon Grenades - A vicious combination. Stun grenade HITS (not wounds) cause a -2 initiative test penalty for the rest of the round. Photon Grenades strip Ready markers (or prevent next Ready marker) on a failed Initiative test. The Stun Grenade means that test will usually be a 5+ or 6+ for most fighters.

PIT SLAVE WEAPONS

Mounted in replacement of hands or limbs, the various melee weapons may have been tools, or else designed for use in the pit.

Power Hammer - A small boost to Strength, and two damage, plenty of augmetic Hammers are well represented by Power Hammers.

Power Maul - A high strength boost, but only one damage. Like the Power Hammer, this does well to represent various augmetic Hammers and bludgeoning weapons, or even augmetic Claws.

Power Pick - Good at tearing through armour, and with Pulverise, the Power Pick is especially good for representing augmetic Claws.

Fighting Knife - Very simple, very basic. Can be an augmetic hand, or a set of power tools.

Power Sword - A more elegant weapon for a ... no, this is just stabby. A gladiator's augmetic, for in the fighting pits.

Shock Stave - A variety of long armatures can carry the twin prongs of the Shock Stave. Not common, but found among the Pits.

Shock Whip - A variety of armatures can fire the twin prongs of the Shock Whip. Not common, but found among the Pits.

Heavy Rock Drill - The drill arm is not uncommon among mining slaves, but is decidedly expensive at 90 credits. But it definitively represents the Drill augmetic.

Or, in the reverse direction:

Claw Arm - Power Pick, Power Maul, or Power Claw (tp)

Hammer Arm - Power Hammer, or Power Maul

Shears Arm - Heavy Chain Cleaver (tp)

Rock Drill Arm - Heavy Rock Drill

Buzz Saw Arm - Heavy Rock Saw

Chainsaw Arm - Chainsword, or Chainaxe (tp)

Bionic hands or Welding Tool Arm - Fighting Knife, Shock Stave, Shock Whip, Power Knife (tp), Servo Claw (tp), Boning Sword (tp)

Note Also:

Power Claw (R 11, cr 55)

S+0, D2, AP-1, Power, Pulverize

Power Knife (R 9, cr 25)

S+1, D1, AP-2, Power, Backstab

Heavy Chain Cleaver (R 7, cr 80)

+1 to hit, S+2, D2, AP-2, Sever

Servo Claw (R 10, cr 35)

S+2, D2, AP-0,

Chainaxe (R 9, cr 30)

+1 to hit, S+1, D1, AP-1, Disarm, Parry, Rending

Heavy Club (Common, cr 15)

S+0, D2, AP-0

Flail (Common, cr 20)

+1 to hit, S+1, D1, AP-0, Entangle

Boning Sword (Common, cr 20)

S+0, D2, AP-2, Parry, Rending

TACTICS CARDS

Some suggestions.

