

Pit Slaves

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 guilders' 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

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 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 uphive where their faces won't be recognised, but slaves that can't hide the familiar Guilder 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 Guilder caravans, homesteads 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

Permanently Outlawed

Pit Slaves are outlawed by the guilders and cannot ever regain lawful status in the hive. They don't have Guild Price as explained in Infamy and Outlaws by Jacob Dryearth

Hardened Survivors

Pit Slaves are extremely tough and hardened people. Only the most experienced and capable ever survive long enough to join free Pit Slave gang. Pit Slaves have learned the hard way how to avoid being captured. Thus it

is practically impossible to be a rookie among the ranks of hardened survivors

Pit Slaves gangsters start as specialists and gain free Escape Artist (Cunning) skill.

Wanted: Dead or Alive

Pit Slaves are especially hunted by the guilders as compared to other outlaws. Pit Slaves represent a beacon of hope for millions of enslaved workers and guilders want to make them brutal examples for anyone who dares to cross their authority.

Pit Slaves follow the bounty rules as explained in Infamy and Outlaws by Jacob Dryearth, however if they are captured (which is unlikely due to escape artist) Guilders pay 1.5 times the value of the fighter as bounty.

Isolation

Even though outlawed status is harsh for anyone, for a Pit Slave it is extra hard. They cannot trust anyone outside their own gang and choose to minimize any contact to anyone else.

Pit Slave gang cannot use Hired Guns nor Hangers-on.

Pit Slaves cannot use House Favors (GW3) nor any other similar effect that could be reasonably argued that it doesn't fit the isolation idea.

Any ranged weapon that has Plentiful trait loses that rule. All other ranged weapons gain Scarce. (note. No additional effect on weapons that already have scarce)

Any rare item rolls for Pit Slaves get -1 modifier

Say no to Slavery

Pit Slaves loathe slavery and everyone involved in its business. Years of oppression can change one's perspective on matter.

Pit Slaves will never in any circumstances sell any captured fighters to guilders or slavery. They can ransom, let captive go free or simply kill them.

Any rival gang that has sold a captured fighter to slavery will invoke primal hatred on Pit Slaves. Against such gangs Pit Slaves may reroll first failed Bottle test

GANG COMPOSITION

A PitSlave Gang must follow these rules when it is founded, and when new fighters are added to the gang

- There must be one chief (if the leader is killed, see page 24 GW 1)
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has - for example, a gang with Reputation 24 could have up to four Champions
- There can be no more than two Gladiators in the gang
- There can be no more than two Technos in the gang
- The total number of Pit Slaves in the gang must be equal or higher than the total number of other fighters (Leaders, Gladiators, Technos, Champions) in the gang
- A fighter can be equipped with maximum of three weapons. One of the weapon must be Pit Slave weapon. Pit Slaves can only use pistols and basic weapons. Pit Slaves cannot use unwieldy weapons (unless they have Bulging Biceps).
- There can be maximum of 10 fighters in the gang total

All Shapes and Sizes

Everyone is different shape or size as they have different backgrounds, genes etc. This is especially true for Pit Slaves where former Goliath ganger that ended up in slavery next to Escher ganger and they fought their ways to freedom and formed a strong bond together.

When Pit Slave is recruited they must be either Bulky or Ripped shape.

- **Bulky:** Fighter has 32 mm base, gains +1 Toughness, +1 Strength and Brawn becomes Primary Skill
- **Ripped:** Fighter has 25 mm base, gains +1 Movement and +1 Initiative and Agility becomes Primary Skill

Skill Access

Pit Slave fighters have access to following skills

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Chief	Secondary	Secondary	Primary	-	Secondary	Primary	-	-
Champion	Secondary	Secondary	Primary	-	Secondary	Secondary	-	-
Gladiator	Secondary	Secondary	Primary	-	Secondary	-	No	-
Techno	-	-	-	-	Secondary	-	Secondary	Primary
Pit Slave	Secondary	Secondary	Primary	-	Secondary	-	-	-

FIGHTERS

A starting Pit Slave Gang is made up of the following fighters

CHIEF..... 150 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	CI	Wil	Int
4	3+	4+	3	3	2	3+	3	5+	4+	7+	7+

LEADER

Pit Slave chief is leader of the gang

EXTRA ARM

Pit Slave Chief has two pitslave weapons and one normal functional hand. This means that chief can use three close combat weapon (+2 attacks) or two close combat weapon (+1) while using basic weapon. This extra arm is not counted towards maximum Weapon count

EQUIPMENT

Pit Slave Chief must be equipped with two pit slave weapon and can have maximum of 2 other weapons. Chief can use pistols, basic weapons and wargear as usual.

STARTING SKILL

Pit Slave Chief start with one skill chosen from their Primary skill set

CHAMPION..... 120 Credits each

Pit Slave champions are exceptional individuals that have survived long enough to become legend

M	WS	BS	S	T	W	I	A	LD	CI	Wil	Int
4	3+	4+	3	3	2	4+	2	6+	5+	8+	7+

EQUIPMENT

Pit Slave Champion must be equipped with it slave weapon. Champions can use pistols, basic weapons and wargear as usual.

STARTING SKILL

Pit Slave Champion start with one skill chosen from their Primary skill set

GLADIATOR 75 Credits each

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. 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	CI	Wil	Int
4	3+	-	3	3	2	3+	2	8+	4+	8+	7+

EQUIPMENT

Pit Slave Gladiator must be equipped with two pit slave weapons and they cannot use any other weapons. They can use wargear that doesn't require use of hands and nimble dexterity.

FIGHTER NOT A FIXER

Gladiators have hard time using any devices and doors etc. Thus they receive -3 penalty to int checks that require use of hands.

