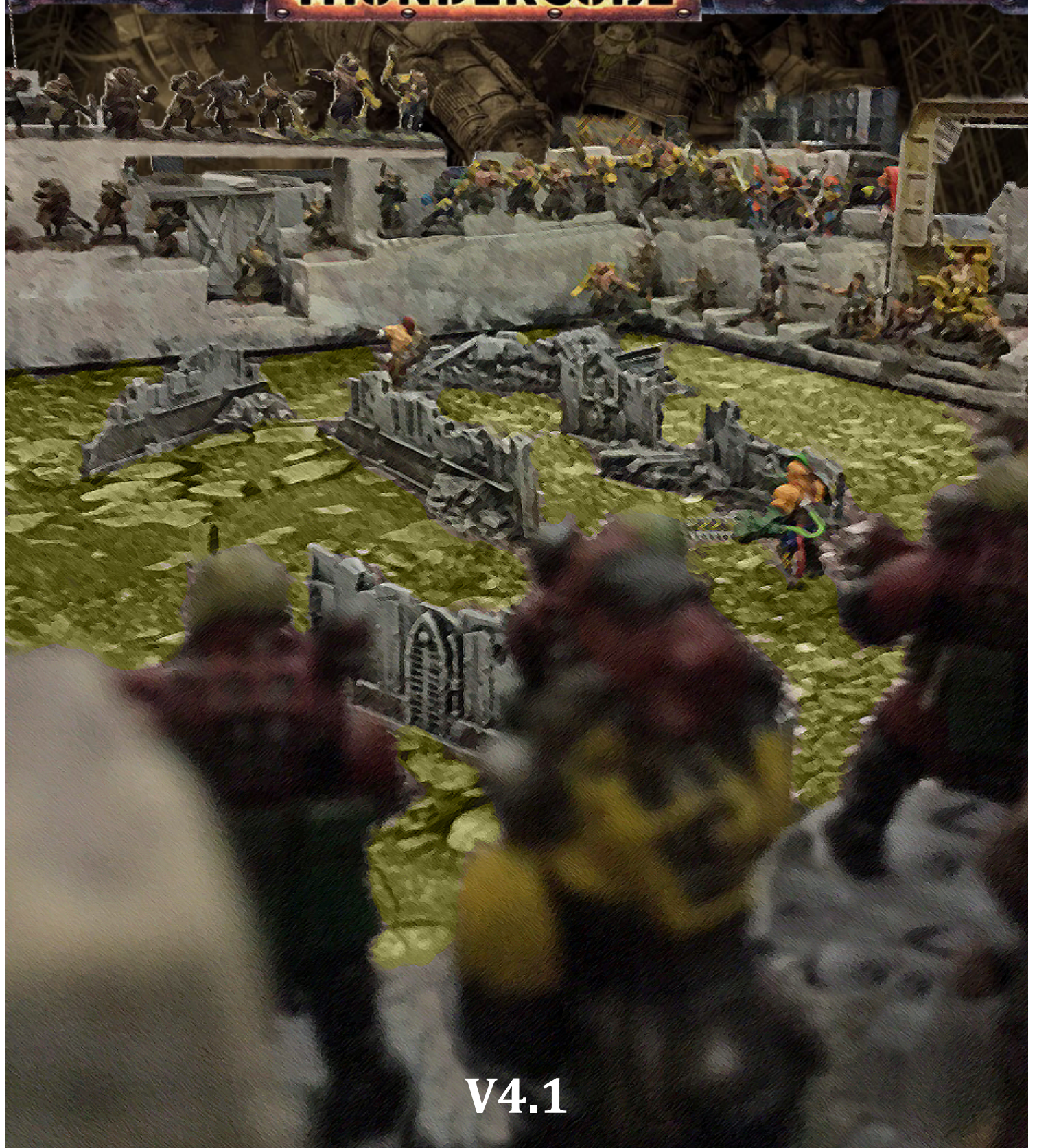


NECROMUNDA[®]

THUNDERCUBE



V4.1



NECROMUNDA THUNDERCUBE

By MancInventor

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Special thanks to:

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THE THUNDERCUBE

By ManclInventor

The THUNDERCUBE is the hellish crucible where heroes are made and broken with the swing of augmented pit weapons and the chatter of pistol fire. Desperate fighters battle for fame and freedom under the gaze of wealthy owners and cheering spectators as thousands of creds exchange hands through licensed and unlicensed bookmakers. Who will rise to rule the THUNDERCUBE and who will be crushed in their wake?

What is the THUNDERCUBE?

THUNDERCUBE is a mini game based in the Necromunda world. Players duke it out in last-man-standing battles as either a one-off match or part of a larger tournament campaign.

So, what do I need?

All you need to play THUNDERCUBE is this modest tome, an arena, a few pieces of scatter terrain, a pit fighter, pen and paper and some dice. We will look at these individually.

The Rulebook

This rulebook is split into sections to make it easy to use and follow. After this brief introduction to the game will follow a section on how to generate your pit fighter including an armoury section, followed by the rules of the THUNDERCUBE and finally post-game sequence for campaign games. As well as this rulebook, a copy of the Necromunda Community Edition (NCE) rules might come in handy!

The Arena

There are a number of ways you can create the THUNDERCUBE, from a custom built stadium to an area marked out on a kitchen table, all you actually need is a flat 18"x18" rectangular area. The area should have a few pieces of scatter terrain. In this case, less is definitely more. Heroic gladiators do not gain fame by skulking around in cover and hiding from a fight!

Miniatures!

You will need miniatures to represent your pit-fighter and any NPCs. Your pit fighter model should follow the WYSIWYG rules. If your main man is armed with a percussion hammer he should not be modelled with a rock drill. Apart from that feel free to kitbash any part-man part-machine monstrosity worthy of the THUNDERCUBE Hall of Fame.

Initiative Deck

The initiative deck is formed from a standard deck of playing cards. Remove all face cards apart from the queen of spades and the queen of hearts and give them a good shuffle!

Gaming Paraphernalia

When generating your pit fighter, fill out a Pit fighter mini-roster (a blank one is included at in this book). You will need pen and paper to track how many takedowns you score, crowd members you have accidentally killed and hopefully record advances in skill and trophy wins too! And whenever a battle is fought, there are dice to be rolled. 3 or 4 standard D6 should be enough.

The Golden Rules

The THUNDERCUBE is meant to be a fast flowing, fun and brutal minigame and should not be held up by squabbles over differences of opinion over rules interpretation etc. Any strongly held differences should be resolved with the roll of a D6, check out the rules and continue after the game if you must but the crowd must be entertained whilst the battle rages in the arena!

Must Vs Should

Several rules in this book are prefixed with the words must and should. Rules that start with should, whilst not technically mandatory, improve the flow of the game and the overall experience for all players. If you are not conforming with a should rule, it must be agreed with your opponent beforehand (e.g. if your model does not conform to WYSIWYG) Rules beginning with must are mandatory black and white rules that must not be broken!

GENERATING A PIT FIGHTER

To generate a pit fighter you need a mini-roster sheet from the back of this rulebook (page x). There are a few things you need to fill in on this form, from a characteristic profile and weapons on to the fan factor and experience stats. In this section we will look at each of these in detail.

The profile

The THUNDERCUBE uses a similar characteristic profile to Necromunda with the exception that there is no Ld characteristic. There are no leaders in the arena and the desperate and enclosed fight to the death overcomes any thought of self-preservation that a Pit fighter Gladiator may harbour. The starting profile for a pit fighter is as follows:

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

Unlike Necromunda, there are no maximum characteristic values – the crucible of battle the arena is far more intense and focused than the gang fights outside and some truly legendary warriors have graced the blood soaked dirt of the THUNDERCUBE floor.



Advances

Not all pit fighters are created equal. To represent this, when generating your pit fighter roll a D6 four times on the following advance table and record the results on the roster sheet:



Pomp and ceremony as the king of the THUNDERCUBE is crowned.

D6 Roll	Advance
1	Roll a further D6 1: Feint (Combat Skill) 2: Counter Attack (Combat Skill) 3: Body Slam (Muscle Skill) 4: Hard as Nails (Muscle Skill) 5: Berserk Charge (Ferocity Skill) 6: Sprint (Agility Skill)
2	+1A
3	+WS
4	Roll a further D6 1-4: +1S 5-6: +1T
5	Roll a further D6 1-2: +1W 3-6: +1I
6	Roll a further D6 1: Bulging Biceps(Muscle Skill) 2: Iron Jaw (Muscle Skill) 3: True Grit (Ferocity Skill) 4: Leap(Agility Skill) 5: Deflect (Combat Skill) 6: Step Aside (Combat Skill)

Note, characteristic increases can stack, but duplicate skills must be re-rolled.

Hurl Opponent

All pit fighters in the THUNDERCUBE!!! Start with the Hurl Opponent muscle skill.