1. **Thundering Charge.** Play when a fighter makes a Charge action, before they move. Double the fighter's Move instead of adding D3".
2. **...Click.** Play this card after an enemy fighter completes an attack with a ranged weapon. The weapon immediately runs Out of Ammo, as if it had failed an Ammo Check. *Hold for weapons with a 5+ or worse. Web gun, grav gun, grenades.*
3. **Adrenaline Surge.** Play when activating a fighter. The fighter can make one additional action this turn. *Move and then charge.*
4. **Bait And Switch.** Play this card instead of activating a fighter. Take a Ready marker from any of your fighters and place it on a fighter who has already activated this round. *When you have more activations than they do, use late on a ganger to allow a leader or champion to get an extra activation.*
5. **Blazing Fury.** Play this card when activating a fighter. For the duration of this fighter's turn, the Shoot action is treated as Simple rather than Basic. *First action, throw a Stun Grenade, second action, throw a Photon Grenade.*
6. **Blood Surge.** Play this card when activating a fighter. For the duration of the round, the fighter is treated as if they had used a stim-slug stash. However, during the End phase, they do not need to check for a stim overload. *Remove a flesh wound. Add +2" Move, +2 Strength and +2 Toughness until the end of the round.*
7. **Hard Stop.** Play when one of your fighters becomes Engaged as part of an enemy Charge action. Your fighter may immediately make a free Fight (Basic) action, interrupting the opposing fighter's activation. *Throw down when a Nacht-Ghul charges, for example. Hit it with a power hammer.*
8. **Last Round.** Play this card when activating a fighter that has one or more Out of Ammo markers on them. Choose one of this fighter's ranged weapons that is Out of Ammo. The fighter immediately performs a Shoot (Basic) action with that weapon that will hit automatically. Do not roll an Ammo Dive - the weapon remains Out of Ammo. Weapons with the Rapid Fire (X) trait make only one shot. *Grenades. This is a nasty Blasting Charge surprise, or an Incendiary Charge surprise.*
9. **Preemptive Measures.** Play at the start of any round, before rolling for Priority. Up to two of your fighters may immediately make a free Move (simple) action. *Two brawlers get a free extra movement closer to your opponents, to set up a couple of charges.*
10. **Reaction Fire.** Play when an enemy fighter is activated, before they make their first action. Pick a fighter from your gang – that fighter can immediately make a free Shoot (Basic) action against the activating enemy model, as long as they are in range and line of sight. *Overwatch, once, without needing a Ready marker. Incendiary charge or other Blast Radius weapon is an especially good choice.*
11. **Seize The Initiative.** Play this card at the beginning of any round, before rolling for

Priority. You immediately take Priority this turn without any dice being rolled.

12. Underhive Gloom. Play this gang tactic at the start of the battle, after both crews have been deployed. For the duration of this battle, the hit rolls for ranged attacks made through open doorways or against fighters on a different level to the attacker suffer an additional -2 modifier to the hit roll. *Good for a non-shooting gang that relies on grenades which will deviate on a miss.*

13. Spreading Conflagration. Play this card at the start of any round. For the duration of this round, fighters activating within 3" of a fighter that is subject to the Blaze condition must test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait. *When the Blaze condition is plentiful on the table.*

14. Wrong Again. Play when one of your fighters is hit by a ranged attack. Choose any other friendly fighter within range and line of sight of the attacking model. This chosen fighter becomes the new target for the attack, which is resolved as normal. *Meat shielding is generally better for a gang that has juves, but this could last-ditch protect a key fighter from pinning, making an important swing.*

15. Blackout. Play this card at the start of any round. For the duration of this round, ranged attacks have an additional -1 modifier if made against targets between 6" and 12" away, or a -2 modifier if made against targets more than 12" away. Attackers using an infra-scope or photo-goggles, or targeting a fighter with a Blaze marker, ignore these penalties. *Potentially useful but will rarely protect against snipers who*

will likely have the goggles, or against template weapons.

16. Forward Planning. Play at the start of the game, after both gangs have been deployed. Choose up to three fighters. These fighters may immediately make a free Move (Simple) action. *Free movement! Get into cover and closer to objectives! Get out of an ambush!*

17. Long Arm. Play at the start of any round. Until the End phase of this round, all friendly fighters count as having +1 Strength for the purposes of determining the Long range of a grenade. *Adds 3" to most grenades range for all fighters. See also 25 Desperate Throw, which adds 6" grenades range to one fighter.*

18. Quick Time. Play this card when activating a fighter. Tuck this card under the fighter's card. While it is there, the fighter's Move is increased by 2. In each End phase, roll a D6. On a 1, the card is discarded. *When moving is the objective, this can keep someone from falling behind. Best used early for your odds of getting the most out of it.*

19. Lucky Score. Play at the end of the scenario. If the scenario included any reward in the form of credits, your gang adds an extra D6x10 credits in addition to those it won. *Back-up income for any scenario with credit rewards, if you expect to lose.*

20. Desperate Effort. Play when it is your turn to activate a fighter, but none of your fighters have ready markers. Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned. *A fighter that is Engaged in melee will not become Pinned, so a Charge is your best*

choice, if you can get someone into melee with an activation. Alternately double move into cover, because a pinned fighter in cover cannot be shot at.

