

PIT FIGHTER

Wounds: 1D6+8
Move: 4
Weapon Skill: 3
Ballistic Skill: 6+
Strength: 3
Toughness: 3 (4)
Initiative: 3
Attacks: 1



Equipment: Heal-itt Potion.

Weapon: Fist spike, which causes 1D6+3 Wounds. See the back of this card for details.

The Pit Fighter also has a pit flail, which causes 1D6+5 Wounds. See the Pit Flail Equipment card for details.

At the start of each turn, the Pit Fighter must declare whether he is using the fist spike or the pit flail. He cannot use both in the same turn.

Armour: Pit armour, giving him +1 Toughness.

Pinning: The Pit Fighter escapes from pinning on a roll of 5+.

Special Rules: See the back of this card for his special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

· PIT FIGHTER SPECIAL RULES ·

The Pit Fighter's training allows him to react very quickly.

Whenever an Unexpected Event causes Monsters to appear, roll a D6 just after the Monsters have been placed.

<i>Dice Roll</i>	<i>Effect</i>
1	The Pit Fighter becomes confused, and may do nothing in the next Warriors' Phase.
2-4	Nothing occurs to the Pit Fighter, and the Warriors must fight the Monsters as normal.
5-6	The Pit Fighter remembers a special move, and may immediately move and attack just as if it were the Warriors' Phase, bearing in mind all the special rules for pinning etc. He may still act normally in the next Warriors' Phase.

If the Pit Fighter is standing in the Fighting Pit, he will only fail to react on a roll of 1, in which case he is confused, as above.

Fist Spike

The fist spike gives the Pit Fighter 2 extra Attacks, but he doesn't get to make death-blows. If a Pit Fighter kills a Monster with his fist spike, he may step into the square it occupied and continue his attacks from there. The rules for pinning do not apply for this special move.

PIT FLAIL

While he uses the pit flail, the Pit Fighter is at +2 Strength, so he does $1D6+5$ damage. However, if he rolls a 1 when using the flail, he hits himself instead!



HEAL-ITT POTION

This fiery, foul-tasting liquid is used by Pit Fighters to replenish their strength for the next bout of fighting.



If the Pit Fighter drinks this potion, he will be cured of 1 D6 Wounds.

However, if the dice comes up as a 1, the Potion has run out.

If another Warrior drinks the potion, he will be cured of 1D6 Wounds, and the potion will run out if the dice roll is a 1 or a 2.



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