Pit fighter Weapons

When launching a potential champion into the ring, pit fighter owners can be quite generous or quite stingy in funding. Each owner will spend 30+D6 creds on their new gladiator before sending them off into the ring. All pit fighters must be armed with 2 weapons, 1 pistol and one pit fighter weapon from the following list:

Pit fighter Weapons

Pistols	Cost
Autopistol	10
Laspistol	10
Stub Gun & dum-dum bullets	10
Pit Fighter Weapons	
Buzz Saw	10
Chainsaw	12
Claw	12
Hammer	20
Rock Drill	10
Shears	13
Hook	13
Mecha-Flail	15

Rules regarding these weapons, and further weapons available in the campaign are included in the quartermaster's store section at the back of this rulebook.

Fan Factor

All pit fighters have their followers, though few and far between at the beginning of their career some of the legendary gladiators such as Borris the Butcher of Downtown have literally hundreds of fans that flock to watch their every appearance.

All Pit fighters start with D3 fans for every credit leftover from their owners budget to fund their career. This represents the outlay on advertisement for the manager. Every 5 (or part there-of) fans that the pit fighter has adds 1 to his fan factor.

E.G. Hammerhand is generated with the owner funding roll of 3 on a D6 meaning he has 33 credits in total. Hammerhand is armed with a stubgun and a Hammer (obviously) at 30 creds meaning his initial fanfactor is rolled on 3D3.

He rolls a 5 a 3 and a 6 meaning he starts the game with 8 fans which gives him a fan factor of 2 – clearly the marketing agent was doing their job!

Experience

Pit fighters start with 0 experience. This will build up and affect the fighter rating as a campaign goes on but has no effect for one off battles.



Three-way combat rages in the THUNDERCUBE

Fighter rating

The fighter rating is a marker of how the fighter compares with others. The fighter rating is simply the weapons cost + experience + fan factor. Now that you have all this information you should be able to complete your fighter roster and bring on the first game!

"Boris! Boris! Boris!" the braying voices of the crowd echoed off the walls in the arena. Even from on high, the spectators could see the uncertainty of the gladiators facing off against this legend of the Arena. "Gladiators Ready!" boomed the Guild's voice across the loud hailer. The crowd roared as each fighter pumped their weapon-augmented limbs into the air.

"Engage!!" he roared as the noise subsided.

It was over in seconds.

Each fighter gunning for the fame of taking down Borris the Butcher charged at him. The first fell to an autopistol shot to the face, the second was mashed by his thunderous hammer. The third hesitated, and then himself became the weapon that Boris used to smash the fourth contender into a crumpled pile in the dirt.

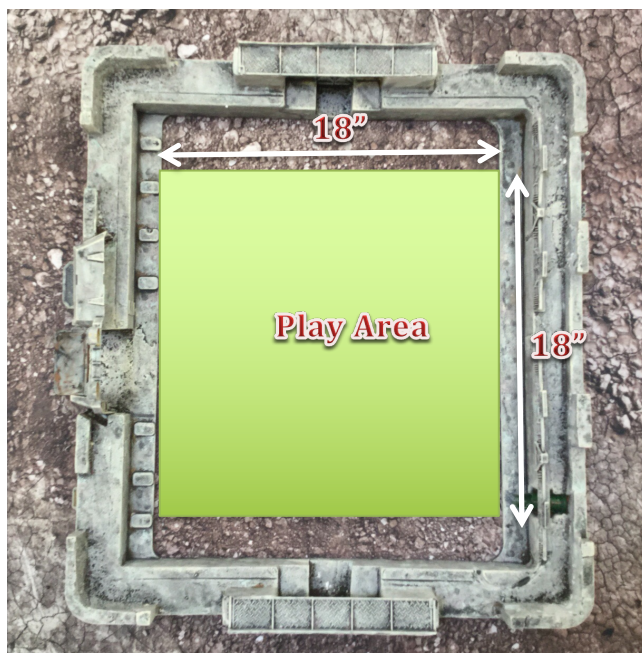
The third man, his body now broken, tried in vain to crawl away, all the time the crowd cheering "Boris! Boris! Boris!" and then erupted the loudest roar when Boris smote the skull from his body with a titanic swing of Betsy; his infamous hydraulic hammer.

GAME RULES

Set Up

The arena

Set the arena up in an 18" x 18" as shown below:



Terrain

Place scatter terrain so that it is as equal and symmetrical as possible – the main point is that it should not provide an advantage to any starting position.



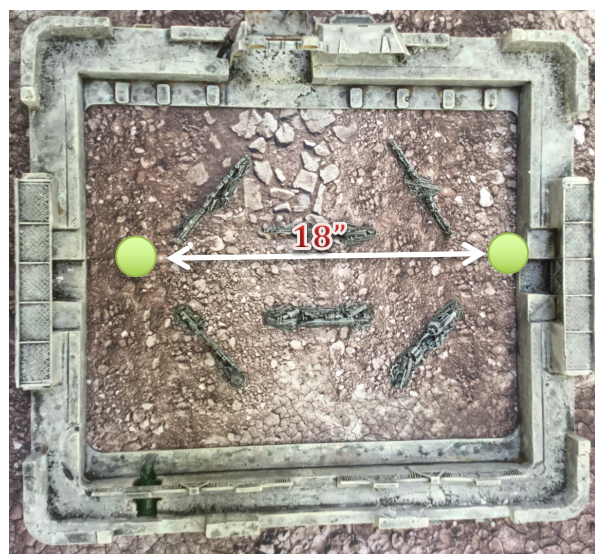
A good example of an arena with even arrangement of terrain

The fighters

Now that the arena is ready, bring on the gladiators!! The initial set up of the fighters in the THUNDERCUBE depends on the number of players.

2 Players

In a 2 player battle (usually a final in a campaign game or tournament!) Fighters are placed at either end of the arena. The fighter with the highest fighter rating exercises his right as the current king of THUNDERCUBE and chooses his favourite end. Fighters are placed at least 18" apart as shown.



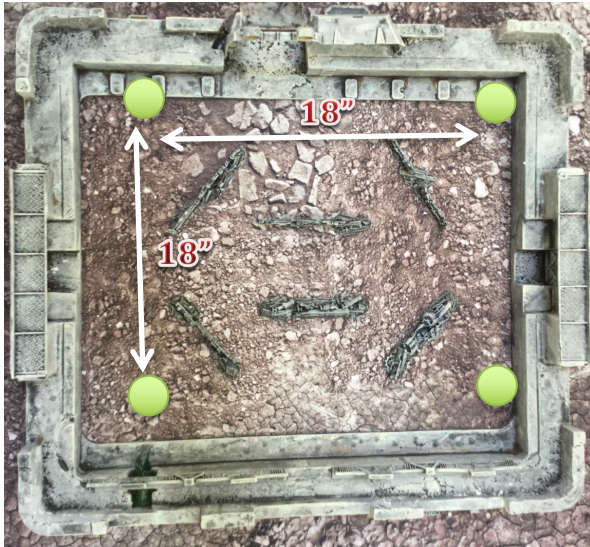
3 Players

3 player battles are often the semi finals include the winner of 3 heats in 15 or more player tournaments. Fighters are placed at either end of the arena as per a 2 player game, however the fighter with the highest fighter rating starts in the middle. The remaining 2 fighters roll off on a D6 to determine who starts where.



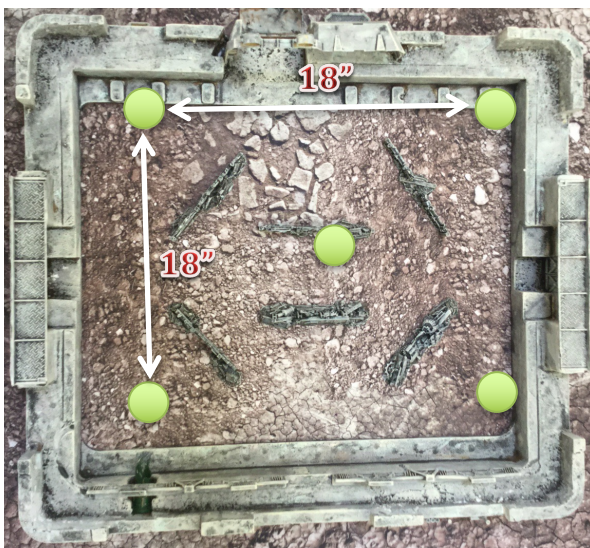
4 Players

This is the set up for 4 player heats or as quarter-final heats in large tournaments! Each fighter is placed in a corner of the arena. All players roll a D6, rolling off any ties, the highest chooses a corner and the rest are placed clockwise in the remaining corners.