21. Emergency Defense. Play after deployment before the first Priority roll. Place a Trazior pattern sentry gun within 3" of a friendly model. *Sentry guns are strong at controlling an area, as they will fire at anything in their line of sight and range. Each time a fighter (either friend or foe) ends their activation within a Trazior pattern sentry gun's vision arc and their weapons range, the Trazior pattern sentry gun will perform a Shoot (Basic) action targeting the active fighter, they are either frag grenade launcher guns (Twin Linked) or heavy stubber guns (Twin Linked). So that's around 50 credits of free sentry gun.*

22. Irradiated Ammunition. Play after deployment before the first Priority roll. One weapon on a friendly fighter gains the Rad-phage trait. *A 50% chance of an extra flesh wound on every hit with that weapon.*

23. Lost Survivor. Play before deployment. You get a free Ammo-jack or Rogue Doc that will stay until the end of the post-battle sequence. *Given the cost of Medical Escorts for this gang, a free Rogue Doc for the cost of a Tactics Card could be a good investment. But it isn't easy to know when you will need one. The free Ammo Jack allows a re-roll of any 1s on Ammo Checks.*

24. 'Til the Bitter End. Play after deployment before the first Priority roll. Three friendly models gain D3 extra XP if they are still on the battlefield at the end of the battle. *You need to not bottle, so only play on scenarios with other end*

triggers.

25. Desperate Throw. Play when activating a fighter before performing actions. Add 6" to the range of any grenades the fighter is equipped with. *This will make a typical mode throw something 15", which can be very effective. See also 17 Long Arm which adds 3" to all fighters for the round.*

EXTRA ARM - Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. **If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack in melee and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the *Rending* trait.**

RENDING - If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter, or rolls an extra Damage dice if the target is a vehicle.

SHOCK - If the hit roll for a Shock weapon is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made).

Shock with Rending is complicated, so avoid combining those two.

POWER - The weapon is surrounded by a crackling power field. Attacks made by Power weapons **cannot be Parried** except by other weapons with the Power trait. **In addition, if the hit roll for a Power weapon is a natural 6, no save roll can be made against the attack (except Field armour save rolls) and its Damage is increased by 1.**

PULVERISE - After making an Injury roll for an attack made by this weapon, roll a D6. If equal to or higher than the target's Toughness, or a natural 6, change one Injury dice from a Flesh Wound result to a Serious Injury result.

BLAZE - After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action or Wrecked. **On a 4+, they become subject to the Blaze condition.**

Regardless of model type, models subject to the Blaze condition can never become Hidden and cannot make Reaction attacks.

Fighter: When activated, a fighter subject to the Blaze condition suffers an **immediate S3, AP -1, D1 hit** (see Resolving Hits) and must act as follows, after which their activation will end:

If Prone and Pinned, the fighter immediately becomes Standing and Active and acts as described below.

If Standing and Active, the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level or platform, they risk falling. If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.

If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out.

To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a roll of 6 or more, the flames go out and the Blaze condition is removed. Prone and Pinned or Seriously Injured fighters add 2 to the roll to see if the flames go out.

FLASH - If a model is hit by a weapon with the Flash trait, no wound roll is made. Instead, the target must make an Initiative test. If the test is failed, they become subject to the Blind condition: a Blind model loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the model is activated, they cannot make any attacks other than Reaction attacks, for which any hit rolls will only succeed on a natural 6.

NOTABLE ADVANCES

Several advances are especially useful and appropriate for the fighters of Pit Slaves gangs' Champions and Specialists.

Willpower (3xp) to help with the Familiars' hit avoidance. Almost as useful as Toughness or Wounds for Champion and Leader, especially early on.

