

Pit Slave Gang

v1.5 by Anthony Case, based on material by Andy Chambers

Pit slaves are hivers who have been captured by the warring gangs and sold to the Merchant Guild. They are little more than property in the guild's hands, doomed to work in the mines, fighting pits, on the pack trails or any other menial job 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 had nobody to pay their ransom.

Guilders often augment slaves with crude bionic tools, saws and blades for fighting or drills and hammers for working in the mines and forges. Plugs and connection points pockmark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the guilders then their implants are progressively upgraded so that they become hardened and more efficient, eventually becoming inhuman caricatures of the hivers they once were. Outsiders often note that the more cybernetic parts a slave is grafted to the more their humanity seems to be leached away.

Determined slaves eventually escape from captivity in ones or twos or in mass breakouts if a mine collapses or a caravan is attacked. The vast wastelands provides ample hiding places for these desperate souls so few are recaptured. Guilders write off any lost slaves and simply buy more from trading posts and courts, though they still impose a bounty on all escaped slaves implanted with their insignia. Unaugmented slaves can return to a life of normality in distant settlements or uphives where their faces won't be recognised, but slaves that can't hide the familiar guild implants that exposes their past are destined for a mistrusting and persecuted existence.

Heavily augmented slaves band together for mutual support subsisting at the fringes of the badzones. These pit slave gangs raid guild caravans, holesteads and settlements for food, weapons and implants to replace damaged parts, but closest to their hearts is causing the Merchant Guild as much trouble as possible. The pit slaves brandish their bio-weapons as symbols of the torturous misery they have overcome and for the overwhelming hatred they feel for all guilders.

Special Rules

Outlanders: Pit Slave Gangs are considered a menace and as stolen property by the Merchant Guild so are always classed as outlaws. Since they don't have a guild price they can never pay off their outlaw status. All of the usual outlaw rules apply to them with the exceptions noted below.

Hired Guns: Pit Slave Gangs can make use of any hired guns other than Bounty Hunters for obvious reasons.

Bio-implants: If a Pit Slave Gang member is reduced to zero Wounds then when rolling to see the extent of any injuries, the slave suffers a flesh wound on a roll of 1 or 2 instead of just a roll of 1. However, this only applies until the slave suffers his first flesh wound, after which he will no longer benefit from this special rule for the remainder of the game. When using special injury charts, such as needle weapons or True Grit, then the lowest result band is increased by 1.

Income: Pit Slave Gangs can forage and work a territory like any other outlaw gang. Due to their industrial cybernetic weapons, pit slaves are better able to exploit the valuable materials found in the wastes. Pit Slave Gang members fitted with a working Pit Slave Weapon earn D6+1 credits when foraging and an extra +5 credits when working a Collapsed Dome, Rad Zone, Ruins, Slag Heap, Old Ruins, Slag, Mineral Outcrop, Mine Workings, Spore Cave or Archeotech territory.

Capture: Due to their previous success of escaping captivity, Pit Slave Gang members have the Escape Artist skill. Their harrowing experiences have also embittered them towards slavery on principle. Pit Slave Gangs cannot sell captives into slavery instead they must be returned to their gang. If your opponent won't pay a ransom and fails to rescue the captive then you can keep his equipment before returning him.

Leadership: Only Pit Slaves can challenge for leadership of the gang or take over when the Pit Slave Chief dies. On the Leadership Challenge table treat any rolls of 3-4 as a 1-2 instead. In the case of a knife fight the fighters can use any Pit Slave Weapons and Armour Plates.

Experienced: Pit slaves are already hardened fighters having fought before and during their imprisonment. All Pit Slave Gang members start with one randomly determined advance.

Guild Hatred: Pit slaves are bound together by their bitter enmity of the Merchant Guild. Pit Slave Gang members follow the rules for hatred against any Watchmen gangs or the defenders in a Caravan scenario.

Pit Slave Weapons: Guilders augment slaves with an array of mechanical tools so it's uncommon to see slave gangs armed with similar cybernetic weapons. To reflect this, when a Pit Slave Gang is created the first Pit Slave Weapon of its type is free. Any duplicate Pit Slave Weapons must be bought at full price, as do all Regrafters. Note 'free' Pit Slave Weapons must be fitted to a slave and their full cost is used for purposes of selling, gang rating, etc.

Recruiting Your Gang

You have 1,000 credits to spend on recruiting and arming your gang within the following guidelines.

Pit Slave Chief: Your gang must include one.

Techno: Your gang can include up to two.