5 Players

The arena is best suited for 5 fighters, therefore, 5 player heats should be used where possible. The fighter with the highest fighter rating, and undoubtedly the one that the majority of spectators have come to see in action sets up in the middle of the arena where everybody can see him! The remainder of the fighters roll a D6 and are placed exactly as per a 4 player game.



Arena Traps

Arena traps are deep pits typically filled with spikes, rotating machinery, wild grox, acid baths, lava, trolls etc. and are optional in THUNDERCUBE!!! If arena traps are used, they should be placed centrally & symmetrically against each wall and measure no more than 6"x3". These are designed to prevent fighters making an easy charge along the wall and try to get people moving towards the middle. Fighters that are pinned by shooting/combat within 2" must pass an initiative test to avoid falling in (a roll of 6 always fails). Any fighter that moves, falls, is knocked back or thrown into an arena trap is immediately OOA. If the fighter was thrown in, then the thrower gains D6 fans in addition to the 5 for a takedown.



Did You Know.....

The first ever season of the THUNDERCUBE was a difficult one to watch!

The first season in the arena looked very different than it does today. Long before the money, prestige and gambling that surrounds the sport today, the arena was a way for pit fighter owners to amuse themselves whilst getting rid of damaged or defective units. Before long crowds would come to watch and the guilders, never missing an opportunity to make easy creds started to charge admission.

Even after charging at the gates, the pit fighters in the arena were still of poor quality though, in-fact, it was quite a lot more dangerous to be in the crowd than in the arena. In season one, a total of 63 pit fighters were decommissioned after action in the arena, however, 79 spectators were killed by stray shots and a host of novel criminal activity between the spectators themselves.

It wasn't long before the bookmakers moved in and it became obvious that having high quality fighters in the arena was more lucrative than mining, now only the best pit fighters enter the THUNDERCUBE!

THE TURN

The turn is split into several phases these are the taking the initiative, movement, shooting, combat and recovery phases.

Deploy NPCs if any (Page 15)

Any NPCs are deployed



Crowd Actions (Below)

One player rolls to determine what the crowd does



Determine the order (Page 9)

All players take part to determine the order



Movement Phase (Page 9)

The fighter with the initiative moves his fighter.



Shooting Phase (Page 10)

The fighter with the initiative may shoot.



Combat Phase (Page 12)

Fighters in base contact with the fighter with the initiative fight out their combat.

NPC Movement Phase (Page 15)

All NPCs carry out their movement.



Recovery Phase (Page 14)

The fighter with the initiative attempts to recover from man down/ escapes pinning.

Crowd Actions

It wasn't long before the art of crowd participation became a key feature at the THUNDERCUBE!!! Roll 2D6 at the start of every turn and consult the table opposite to determine what the crowd does:

2D6 Roll	Crowd Action
2	Streaker! A foolish streaker charges into the stadium. Any fighter with ammo that is not currently in combat may shoot at the streaker, any hits will earn the fighter D3 fans. All shots are simultaneous, resolve misses as normal. If the streaker is not hit, they escape and all fighters lose 1 fan.
3-5	Boring! The crowd are restless and begin pelting the fighters with rocks and bits of the stadium. Roll a D6 for each fighter. Any fighter rolling a 1 suffers an immediate strength 5 hit with no save modifiers. The organisers immediately deploy D3 NPC beasts into the arena to spice things up!
6-8	All is calm. Play a turn with no interaction for the crowd
9-11	We love the underdog! The crowd burst out in spontaneous cheering for the underdog. The fighter with the lowest rating gets a boost of +1 to his Strength, initiative and Weapon Skill for the remainder of the turn.
12	Glory Hunters. We love the underdog! The crowd burst out in spontaneous cheering for the favourite. The fighter with the highest gang rating gets a boost of +1 to his Strength, initiative and Weapon Skill for the remainder of the turn.

DETERMINE THE ORDER

There are many factors that may make one fighter react before the others. Some may have had a dodgy breakfast, others may be naturally quick or lethargic and others feed of the cheers of the crowd. For simplicity, THUNDERCUBE characterises this in 3 simple factors; Initiative, Fan Factor and Chance.

At the beginning of the turn, all players that are not out of action Draw a card from the initiative deck. Add the value of the card their initiative and their fan factor. Fighters play in the order that is scored beginning with the highest down to the lowest. In the event of ties, the highest number of fans wins. If still tied, dice-off until a winner is determined. The only exception to this is when lady luck intervenes:

- **Queen of hearts** – A fighter that draws the queen of hearts ALWAYS goes first, regardless of initiative and fans. the lady has smiled upon them for some unknown act or reason.
- **Queen of Spades** – A fighter that draws the Queen of Spades ALWAYS goes last in the order, regardless of initiative and fans. Clearly they have displeased the lady in the way they have been conducting themselves!

PINNED FIGHTERS

Pinned fighters are much more likely to get back to their feet in the THUNDERCUBE than they are on the streets of the underhive. There is little hope for a fighter doing little but ducking out of the way of fire.

A fighter that is pinned can always test to escape pinning at the beginning of their turn once they take the initiative. Add the fighters initiative and fan factor together and roll a D6. If the D6 roll is below the combined total then the fighter stands up and can take their turn. If not, then the fighter still stands up but misses the remainder of their turn. Note, a roll of 6 will always fail a pinning test.

MOVEMENT PHASE

During the movement phase, the fighter can move up to their M characteristic in inches or charge twice this distance. This distance is affected by terrain as follows:

Crossing terrain up to the waist height of the model – no penalty. The fighter simply vaults the barrier as though it isn't there!

Crossing terrain over the waist height of the model counts as twice the distance crossed e.g. a model crossing a 1" wide barrier that is above their waist height takes 2" off the models movement.

Barriers above head height cannot be traversed; the fighter must go around!

Charging

A model that declares a charge may do nothing else (other than fight the ensuing combat!) that turn. The model charges up to 2x their movement value in inches towards an enemy fighter. The fighter must take the easiest route, either over a barrier or around it if it is easier (i.e. only if it uses less movement to go around!). In order for a charge to be considered successful, the fighter must end up in base contact with the opponent.

Fan Factor

Every time a fighter declares a charge it draws a roar from the crowd. The fighter gains D3 fans every time he successfully charges an opponent.

Cowardice

It is acceptable in the game rules for a model to stand still, or even worse, move away from an opponent during their movement phase. Whilst it is acceptable in the rules, the crowd have a different opinion entirely! Any model that is not pinned, down or in combat that elects not to move towards another combatant during the movement phase will lose D3 fans.

SHOOTING PHASE

Who Can Shoot?

A fighter that is not down, pinned, in combat and has not charged this turn may elect to shoot with their pistol.

Line of sight

In order to shoot at a target the fighter must be able to see them. Check the line of sight before declaring any shots. Nominate a target and roll to hit using the following table and applying the modifiers listed below:

BS	1	2	3	4	5	6
Roll	6+	5+	4+	3+	2+	1+*

To hit modifiers

- 1 Shooting into combat
- 1 Shooting at a small target
- 1 Shooting a target in partial cover
- 2 Shooting a fighter in full cover

**A roll of 1 is always a miss.*

Cover

- Fighters that are in cover are harder to hit than those in the open.
- A fighter is classed as being in partial cover if up to half of their body is covered by an intervening obstacle.
- A fighter with more than half of their body is obscured by an intervening obstacle is classed as being in full cover.

Nearest Target

Even hardened veterans of the arena survive on instinct rather than meticulous thought. A fighter that is shooting can only target the nearest fighter unless the nearest fighter is not an imminent threat, i.e. a fighter that is engaged in combat, down or pinned can be ignored for purposes of determining the nearest target.

Shooting a fighter that is down

Such depraved acts of cowardice are not even considered viable in the arena. Targets that are man down cannot be targeted for shooting in the THUNDERCUBE.

Shooting pinned fighters.

If there is a line of site, then a pinned fighter counts as a small target for shooting. Whilst for game purposes the model is lying on their back, the reality is they would either be on their belt buckle or crouching in cover!

Shooting into combat

It is perfectly acceptable for a fighter to fire into combat, although the two or more fighters confer a larger target, their somewhat rapid and unpredictable movement makes them more difficult to hit and confers a -1 to hit penalty as per the to hit modifiers. Further than this, it is almost impossible to pick out an intended target therefore any hits are randomized between the competitors. Roll a D6 to determine which fighter is hit.

Some fans look down on fighters that shoot into an entertaining scrap. Any fighter that shoots into combat, whether successful or not, will lose D3 fans.

Ammo Rolls

In Necromunda, a roll of 6 to hit causes an ammo roll. Such is the adrenaline and aggression in the arena that a roll of 6 represents the fighter emptying his entire magazine whilst shooting at his opponent. Resolve two hits against the target, however the pistol has now ran out of ammunition and cannot be used for the remainder of the game. Note, there is no need to test for exploding weapons as the professional pit fighters equipment is always properly maintained to prevent weapon malfunctions.