Movement (5xp) to increase mobility on melee fighters. Only available once per.

Strength (8xp) increases grenade-throwing range, and of course melee hit strength.

Toughness (8xp) inevitably useful. These heroes cap out at T5 as a maximum, except for the Gladiator, which can reach T6. Remember that Toughness also helps against Web and Toxin.

Weapon Skill (6xp) though weapon bonuses such as the Flail's can make this a later focus.

Initiative (5xp) helps to not fall off of climbed buildings.

Agility Skill Roll (9xp) very expensive, but Agility skills are almost all useful especially for melee combatants, and are Secondary skills for Technos (Champions) and Pit Slaves (Gangers).

Cunning Skill (9xp to choose for most) Infiltrate, Overwatch, Evade are all useful.

Ferocity Skill (9xp to choose for most, or 6xp for a random roll) Berserker (+1 attack for 3xp less), True Grit, Impetuous, Nerves of Steel, Unstoppable. Most of these could be moderately useful, after characteristic advances.

Wound (12 xp) very expensive, far cheaper to get a Techno a second or third Familiar for 25 credits, and a lower Willpower to ignore hits. Remember that no fighter can gain more than 1 Wound through experience.

Combat Skills (9xp to choose for Chieftain) Step Aside (hit mitigation), Combat Master, Parry.

Shooting Skills (9xp to choose for Chieftain) Hip Shooting (for grenades)

Leadership Skills (9xp to choose for Chieftain)

Advancement Maximums:

Chieftain

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	In
7	2	2	6	5	3	2	3	3	3	3	3

Gladiator

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	In
7	2	2	7	6	3	2	3	3	3	3	3

Techno

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	In
6	2	2	5	5	2	2	2	3	3	3	3

Slave

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	In
6	2	2	5	5	2	2	2	3	3	3	3

Specialty Ammunition.

Autopistol

Plantbuster rounds - (R9) 15 credits

- autopistol 4" 12" +1 - 3 - 1 4+ Defoliate, Rapid Fire (1), Scarce, Sidearm

Phosphor rounds - (R8) 10 credits

- autopistol 4" 12" +1 - 3 - 1 4+ Flare, Rapid Fire (1), Scarce, Sidearm

Rad rounds (R9) 20 credits

- autopistol 4" 12" - - 3 - 1 4+ Rad-phage, Rapid Fire (1), Scarce, Sidearm

Manstopper rounds (R8) 10 credits

- 4" 12" +1 - 4 - 1 4+ Rapid Fire (1), Limited, Sidearm

Fragmentation rounds (R8) 10 credits

- 4" 12" +1 - 3 -1AP 1 4+ Rapid Fire (1), Limited, Sidearm

Static rounds (I9) 10 credits

- 4" 12" +1 - 3 - 1 4+ Limited, Rapid Fire (1), Shield Breaker, Shock, Sidearm

Warp rounds (I10) 15 credits

- 4" 12" +1 - 3 - 1 4+ Cursed, Limited, Sidearm, Single Shot

Shotgun

Plantbuster shells (R9) 15 credits

- shotgun 4" 8" +2 - 2 - 1 4+ Defoliate, Scarce, Scattershot

Phosphor shells (R8) 10 credits

- shotgun 4" 8" +2 - 2 - 1 4+ Flare, Scarce, Scattershot

Rad shells (R9) 25 credits

- shotgun 4" 8" +1 - 2 - 1 4+ Rad-phage, Scarce, Scattershot

Gas shell (R11) 25 credits

- shotgun 4" 18" +1 - 4 - 1 6+ Blast 3", Gas, Limited, Single Shot

Shatter shell (R9) 15 credits

- shotgun 4" 18" +1 - 3 -1 1 5+ Blast 3", Limited

Long Las

Focusing crystal (R10) 30 credits

- long las 18" 36" - +1 4 -2 1 3+ Unstable