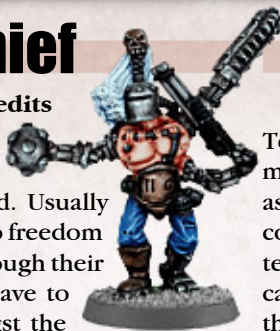
Pit Fighter: Your gang can include any number.

Pit Slave: Your gang must be comprised of at least 50%. If the number of Pit Slaves falls below half the strength of the gang then only Pit Slaves can be recruited.

Pit Slave Chief

Cost to recruit: 140 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 insanely.



M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: A Pit Slave Chief can be given equipment chosen from the Pit Slave Weapons, Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons and the Extras sections of the Pit Slave Gang Weapons list.

Leadership: A Slave Chief commands respect from his gang who are emboldened by his presence. Any Pit Slaves within 6" of the Chief can use his Leadership value when taking any Leadership tests. A Slave Chief can always attempt to recover from being pinned even if there are no Pit Slaves within 2".

Pit Slave Weapons: A Pit Slave Chief must be recruited with a pit slave weapon and can be equipped with a second pit slave weapon. This second weapon is always fitted separately from his normal arms, giving the Chief an extra 'arm'. This allows the Chief to use three close combat weapons (+2 Attack dice), or hold a basic/special weapon with one hand and still use two close combat weapons (+1 Attack die). Only the Chief of the gang can be fitted with this extra 'arm'. If the Chief is ousted then the extra 'arm' must be removed and the new leader can be equipped following these special rules.

Pit Fighter

Cost to recruit: 60 credits

The most burly and aggressive pit slaves are thrown into fighting pits for the enjoyment of paying spectators. They are always augmented in some way, rending chainsaws and buzz saws create bloodbaths for the baying crowds while armour plates and toughened rod implants prolong the agonising spectacle. Pit fighters 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
4	4	-	3	3	1	4	1	7

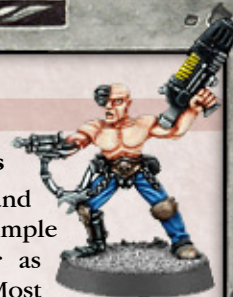
Weapons: A Pit Fighter can be equipped from the Pit Slave Weapons and Extras sections of the Pit Slave Weapons list.

Pit Slave Weapons: Pit Fighters must be recruited with two pit slave weapons. Due to their unusual armament Pit Fighters cannot take the following advances: Ballistic Skill, Quick Draw, Ambush, Shooting/Techno skills.

Techno

Cost to recruit: 80 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 bionic limbs. Most technos are members of House Van Saar who have been captured in the constant gang skirmishing and enslaved by the guilders before escaping with a pit slave revolt. 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
4	3	3	3	3	1	3	1	7

Weapons: A Techno can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons and the Extras sections of the Pit Slave Weapons list. Technos can also be fitted with a Regrafter.

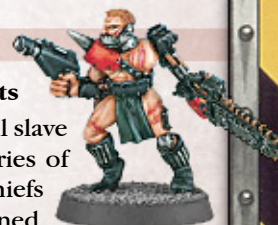
Bionica: As long as the Pit Slave Gang includes a Techno you can steal bionics, Lobo-chips and Skull Chips from captured enemy fighters that aren't rescued or ransomed. Technos can also regraft Lobo-chips and Skull Chips between gang members and can graft bionics to models even if they haven't suffered an injury. A Techno cannot perform these actions on himself, a second Techno would be required.

Damaged Bionics: As long as the Techno didn't go out of action in the last game (i.e. didn't make a roll on the Serious Injuries chart), he can attempt to repair any damaged bionics or pit slave weapons. After rolling a serious injury that would destroy a bionic or pit slave weapon, roll a D6. On a 5+ the Techno has managed to fully repair the damaged bionic or pit slave weapon so it will not count as destroyed. On any other roll the augment is unrepairable so the serious injury remains. A Techno cannot repair his own bionic or Regrafter, a second Techno would be required.

Pit Slave

Cost to recruit: 60 credits

Regular pit slaves make up the majority of all slave gangs, scarred half-men with bitter memories of the normal life they used to enjoy. Slave chiefs only accept the most hate-filled and 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
4	3	3	3	3	1	3	1	7

Weapons: A Pit Slave can be given equipment chosen from the Pit Slave Weapons, Hand-to-Hand Weapons, Pistols and the Extras sections of the Pit Slave Weapons list.

Pit Slave Weapons: Pit Slaves must be recruited with a pit slave weapon and cannot be equipped with any more.