Stray Shots

In such an enclosed arena, any shot fired that isn't stopped by the squelch of an opponent's flesh is liable to go absolutely anywhere! Ricochets can be as deadly as an aimed shot, and not just the competitors; it's not unusual for spectators to be taken out by a stray dum-dum bullet or lasblast – it's all part of the experience in the THUNDERCUBE!

For every shot fired that missed its target, roll a further D6 and consult the table opposite:

Stray Shots

D6 Roll	Result
1	Hit one of their own fans. The fighter loses 1 fan.
2	Ricochet! Roll a D6 to randomly determine which fighter has been hit including the firer themselves! Resolve the shot against that person.
3-4	The round ricochets harmlessly out of the arena
5	Ricochet! Roll a D6 to randomly determine which fighter has been hit including the firer themselves! Resolve the shot against that person.
6	Hit a competitors fan. If there is more than one competitor, randomly determine which competitor loses one fan.

Taunting

A player may elect during his own turn to taunt an opponent he is engaged in combat with. A fighter forgoes one of his attack dice. Both the fighter and the fighter he is taunting roll a D6 and add their initiative. If the taunter's score is lower than the target, the taunt is ignored and has no effect. However, if the score is equal to or greater than the opponents then he steals D3 fans from the target and the target becomes enraged:

Enraged: The fighter loses all self-control and attempts to pulverise his tormentor in a flurry of wild, aimless blows. The fighter has +1S and his base Attack (A) value is doubled for the combat, however his WS is **halved (rounding up)** until he can regain his composure by passing an initiative test. (roll an initiative test in each recovery phase until passed).

Pinning

Any fighter hit by shooting is pinned. Lie the model on their back to represent that the fighter is pinned before resolving the wound.

Rolling to wound

Now that the hit has been established, we need to see if the hit causes any damage. The required roll to wound depends on the strength of the hit as well as the toughness of the target. Roll a D6 and consult the following table:

		Target Toughness								
		2	3	4	5	6	7	8	9	10+
Strength	2	4	5	6	6	6	6	6	6	6
	3	3	4	5	6	6	6	6	6	6
	4	2	3	4	5	6	6	6	6	6
	5	2	2	3	4	5	6	6	6	6
	6	2	2	2	3	4	5	6	6	6
	7	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	3	4	5
	10+	2	2	2	2	2	2	2	3	4

Saving Throws

Some of the more successful fighters prompt their owners to invest in armour in order to protect their asset. Armour rolls are taken for each wounding hit. Armour confers an armour value on the fighter which is the score that is required in order to save the wound e.g. a fighter with an armour value of 4 requires a D6 roll of 4+ to save the wound.



Fans take up every spare seat in the THUNDERCUBE; the hottest ticket in the hive primus!

Injury roll

Once all hits and wounds have been resolved the fighter needs to make an injury roll for any unsaved wounds. Consult the table below:

Injury Roll	
D6 Roll	Result
1	Flesh wound. Temporarily knock 1 off the fighter's M, WS & BS characteristic, the fighter is now pinned. Gain D3 Fans for being resilient
2-5	Man Down. Place the model face down. The model may do nothing other than crawl up to 2" until he can recover in their own recovery phase.
6	Out of Action. A fighter that is out of action is removed from the arena, their part in this battle is over! The fighter who inflicted the wound which ultimately took the fighter out of action gains D3 fans and 5 experience.

First Man Out!

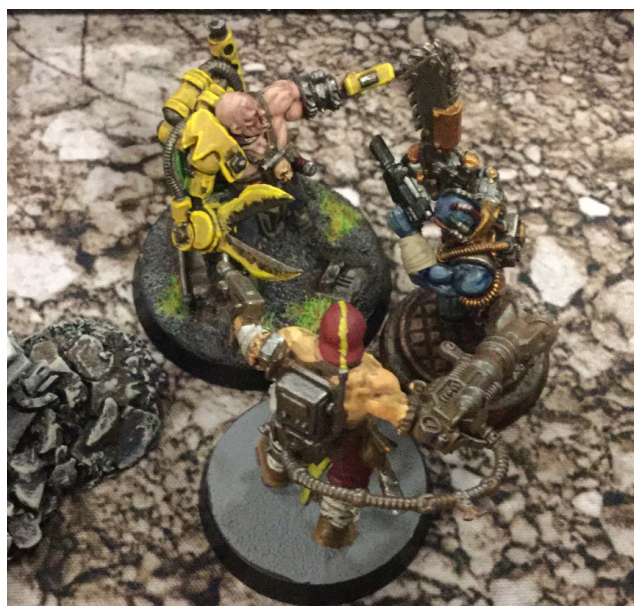
Nobody wants to be the first man out. In fact, no one wants to be seen supporting the first man out either! The first man out loses D3 fans but also gains D6 bitter experience points as a result!



The infamous Moleman and his Mole Rats

The Mole Rats are a famous band of pit fighter gladiators that teamed up and busted out of the THUNDERCUBE, killing dozens of spectators, guilders and nobles on their way out. They are now fugitives from the Imperial Authorities and number 1 on the Arbites Most Wanted list.

CLOSE COMBAT



Close combat is the business end of THUNDERCUBE where most of the takedowns occur

Combat score

Close combat is fought between opponents in base combat. Combatants roll a number of dice equal to their A characteristic plus 1 additional attack for being armed with 2 combat weapons. Note, particularly successful fighters may have additional arms or other war gear which confers additional attack dice. The highest score is then added to the fighters WS characteristic plus the following modifiers to determine the combat score:

Combat Modifiers

- +1 Charging
- +1 Critical Hits
- +1 Most Fans
- 1 Fumbles

Charging

If the fighter charged into combat this turn, then they receive a +1 modifier to their combat resolution. Also, by successfully declaring the charge, the fighter receives a d3 boost to his fans as discussed in the movement section. Note, these additional fans are added to the fighter's total before working out who has the most fans!

Fumbles and Critical Hits

Combat is an unpredictable and frantic affair, slips, skilful counters and devastating haymakers can all be thrown by accident as much as design! To represent this any roll of 1 on your attack dice confers a fumble, reducing your combat score by 1. As well as this, each additional 6 you roll counts as a critical hit and adds 1 to your combat score.

E.g. Hammerhand has a WS value of 4 and an A value of 3. He rolls 4 attack dice in combat scoring two 6, a 3 and a 1. His Score is 4 from his WS + 6 from the dice, - 1 for the fumble + 1 for the additional 6 rolled giving him a total combat score of 10. Note, the +1 for critical hit is only counted for the second 6!

Fans

The roar of the crowd really drives the pit fighter in combat. The fighter with the most fans gains an additional +1 to their combat score.

Determine the winner

Compare the combat scores of the individuals. The highest score including all the modifiers is the winner. The difference between the scores is the number of hits scored. In the event of a tie, the fighter with the highest initiative wins by 1 point, if the initiative values are the same then the fighter with the most fans wins the combat by one point. If the initiative values and the number of fans are the same then the combat ends in deadlock and the combatants are locked in combat until the next turn!

E.g. 1: Hammerhand charges in to combat with Borris the Butcher (he must be mad!). Hammerhand has a WS of 4, 3 attacks and 14 fans. Borris has a WS of 5, 2 attacks and 21 fans. Hammerhand rolls 4 dice scoring 5, 4, 2 and 2. Borris rolls 3 dice scoring 6, 1 and 4. Hammerhand has a combat score of 10 - 5 for the dice, WS of 4 and 1 for charging. Borris scores 11 - 6 for the dice, 5 for WS and 1 for the most fans, but then loses 1 for the fumble. Borris defeats Hammerhand by 1 point and therefore scores 1 strength 7 hit.

E.g. 2: Buzzsaw Charges into combat with Shears Khan. Buzzsaw has a WS of 3, 2 attacks and 11 fans. Shears Khan has a WS of 4, 1 attack and 14 fans. Buzzsaw rolls 3 dice scoring 4, 2 and 2. Shears Khan rolls 2 dice scoring a 4 and a 1. Buzzsaw has a combat score of 8 - 4 from the dice, 3 from WS and +1 for charging. Shears Khan has a combat score of 8 - 4 from the dice, 4 from WS plus 1 for most fans, but then loses one for the fumble. The combat is a tie! Both fighters have an initiative value of 3 therefore it is down to who has the most fans. Shears Khan wins and scores 1 hit with those wickedly pointed looking metal shears...

Allocating hits

Multiple hits from combat are allocated between weapons evenly for purposes of determining the attack strength. Any odd hits may be allocated to the weapon of the fighters choice (including single hits!)

e.g. Borris the butcher wins combat against Hammerhand by 3. He has only two arms, and therefore must use both his hammer and his base strength (which is higher than his autopistol's S of 3) and then can choose which to use for the remaining hit. He goes with his trusty hammer - it doesn't look very promising for Hammerhand.

Wounds and armour saves.

Wounds and armour saves are resolved exactly the same as shooting as described on page 11.

Combat with pinned fighters

A pinned fighter that is charged in hand to hand combat automatically escapes pinning. The imminent threat to his life quickly rids him of the effects of incoming fire!

Did You Know...

The Great Leveller

The THUNDERCUBE is one of the few places in Hive Primus that people from all over the hive mix. Nobles and guilders rub shoulders with the underhivers to spectate and watch the action live. Well, in theory anyway; the more wealthy inhabitants have private boxes, comfortable seating and waiter service. Even Lord Helmawr has his own opulent 'Royal Box'.

Combat with fighters that are down

If a fighter is in base contact with a fighter who is man down and is not pinned or in combat with another fighter automatically takes the downed fighter out of action and claims the experience and fan bonuses. Mercy kills like this are common and very popular with the spectators of THUNDERCUBE!

Follow up move

If a fighter takes his opponent down/out of action, they are free to make a D6" follow up move which may take them into an additional combat. Note this does not count as charging for the purpose of combat modifiers.

Multiple combats

A fighter will battle each opponent he is in base combat with. Fight out the combats one at a time. Note, if the fighter is taken down/out before fighting each combatant, they fight the remaining combats as if it hadn't happened – the fighting occurs simultaneously. There are no modifiers/ penalties for outnumbering. Each combatant is out for themselves and wouldn't dream of joining forces with an opponent even for a split second!

e.g. Hammerhand and Borris the butcher are already in combat. Buzzsaw charges in during his turn. Buzzsaw fights Borris the Butcher first and is put man down, however, as the combat is simultaneous, Buzzsaw still fights out the other combat and manages to take Hammerhand man down. The end result is that Borris ends up in base combat with 2 fighters that are down – another 2 mercy kills added to his roll of honour! Note, Borris and Hammerhand do not fight out a combat as it is neither of their turns.

RECOVERY PHASE

The recovery phase is a short game phase used to tie up loose ends at the end of the turn. Any pinned fighter that did not escape pinning at the start of their turn can now stand up.

Any fighter that is man-down must roll on the injury table as described on page 12.

END OF THE PLAYER TURN

The end of the recovery phase marks the end of the current players turn. Any player that has not yet had a turn this round (assuming their fighter is not out of action!) now rolls off to seize the initiative. If all players have had their turn, then roll on the crowd actions table, and all players are back in rolling for the initiative!

Did you know...

Pit fighters almost never escape the THUNDERCUBE.

There have been a few notable exceptions, but Pit fighters tend not to even try to escape. Security has been a prime concern since the infamous escape of Moleman to the extent that a Pit fighter has to be a fearsome proposition to make the attempt worthwhile. By the time they reach this point they are lavished with fame and attention, their every whim catered for and there every need fulfilled with interest.

In fact, it is not unusual for a pit fighter to remain at the THUNDERCUBE after winning their freedom, often taking on a coaching role or taking up management with their gratuity. One of the most famous examples was the Pit fighter Maximus Decimo Meridium who refused to retire after winning his freedom and instead continued to fight for his own profit until he died in the ring. It was said he could be seen still smiling even as the shears cut the head from his shoulders!



Moleman with his entire gang of escaped Pit fighters; the Mole Rats

NPCs (*Non-Player Characters*)

On occasion, THUNDERCUBE!!! Fighters may encounter NPCs. The rules governing NPCs are as follows:

What are NPCs

NPCs are unwilling participants of the THUNDERCUBE!!! battle thrown in to the arena just for general entertainment value. Players should feel free to generate their own NPCs to add a little more spice to their already flamin' hot THUNDERCUBE!!! action! In general, NPCs will fall into one of three categories:

- **Beasts**

Beasts can be any kind of non-human, captured by the organisers and starved so that the ravenous animal will fling itself at the nearest pitfighter.

- **Captured gang fighters**

Gang fighters that are captured may be sold to the THUNDERCUBE!!! Instead of to the guilders. These fighters are stripped of all of their equipment and thrown into the arena along with any criminals sentenced to "Death By THUNDERCUBE!!!" by the Watchmen.

- **Automata**

Automata are semi-sentient fighting machines programmed to kill fighters in the most spectacular fashion programmable.

NPC Profiles

There is a NPC generator at the end of this section so that any NPCs (if used) can be randomly generated. Players should also feel free to have fun with their NPCs including their profiles. These can be taken directly from an equivalent rule-set or made up on the fly. Captured gang fighters simply use their own profile, although they do not have any equipment and will fight with just a knife.

Deployment

NPCs are deployed from secret hatches in the THUNDERCUBE!!! floor or dropped into the arena from an unseen mechanism. You can never be certain if, when or where a NPC might show up! Each NPC is positioned using a scatter dice and a D6. Place each NPC D6" from the centre in the direction shown on the scatter dice. If the NCP would scatter into an arena trap, place them on the edge of the trap instead.

NPC Movement

All NPC movement is carried out in the NPC movement phase. How the NPC will move depends on the type of NPC:

- **Beasts & Xenos:** Beasts & Xenos will always move at their fastest available speed towards the nearest fighter that is not another beast or an automaton. If more than one fighter are an equal distance away, the fighter rolling the lowest D6 will be considered as closest by the beast. The beast will charge if it is in charging range. Fight-out a combat in accordance with the normal rules.
- **Captured Gang Fighters.** Captured gang fighters are not so tough when stripped of all their weapons and equipment, they will run towards the nearest corner. If more than one corner are equal distance roll off and decide which. Note, the captured fighter will avoid combat at all costs and will not voluntarily pass within 1" of a THUNDERCUBE!!! Pit fighter. If the gang fighter manages to reach their corner they are removed from the arena, they have escaped!
- **Automata.** Automata do not move unless there is a Pitfighter within charge range. When there is are multiple fighters in charge range, the automata will charge one randomly determined fighter. Unlike other NPCs, the automata is considered as a Pitfighter for the purposes of ending the game. It is possible for the automata to be the champion .

Shooting NPCs

Shooting NPCs is not considered very entertaining, infact most THUNDERCUBE!!! Fighters wouldn't bother wasting ammo on something them! Players may not shoot an NPC. Furthermore, if an NPC is hit by a ricocheted shot, the shooter will lose D3 fans for being dull!

NPCs in Combat

NPCs will fight according to their base characteristic profile. If the NPC will prioritise any applicable skills they have over base combat. In the unlikely event the NPC is armed, they will prioritise attacks with their weapon. Attack dice for the NPC must be rolled by a player other than a player controlling a fighter involved in the combat.

NPC Fans

THUNDERCUBE!!! Pitfighters may have large portions of the crowd as fans but everyone loves the NPCs! NPCs are always counted as having the most fans wherever this is a factor.

Defeating NPCs

Any fighter taking an NPC out of action in combat will gain fans and as these moments are often captured and re-broadcast in adverts the owner also earns a handful of creds. Consult the table below.

NPC Level	Exp gained	Fans Gained
1	D6	D3
2	2D6	D6
3	2D6+10	2D6
4	3D6+10	4D6

Losing to an NPC

Losing to an NPC is considered embarrassing for a Pro Pitfighter. Any fighter losing to an NPC will lose D3 fans. In addition, the fighter will be taunted relentlessly by the crowd – the fighter automatically becomes *enraged* as described in the rules for taunting on Page 11.

Gang Fighter Outcomes

Beasts and automata are replaced after each THUNDERCUBE!!! battle, but Captured gang fighters may have a part to play in an ongoing NCE campaign. The following special rules apply to captured gang fighters:

- **Escaped!** If the ganger reaches a corner they escape back to their gang. Return the fighter to the gang roster (less their equipment) as if they had rolled a "full recovery" result..
- **New Career!** Any gang fighter that wins a round of combat against a pitfighter is removed from the arena; the organisers see what a promising THUNDERCUBE!!! Career the fighter has in front of them. Remove the fighter from the gang roster.
- **Survives against the odds!** Captured fighters that are left standing at the end of any THUNDERCUBE!!! battle are returned to their gang – treat as a survives against the odds result on the NCE injury table.
- **Minced!** All Captured fighters taken out of action in the THUNDERCUBE!!! are dead, either torn apart in combat or body parts and organs farmed to patch up actual THUNDERCUBE!!! fighters. Remove from the gang roster, they are very, very dead.

NPC Generator.