Pit Slave Gang Weapons

Weapon Type	Cost
Leader Only	
Chainsword	25
Hand Flamer	20
Bolt Pistol	20
Boltgun	35
Bolt Shells	15
Pit Slave Weapons	
Cutting Torch	15
Claw	20
Hammer	20
Shears	20
Buzz Saw	25
Chainsaw	25
Rock Drill	25
Regrafter	60
Hand-to-Hand Weapons	
Knife (first Knife free)	5
Club, Maul or Bludgeon	10
Chain or Flail	10
Sword	10
Massive Axe, Sword or Club	15
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Basic Weapons	
Autogun	20
Shotun (+Solid and Scatter Shells)	20
Lasgun	25
Special Weapons	
Flamer	40
Plasma Gun	70
Meltagun	95
Grenade Launcher	130
Extras	
Dum-dum Bullets	5
Hotshot Shells	5
Manstopper Shells	5
Armour Plate	15
Tool Upgrade	15
Frag Grenades	30

Armour Plate

Pit slaves often fashion armour plates for themselves using scrap debris from the surrounding badzones. While these give effective protection, they are heavy and cumbersome.

Any Pit Slave Gang member can be equipped with up to three Armour Plates, giving him an armour save but reducing his Initiative characteristic as shown below. A model cannot wear Armour Plates if it would take his Initiative to 0 and cannot be combined with Flak, Mesh or Carapace Armour. Only Pit Slave Gang members can wear stolen Armour Plates.

# of Plates	Armour Save	Initiative Penalty
1	6+	0
2	5+	-1
3	4+	-2

Tool Upgrade

Pit slaves often cannibalise stolen machinery to upgrade their cybernetic weapons. Blades are replaced with larger and more destructive versions, augmented with multiple extra cutting tools or supercharged motors increase rotary or crushing power. Although more devastating than their standard counterparts, these upgraded cybernetic weapons are so heavy that only the strongest can effectively use them.

Any Pit Slave Gang member can be equipped with up to two Tool Upgrades as long as they have the required Strength. Only the base Strength of the fighter plus any Strength advances is used to determine this (i.e. Bionic Arms and Arm Wounds are ignored). Once bought you must state what type of pit slave weapon the Tool Upgrade is for. The Tool Upgrade can only be fitted to pit slave weapons of that type, though can be removed, refitted and sold following the usual rules. Each Tool Upgrade fitted to a pit slave weapon increases its Strength and Save Modifier as shown below.

# of Upgrades	Required Strength	S/SM Bonus
1	4	+1
2	5	+2

Pit Slave Weapons

Pit Slave Weapons aren't like normal weapons in that they replace the entire arm of the fighter equipped with it so can only be replaced by another Pit Slave Weapon. Pit Slave Weapons cannot be used to hold other weapons or throw grenades but are immune from the Disarm skill. If a Pit Slave Weapon suffers a Hand Injury then treat it as a Full Recovery result instead. If the Pit Slave Weapon suffers an Arm Wound then the Pit Slave Weapon and any fitted Tool Upgrades are destroyed unless a Techno can fix it.

Buzz Saws, Chainsaws and Rock Drills are classed as *noisy*.

Noisy: This weapon emits a loud and distinctive sound and so must test to sound the alarm when used in hand-to-hand combat during scenarios such as The Raid.

Buzz Saw

Buzz Saws are fitted to scrap slaves and unsubtle pit fighters. A whirling disk of toothed steel, the buzz saw can part steel or flesh just as easily with a single scything swing.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

Chainsaw

Because chainsaws are long, razor edged and comparatively easy to wield, they have become popular weapons for pit fighters. The most widely known advocate of chainsaws is Bull Gorg the fearsome pit slave leader.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Parry: Each chainsaw can be used to make a single parry.

Claw

A claw or big grabber is used in a variety of mining, loading and excavation jobs. Its keen tipped talons can grip and smother an opponent's assault or cause horrendous damage when raked against bare flesh.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Grapple: During hand-to-hand combat, enemy fighters suffer a -1 Attack dice penalty (to a minimum of 1) against a Claw armed pit slave. This is cumulative for each Claw wielded.

Cutting Torch

The cutting torch is primarily used for cleaving or welding metals in the foundries. Although the torch is awkward to wield against a moving opponent, the super heated flame can easily scythe through the thickest of armour.