Roll a single D6 for each group of NPCs:

- | | |
|-----|--|
| 1-3 | Beast. Roll a further D6
1-4 – Fast beast
5-6 – Ferocious Beast |
| 4 | Xenos |
| 5- | Automata. Roll a further D6
1-4 – Battle Bot
5-6 – Tank |

NPC Level

The level of NPC is determined by the lowest experience level of the Pitfighters in the arena. Consult the following table:

Lowest Exp	NPC Level	Remarks
0-19	1	Pitfighters
20-59	2	Gladiators
60-139	3	Champions
140+	4	God Tier

Beasts

Fast Beast

Lv	M	WS	BS	S	T	W	I	A
1	5	2	-	4	3	1	4	1
2	5	4	-	4	3	1	4	2
3	6	5	-	5	4	2	5	3
4	6	7	-	6	5	3	6	4

Skills: sprint, dodge

Equipment: Tooth and claw (D3 damage)

Ferocious Beast

Lv	M	WS	BS	S	T	W	I	A
1	4	4	-	5	4	1	4	3
2	4	6	-	5	4	1	4	4
3	5	7	-	6	5	2	5	5
4	5	8	-	7	6	3	5	6

Skills: Berserk Charge, dodge

Equipment: Tooth and claw (D3 damage)



Legendary pit fighter, Candlestick Maker!

Xenos

Level 1 – Captured Kroot

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

Skills: dodge, feint

Equipment: knife, club

Level 2 – Captured Ork Nob

M	WS	BS	S	T	W	I	A
4	5	3	4	4	2	3	2

Skills: Iron Jaw

Equipment: 2 hand weapons

Level 3 – Enraged Ogryn

M	WS	BS	S	T	W	I	A
4	4	2	6	6	3	2	2

Skills: Hurl Opponent, Body Slam, Iron Jaw

Equipment: Fists

Level 4 – Captured Genestealer

M	WS	BS	S	T	W	I	A
6	7	-	6	4	2	6	3

Skills: Berserk Charge, counter-attack, deflect

Equipment: Tooth and claw (D3 damage)

Automata

Battle Bot

Lv	M	WS	BS	S	T	W	I	A
1	4	3	-	4	3	1	3	2
2	4	5	-	4	3	1	3	3
3	4	6	-	5	4	2	4	4
4	4	7	-	6	5	3	5	5

Skills: Deflect, Counter attack

Equipment: Shears, Hook, armour plates (6+sv)

Tank

Lv	M	WS	BS	S	T	W	I	A
1	4	2	-	4	4	3	3	1
2	4	4	-	4	4	3	3	2
3	4	5	-	5	5	4	4	3
4	4	7	-	6	6	4	5	4

Skills: Iron Jaw, Deflect

Equipment: Mechaflail, 3x armour plates (4+sv)

POST GAME SEQUENCE

INJURIES

For pit fighters that are taken out in the arena, the first port of call is the surgeons office. The surgeon at the THUNDERCUBE is not there to patch up and repair, rather to relay to the wealthy owners the extent of the damage to their asset. Roll a D6 and consult the following table:



Did You Know...

The barbour surgeons at the THUNDERCUBE are not really surgeons.

The original barbour surgeons were actually estimators working for Pit fighter owners and were only ever there to let the owner know if his pit fighter was fit to work after being defeated in the Arena. It was entirely out of self preservation that they taught themselves medicine just so that they didn't have to give their bad tempered employers bad news too often!

D6 Roll	Injury
1	Oh No!! roll a further D6 1-2: Dead! The fighter is beyond recovery. Their names are recorded as fallen heroes of arena history. Create a new pit fighter and start again! 3-5: Multiple injuries. Roll on an additional D3 injuries, but re-roll any Dead, Full Recovery and Multiple Injuries results. 6: Unbelievable Jeff! Roll D3 times on the table as if a 6 had been rolled.
2	Head injury. The fighter suffers concussion which leads to long term brain damage. The fighter suffers a -1 penalty to their I characteristic. Note, multiple head injuries stack. If a fighter is reduced to 0 initiative, they are brain dead. Treat the result as if Dead! were rolled.
3	Limb damage. Roll a further D6 1-3: Leg. -1M 4-5: Arm. -1WS 6: Pit Fighter Weapon destroyed (buy a new one!)
4-5	Full Recovery
6	Roll a further D6 1: Horrible Scars. The fighter is horribly disfigured. Fighters in the arena are immune to such sights but the crowd are certainly not! The fighter loses 5 fans. 2: Impressive scars. The damage patches up leaving an impressive looking scar. Rather than detract from the fighters it makes him look battle hardened! The fighter gains 5 fans. 3: Old battle wound. Before the start of every battle roll a D6. On the roll of a 2+, the injury has no effect. On the roll of 1, the fighter suffers -1T for the duration of the game. Note, if the fighter gains multiple Old Battle Wounds, then they roll additional dice. The fighter suffers -1T for every 1 rolled. 4: Bitter enmity. The fighter hates the pit fighter that took him down. The fighter rolls an extra attack dice in combat when facing the hated opponent, although rolls of 1+2 count as fumbles in any such combat. 5: Unbreakable. The fighter makes a full recovery. In addition, he gets a reputation for being able to shake off injuries that would destroy lesser men. The fighter gains +D6 fans. 6: Survives against the odds. The fighter looked certain to be dead but shrugs off all damage and makes a full recovery. The fighter learns a great deal from the experience. The fighter may immediately make a roll on the advance table.

EXPERIENCE

Fighters gain experience by taking part in battles and from certain events in the battle. Fighters gain experience as follows:

Experience

- +D6 Survives
- +D6 Each fighter taken down before out.

Underdog bonus

The crowd love an underdog, and green fighters learn a lot from competing against more experienced battlers. Each fighter gains +2 exp for each fighter in the arena with a greater fighter rating than them. In addition, the fighter with the lowest fighter rating gains D6 fans.

Advances

As pit fighters gain more experience they advance through the ranks. Reaching certain levels opens the opportunity to purchase additional equipment if the credits are available. This represents how once a fighter becomes more lucrative, the owner is more ready to invest in them. Fighters that reach 200 experience earn their freedom having effectively won the arena. Every time the fighter moves up a level, they roll on the advance table. Levels are based on experience. See the table below:

Exp	Level	Remarks
0-4	Green Fighter	Starting Level
5-9	Fighter	
10-14	Fighter	
15-19	Fighter	
20-29	Gladiator	+D6 Fans
30-39	Gladiator	
40-49	Gladiator	
50-59	Gladiator	
60-79	Champion	+2D6 Fans
80-99	Champion	
100-119	Champion	
120-139	Champion	
140-159	Hero	+3D6 Fans
160-179	Hero	
180-199	Hero	
200+	Legend	Retires

INCOME

Earning Credits

Owners gather swathes of income from the crowd, through the gambling, through the gate and through merchandising. At the end of each battle, roll 1 D6 for each of the pit fighters fan factor plus a further D6 for each pit fighter that was taken out before they went down, if they went down! The total of all these dice is the amount of money that the owner is prepared to spend on their asset.

e.g. Hammerhand was the fourth fighter to be taken down in the heat and finished the battle with 24 fans. He rolls 3xD6 for the three fighters taken down before him and 5xD6 for his Fanfactor of 5 (One fan factor for every 5 fans or part thereof). On the 8 dice he scores 24, meaning his owner is prepared to spend 24 creds on him at the Quartermaster's store.

Sponsorship

Pit fighters that advance in fame attract lucrative sponsorship deals from local guilders and other reputable (and not so reputable) businesses. Sponsorship brings with it money and fame based on rank. At the end of each pit fight, sponsorship is earned as follows:

Level	Sponsorship
Gladiator	+D3 Fans, +D6x5 Creds
Champion	+D3+2 Fans, +D6x10 creds
Hero	+2D6 fans, +2D6x10 creds



"Five Men Enter, One Man Leaves!"

THE QUARTERMASTER



The pit fighters may be front of house entertaining the crowd, but behind the scenes, the quartermaster is a god amongst men.

Only equipment and personnel issued or licensed by the quartermaster are allowed to be used in the arena. Most equipment can be procured if the owner is willing to part with the coin to obtain it.

Alternatively, the owner can go on a PR campaign in an attempt to boost their fan factor and increase income from future fights. As Pit fighters become more famous they require more attention and pampering to keep their head in the game, they may wish to hire coaches or tech servitors to keep them in peak condition.

Pit fighter Level

Credits are not everything to the Quartermaster, who is responsible for the order and upkeep of the THUNDERCUBE! Prestige is almost as important as credits which means some staff would not be seen dead working with fighters that don't have a certain amount of fame (or infamy), and the Quartermaster will not issue the best weapons from his store to anyone other than the best warriors.



Whatever the owners desire, income can be spent from the following table:

Quartermaster's Store

Pistols	Cost
Bolt Pistol	25
Plasma Pistol*	30
Hand flamer*	25
Magna Grapnel**	35
Additional Pit Fighter Weapons**	25+
Buzz Saw	15
Chainsaw	15
Claw	10
Hammer	15
Rock Drill	10
Shears	10
Wargear	
Additional armour plating	20
Advanced Targetting Array	20
Adamantium-tipped blades*	15
Hydraulic booster pump*	15

Bonnie King's Promoters

Marketing	Cost
Posters	7
Flyers	10
Vox broadcast*	18
Advertising campaign**	50

Perry Madwire Agency

Staff*	Cost
Barbour Surgeon	25
Tech servitor	25
Combat Coach	25
Master of Ceremonies	15
Harem	30
Ammo Tech	10

*These items can only be taken by Gladiators and above.

**These items are only offered to champions and above.

Selling items

Any unwanted items can be sold back to the Quartermaster, but the Quartermaster is shrewd and will not pay a cred more than half of the value of the weapon (rounding up).

The Quartermaster will not tolerate pit fighters trading items between each other, if an item is no longer required it must be returned to the Quartermaster's store at once! Players cannot keep equipment in their 'stash'.

Note, staff and advertising cannot be sold back to the quartermaster. If the owner decides that there is really no longer any need for the staff, they must be fired. Staff that are fired are removed from the roster and cannot be rehired.



Unspent Credits

Just because the owner is willing to spend the credits doesn't necessarily mean that he will! Any unspent credits are to be recorded on the Pit fighter's roster sheet and can be used at a later date.

Adjust Fighter Rating

Now you've finished, tot up the value of your new gear and staff and add it to your Fighter Rating. Battered, bruised and upgraded, you're ready to go to the next round!



Another packed grand final at the THUNDERCUBE!!! With servo skulls broadcasting live images of the action up close and personal. It's not unusual for guilders and governors to declare a public holiday on the THUNDERCUBE!!! Final day, as they know their workforce aren't going to turn up for their shift anyway so they may as well join in the fun and earn some creds at the gambling dens!

QUARTERMASTER'S STORE

Pistols

Laspistol



Laser weapons are manufactured in vast quantities in the factories of the Hive City and are exported to the armed forces of the Imperium throughout the galaxy. Laspistols find their way into the Underhive via the Guilder traders. Power packs come from the same source and some are made in local settlements. Supplies of parts are plentiful and repairs are cheap.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
0-8	8-16	+1	-	3	1	-

Autopistol



The autopistol is a rapid firing automatic pistol, effectively a smaller and handier version of the larger autogun. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Most weapons are made in the factories of the Hive City and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale. Because of its high rate of fire, the autopistol is astonishingly accurate at the short ranges favoured by some gang fighters.

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
0-8	8-16	+2	-	3	1	-

Stub Gun



The stubber or slugger is a primitive hand gun which fires solid bullets. It is recognisable as a revolver or small automatic of the kind used since the Twentieth century. Stub guns are made locally in the Underhive and are readily available, simple to maintain, and fairly reliable. The quality and appearance of individual weapons varies a great deal. All stub guns carried by pit fighters are loaded with dum-dum bullets.

Dum-dum Bullets: A stub gun can be loaded with dum-dum bullets. A supply of these powerful hand-made bullets costs extra, but they are more effective than standard ammunition adding +1 to the Strength of any hits (Strength 4 rather than 3).

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
0-8	8-16	+1	-	4	1	-

Bolt Pistol

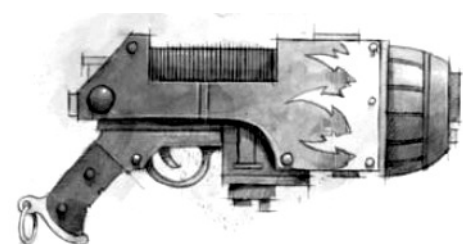


Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt pistols and boltguns are manufactured in the factories of the Hive City, but the fine engineering tolerances and quality materials required means few if any are made in the Underhive. For the same reason bolt weapons are hard to maintain, spares are rare, and ammunition is expensive. Furthermore, ammunition made in the Underhive is often unreliable. On the whole this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

Despite its drawbacks the bolt pistol is still a highly favoured weapon. It may not always work, but when it does the results are usually impressive. For one thing, it makes a lot of noise and creates a great deal of obvious damage. More deadly and far more obvious than an autopistol or laspistol, it makes the ideal side-arm for a gang leader keen to impress rivals

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
0-8	8-16	+2	-	4	1	-1

Plasma Pistol



Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous, however, they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing as short a blast as possible with slightly reduced effectiveness.

Energy Levels: You can choose to shoot the plasma pistol on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the plasma pistol on maximum power then after all shots with the gun have been resolved you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions. Note a plasma pistol cannot be fired on maximum power during hand-to-hand combat.

Gets Hot

1-2 **Critical:** The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired in the fighter's next turn nor in the following opponent's turn.

3-4 **Overheat:** The weapon needs to cool down so cannot be fired in the fighter's next turn nor in the following opponent's turn.

5-6 **Stable:** The weapon remains stable and can be fired again as normal next turn.

LOW POWER

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
0-8	8-16	+1	-	4	1	-1

HIGH POWER

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
0-8	8-16	+2	-	5	1	-2

Hand Flamer



The hand flamer, flame pistol or burner fires a short burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a small pressurised container that fits into the weapon. A single container contains very little fuel so hand flamers often run out of ammo. Nevertheless, the hand flamer is a very dangerous weapon that spreads a sheet of flame over a short distance which allows it to claim several victims with a single shot. In addition, the THUNDERCUBE!!! variant contains a super-concentrated and promethium-refined version of the fuel increasing its strength, damage and cost in comparative terms to the ones readily available in the Underhive.

Flamer: The hand flamer's shot is represented by the flamer template. This is used as described in the Shooting section. However, due to the hand flamer's limited ammo, any models partially covered by the template are not hit at all.

Ammo Roll: The hand flamer is a 1 shot weapon in THUNDERCUBE. Once it has been fired, it may not be fired again for the remainder of the game.

Catch Fire: Any models hit by a hand flamer catch fire on a roll of 5+. Note the hand flamer cannot set hand-to-hand combat opponents on fire.

Spectacular: The spectacular gout of flame is an effective crowd pleaser. When a fighter fires the handflamer, he gains D3 fans.

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
-----Template-----				4	D3	-1

Magna Grapnel



The Magna Grapnel started life as a tool to move heavy objects up to higher levels in the underhive without the use of specialist vehicles or other, heavier (more valuable) equipment. An adamantium wire rope is projected from a spool with a powerful electro magnet on the end, a turbo winch then propels the spool with the load attached.

There are arguments over who came to use it first, but the earliest and most notable occurrence recorded in the THUNDERCUBE is when Mad Marty Chan used it in the grand final against Slice Show Bob. He fired the grapnel from across the arena which attached to Slicer's chest, he then dragged the fighter towards him with his considerable strength and beheaded the current champion with a swift whip of his Chainsaw. Mad Marty Chan became an instant legend and the Magna Grapnel became a firm fan favourite.

Grapnel: Roll to hit as normal. If the target misses, there is no effect. If the target hits, then the shooter and the target roll A D6 and add their strength. If the target score is highest, he is pinned but suffers no further damage. If the Firer's score is highest then the target is dragged into base contact with the firer. The firer counts as charging and receives a +1 bonus to both S and WS this turn.

Crowd Pleaser: The Magna grapnel is a spectacle that all THUNDERCUBE fans look forward to. A fighter that successfully hits a target with a magna grapnel gains D3 fans.

Range		To Hit		Str	Damage	Save Mod
Short	Long	Short	Long			
0-8	8-16	-	-	-	-	-

PIT FIGHTER WEAPONS

Buzz Saw

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

Str	Damage	Save Mod
5	1	-2

Chainsaw

Chainsaws are long, razor edged and comparatively easy to wield so have become popular weapons for pit fighters. The most widely known advocate being Bull Gorg the most fearsome of all fighter leaders.

Parry: A chainsaw allows a fighter to make a parry.

Str	Damage	Save Mod
4	1	-1

Claw

Large claws are used in a variety of mining, loading and excavation jobs. When used as a weapon its keen tipped talons can grip and smother opponents.

Grapple: When fighting in hand-to-hand combat the Pit Fighter's opponent suffers a -1 Attack dice penalty (to a minimum of 1) for each claw the fighter wields.

Str	Damage	Save Mod
3	1	-

Hammer

Giant hammers are fitted to mining, demolition and foundry fighters. Their blunt pile driver force can knock opponents senseless as they are beaten to their knees.

Pummel: When fighting in hand-to-hand combat the Pit Fighter's opponent suffers a -1 Combat Score penalty for each hammer the fighter wields.

Str	Damage	Save Mod
3	1	-

Rock Drill

Mining fighters are commonly fitted with massive drills for borrowing into slag, metals and minerals. It also makes a fearsome weapon, its piercing strikes can bore into an opponent causing horrific injuries.

Str	Damage	Save Mod
4	D3	-3

Shears

Huge shears are used for harvesting fungi and scrap metals. Their fearsome sharpened blades are quite capable of snipping bits off an unfortunate human.