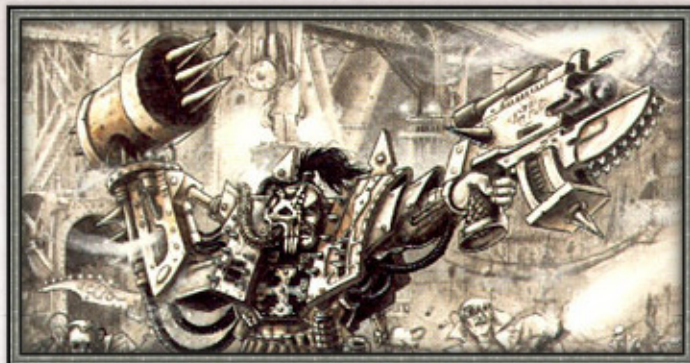
Range	Strength	Damage	Save Mod.
Close Combat	4	1	-6

Hammer

Giant hammers are commonly fitted to mining, demolition and foundry slaves. The blunt pile driver force of a pneumatically driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-

Disorientating: During hand-to-hand combat, enemy fighters suffer a -1 Combat Score penalty against a Hammer armed pit slave. This is cumulative for each Hammer wielded.



Regrafter

The regrafter is fitted with numerous small manipulative appendages, usually salvaged from medicae servitors, that can be used in a variety of medical and surgical tasks.

Range	Strength	Damage	Save Mod.
Close Combat	3	1	-

Only Technos can be fitted with a Regrafter.

Regrafter: During a fight the Regrafter acts just as if the Techno was equipped with a Medi-pack. Additionally, when the Techno is repairing a damaged bionic or pit slave weapon it will be repaired on a roll of 3+ instead of 5+.

Rock Drill

Mining slaves are commonly modified to carry a massive drill for borrowing into slag, minerals, and rock. The rock drill makes for a fearsome weapon, any piercing strikes can bore into an opponent causing horrific injuries.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Bore: During hand-to-hand combat, if the pit slave rolls a 6 when working out if a hit from the Rock Drill wounds, that wound will inflict D6 Damage instead.

Demolition: If a Rock Drill is used against a stationary target (e.g. a Gateway), then the Drill's Strength is doubled to 8.

Shears

Huge shears are fitted to pit slaves for harvesting fungi, scrap metal, and other similar things. The sharp blades of the shears are potent when used in a stabbing motion and are quite capable of snipping bits off a human as well.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Decapitate: During hand-to-hand combat, if the pit slave rolls a 6 when working out if a hit from the Shears wounded, roll another D6 immediately. If the second roll is also a 6 then the pit slave has snipped his opponent's head off unless the wound is saved by an armour or special save. Opponents that suffer this fate are automatically dead so must be crossed off the roster together with all of their equipment.

Experience

Pit Slave Gang members follow all of the usual experience rules. However, due to their numerous cybernetic upgrades they use a modified maximum characteristics profile.

Fighter Type	Starting Experience
Pit Slave Chief	80 + D6
Techno	50 + D6
Pit Fighter	40 + D6
Pit Slave	30 + D6

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	5	4	5	4	9

Advance Roll

2D6	Result
2	New Skill: Choose from any of the skill tables and randomly determine a skill from it.
3-4	New Skill: Choose from any of the selectable skill tables associated to the fighter and randomly determine a skill from it.
5	Characteristic Advance, roll a further D6: 1-3: +1 Strength 4-6: +1 Attacks
6	Characteristic Advance, roll a further D6: 1-3: +1 Weapon Skill 4-6: +1 Ballistic Skill
7	Characteristic Advance, roll a further D6: 1-3: +1 Initiative 4-6: +1 Leadership
8	Characteristic Advance, roll a further D6: 1-3: +1 Weapon Skill 4-6: +1 Ballistic Skill
9	Characteristic Advance, roll a further D6: 1-3: +1 Wounds 4-6: +1 Toughness
10-11	New Skill: Choose from any of the selectable skill tables associated to the fighter and randomly determine a skill from it.
12	New Skill: Choose from any of the skill tables and randomly determine a skill from it.



Experience Advances

Experience	Title
31-40	Pit Slave
41-50	Pit Slave
51-60	Mighty Pit Slave
61-80	Pit Slave Champion
81-100	Pit Slave Champion
101-120	Pit Slave Champion
121-140	Pit Slave Champion
141-160	Mighty Pit Slave Champion
161-180	Legendary Pit Slave Champion
181-200	Pit Slave Hero
201-240	Pit Slave Hero
241-280	Mighty Pit Slave Hero
281-320	Legendary Pit Slave Hero
321-360	Pit Slave King
361-401	Mighty Pit Slave King
401+	Legendary Pit Slave King

Pit Slave Gang Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Pit Slave Chief	x	x	x	x	x	-	x
Techno	-	-	x	x	x	-	x
Pit Fighter	x	x	x	x	-	-	-
Pit Slave	-	x	x	x	-	-	-

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