Snip: If a shears hit wounds on a roll of 6, roll another D6. If this roll is also a 6 the Pit Fighter has snipped his opponent's head clean off unless the wound is saved. Fighters that suffer this fate are automatically dead so are crossed off the roster along with their equipment.

Str	Damage	Save Mod
4	1	-1

Hook

The pit fighter's hand has been replaced with a sharp bill-hook. Cheap and easy to fit, they are ubiquitous around the green fighters, even some highly rated fighters hold on to their hook preferring to do damage with their own brute strength rather than relying on the fickle nature of mechanical weapons.

Parry: A hook can be used to parry a blow. In addition, if the hook is used for a parry, the opponent becomes *entangled*.

Entangled: An opponent that has his attack parried with a hook cannot use that weapon in this combat, any remaining attacks use the fighter's other hand.

Str	Damage	Save Mod
User	1	-

Mecha-Flail

The pit fighter is armed with a triple headed flail attached to a powerful motor. The motor rotates the flail at an eye watering speed severely increasing the strength of the attack and any damage done, however fumbles can prove even more dangerous! The Mecha-Flail counts as a flail in all respects with the following rules:

Nullify: The mech-flail cancels out an opponents parry.

Clumsy: Any fumble rolled on a mecha-flail adds 2 to your opponents score instead of 1.

Burn-out! Any rolls of 6 to hit do D6+1 damage instead of D3, however the motor has gone into overdrive for this combat and will count as a normal flail after this round of combat (see the NCE rulebook for details)

Str	Damage	Save Mod
User +2	D3	-1

WARGEAR

Additional armour plating

Armour plates are strategically welded and/or bolted onto parts of the pit fighters body to protect vital organs. Each armour plate improves the pit fighters armour save value by 1.

Stacking armour plates: Additional armour plates can be added to existing armour. Note, the cost paid for the additional armour plate is increased by a multiple of the number of plates. E.g. 1 plate costs 20 creds, 2 plates costs 20 for the first plate then 40 for the second – therefore 60 creds in total. The third and final plate that can be added cost 20 for the first, 40 for the second and 60 for the third and so on.

Note, the armour save of a pit fighter cannot be improved beyond 3+ which is an ablative armour suit!

Advanced targeting array

A targeting array is fixed into the optics of the pit fighter which confers a +1 to hit for all shooting. Note, the targeting array is destroyed if the pit fighter suffers a head wound.

Adamantium-tipped blades

Adamantium tipped blades increase the save modifier and strength of chainsaws, buzz saws and shears by 1.

Hydraulic booster pump

Hydraulic booster pumps increase the strength and save throw modifier of hammers, claws and rockdrills by 1

MARKETING

Posters

Posters are put on the walls of local buildings around the THUNDERCUBE although they are amongst many, many others. If they are noticed by the attending crowd they can increase a fighters fanbase. Each poster purchased will add D3 fans.

Flyers

Flyers are more successful than posters in general terms. Flyers are posted through doors and around several holesteads , settlements and watering holes. Each batch of fliers purchased will add 2D3 fans.

Vox Broadcast

Nothing garners attention like a hyped up vox broadcast and they are certain to attract more fans for the fighter. Each block of airtime purchased earns the fighter 2D6 additional fans.

Advertising campaign

An advertising campaign incorporates posters flyers, boradcasts, tours, public appearances etc. An advertising campaign will bring in an additional D6 x 5 fans for the fighter.

STAFF

Barbour surgeon

A Barbour surgeon is furnished with just enough rudimentary training to be able to work on the organic parts of the pit fighter. A fighter that employs a barbour surgeon can re-roll the result on the injury table. Note, the second result must stand, even if it is worse.

Tech servitor

Tech Servitors improve the mechanical parts of the pit fighters body. A fighter that has a Tech Servitor rolls a D6 at the end of every battle. On the roll of a 6 the tech servitor has increased the strength and saving throw modifier of a pit fighter weapon by 1. Each increase raises the value of the weapon by 5 which must be recorded on the roster.

Combat Coach

A combat coach works on the skills and drills of of the pit fighter in hand to hand combat. At the end of every battle roll a D6. On the score of 6 the fighter's WS is improved by one. Each increase to WS adds 10 to the value of the coach which must be recorded on the roster.

Master of Ceremonies

The Master of ceremonies announces over a loud hailer the arrival of his pit fighter. A skilled master of cermeonies will whip the crowd into a furour. At the start of each game, the pit fighter gains D3 fans.

Harem

The most famous pit fighters lap it up in a luxurious Harem of stunning girls, handsome concubines or whatever it is that brings them pleasure. The Harem keeps the fighter in a state of supreme relaxation making him fore focused and attentive in battle. The pit fighter can re-roll one fumble for each member of his Harem. Note, a re-rolled fumble cannot be re-rolled a second time no matter how many re-rolls are available. Sometimes fate is against you, no matter how relaxed you are!

Ammo Tech

An ammo tech is a pistol ammunition specialist. A fighter with an ammo tech can ignore the fighters first roll of 6 to hit (i.e. the pistol does not run out of ammo!). Note, an ammo tech has no effect on a Hand Flamer or Plasma pistol

THUNDERCUBE!!! PIT FIGHTER ROSTER

OFFICIO IMPERIALIS SANCTIONED BLOODFIGHTS
BY OFFICIAL PALATINE EDICT OF LORD HELMWAR
FOR THE GLORY AND TO THE PAIN OF THE ENEMIES

PIT FIGHTER NAME

THERE

WILL

EXP

M

BE

WS

BS

S

T

W

I

A

BE

SV

FAN FACTOR

PIT FIGHTER LEVEL

TOTAL COST

PIT FIGHTER WEAPON

WEAPONS+ UPGRADES

PISTOL

COST

RATING

STASH

STAFF

COST

INJURIES

SKILLS

FANS

Please photocopy this page so you have plenty of rosters for the tournament!

QUICK REFERENCE SHEET

THE TURN

Crowd Actions (Page 8)

Roll to see what the crowd does

Taking the Initiative (Page 9)

All players take part to determine who goes next.

Movement Phase (Page 9)

The fighter with the initiative moves his fighter.

Shooting Phase (Page 10)

The fighter with the initiative may shoot.

Combat Phase (Page 12)

Fighters in base contact with the fighter with the initiative fight out their combat.

Recovery Phase (Page 14)

The fighter with the initiative attempts to recover from man down/ escapes pinning.

SHOOTING

BS	1	2	3	4	5	6
Roll	6+	5+	4+	3+	2+	1+*

To hit modifiers

- 1 Shooting into combat
- 1 Shooting at a small target
- 1 Shooting a target in partial cover
- 2 Shooting a fighter in full cover

*A roll of 1 is always a miss.

Stray Shots – Roll for every miss

D6 Roll	Result
1	Hit one of their own fans. The fighter loses 1 fan.
2	Ricochet! Roll a D6 to randomly determine which fighter has been hit including the firer themselves! Resolve the shot against that person.
3-4	The round ricochets harmlessly out of the arena
5	Ricochet! Roll a D6 to randomly determine which fighter has been hit including the firer themselves! Resolve the shot against that person.
6	Hit a competitors fan. If there is more than one competitor, randomly determine which competitor loses one fan.



		Target Toughness								
		2	3	4	5	6	7	8	9	10+
Strength	2	4	5	6	6	6	6	6	6	6
	3	3	4	5	6	6	6	6	6	6
	4	2	3	4	5	6	6	6	6	6
	5	2	2	3	4	5	6	6	6	6
	6	2	2	2	3	4	5	6	6	6
	7	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	3	4	5
	10+	2	2	2	2	2	2	2	3	4

Injury Roll

D6 Roll	Result
1	Flesh wound. Temporarily knock 1 off the fighter's M, WS & BS characteristic, the fighter is now pinned. Gain D3 Fans for being resilient
2-5	Man Down. Place the model face down. The model may do nothing other than crawl up to 2" until he can recover in their own recovery phase.
6	Out of Action. A fighter that is out of action is removed from the arena, their part in this battle is over! The fighter who inflicted the wound which ultimately took the fighter out of action gains D3 fans and 5 experience.

COMBAT

Combat Modifiers

- +1 Charging
- +1 Critical Hits
- +1 Most Fans
- 1 Fumbles

Extra attack dice for 2 hand weapons.

FANS

1 Fan factor = 5 fans (rounding down)

Gain D 3 Fans for:

- Declaring a charge
- Steal from an opponent you successfully taunted
- From getting a flesh wound result
- For taking someone out of action

Lose D3 fans by:

- Cowardice
- Shooting into combat
- Lose to an opponent that taunted you
- Being the first man out.

FIVE MEN ENTER – ONE MAN LEAVES

D6 fans for the last man standing.