TECHNO..... 100 Credits each

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. 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	CI	Wil	Int
4	4+	3+	3	3	1	3+	2	8+	5+	8+	6+

EQUIPMENT

Pit Slave Techno must be equipped with one pit slave weapon. They can use pistols, basic weapons, special weapons and wargear as usual.

FIXER NOT A FIGHTER

Technoes are specified of fixing pit slave tools and weaponry. Techno has special post-battle action which allows them to swap pit slave weapons between gang members during post battle-sequence or install new weapon and stash the extra weapon. Additionally Technos can instal/remove tool upgrades to slave weapons.

PIT SLAVE..... 75 Credits each

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 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	CI	Wil	Int
4	4+	4+	3	3	1	3+	2	8+	5+	8+	7+

EQUIPMENT

Pit Slave must be equipped with one pit slave weapon. They can use pistols, basic weapons and wargear as usual.

PIT SLAVE WEAPONRY

Pit Slave weapons are special weapons that only Pit Slave gang can access and use. All weapons use following rules as well as their own specific rules explained later.

- Pit Slave weapons are melee weapon and it replace the fighters entire arm. They cannot use any other weapon in that arm and cannot use any unwieldy weapons.(note: they can use basic weapon without hinderance. We consider that the weapon is flat surface enough for rifle to be used properly)
- Pit Slave weapons cannot be disarmed (note: disarm will still work for any normal melee weapon pit slave uses on normal hand)
- Pit Slave weapons are noisy when used. They are considered to be ranged weapons during scenarios that uses Sneak Attack (GW 1 page 53) when determining if an alarm is sound.
- Hand injuries suffered by the Pit Slaves are ignored and the fighter goes in to recovery instead.

Weapon	Rng	Acc	S	AP	D	Traits	Cost
Chainsaw	E	+1	4	-1	1	Parry, Rending	25
Claw	E	-	5	0	2	Disarm	35
Hammer	E	-	4	0	2	Knockback	30
Buzz Saw	E	-	5	-2	1	Rending	25
Rock Drill	E	-	4	-2	1	Pulverize: Demolition: Double STR / AP / Dam against stuctures	20
Shears	E	-1	6	-3	3		65
Arco-flail	E	-	5	-1	1	Entangle	25
Welderarm	E	-	3	-2	1	Shock / count as Medicae kit	45

TOOL UPGRADES

Tool upgrades are boost for Pit Slave weapons that require Techno to be installed during post battle sequence. It doesn't take long time so as long as techno is able to do any other post battle sequence action he can install and remove tool upgrades at will.. Weapon can be fitted maximum of two tool upgrades. Each Tool upgrade improves weapons strength and armor piercing by 1.

ARMOUR PLATES

Pit Slaves can use up to three armour plates. Each plate increases their armour save by 1. First armour plate can be used without penalty but the second gives -1 penalty to initiative and the third -2. Armour Plates cannot be combined with other armours. Armor plates are simple to use and install. They can be taken off from fighter and given to any other fighter during post battle sequences as same as any other normal equipments. Armor plates are common and cost 10 credits each.

GANG TACTICS

Pit slave gang has access to normal gang tactics as well four gang specific tactics listed here.

Possum Strike

Play when enemy is going for coup-de-grace against your fighter.

Fighter immediately makes a single close combat attack against the enemy. (note. Fighter is still coup de graced even if Possum Strike would take the enemy out of action or seriously injured)

Blood Surge

Play when activating a fighter.

Fighter can immediately stand up if pinned. Additionally any charge roll made by the fighter is counted to roll maximum charge range

Slave Grit

Play after you rolled a injury for your fighter.

You may turn one serious injury to flesh wound or out of action to serious injury.

Stampede

Play instead of activating fighter.

Every enemy within 9 inch one of more fighter from the pit slave gang suffer -1 for any cool checks. Pit Slaves receive +1 movement (+2 if chargin), +1 movement when doing consolidate move. Pit Slaves receive -1 to hit modifier when doing a ranged attack

PIT SLAVE EQUIPMENT LIST

Note: Remember that due Isolation rule, Pit Slaves lose plentiful trait on ranged weapons, and any weapon that doesn't have plentiful receive scarce instead.

WEAPONS

Basic Weapons

- Boltgun - 55
- Shotgun - 30
- Autogun - 15

Close combat weapons

- Axe - 15
- Chainsword - 25
- Fighting Knife - 10
- Maul - 25
- Flail - 20
- Pit Slave weaponry

Pistols

- Autopistol - 10
- Bolt pistol - 50
- Stub gun - 5

Special Weapons

- Grenade Launcher - 140
- Plasma gun - 100
- Melta gun - 135

WARGEAR

Grenades

- Frag Grenades - 30
- Krak Grenades - 45
- Smoke Grenade - 15

Armours

- Armour plates - 10

Wargear

- Respirator - 15
- Filter plugs - 10
- Photo goggles - 35
- Dumdum rounds - 5
- Drop rig - 10
- Tool upgrade - 10

Extended and experimental rules

Designer note: I had a lot of ideas about different approach to make Pit Slave unique and interesting, but sometimes to keep thing simple is the best way.

Advanced Tool Upgrade system

Common Tool upgrade increases strength and ap of the weapon, but there are rare tool upgrades which can increase the effect of the weapon. However it is really rare to see any of these tool upgrades on a any pit slave and it is even rarer the same tool upgrade twice in one gang. Thus there can only be one of each advanced tool upgrades in the gang.

Upgrade	Effect	Rarity	Cost
Overheating Module	Weapon gains Blaze trait	10	15
Piston Powered	Weapon gains Knockback trait	10	15
Fine-Motor servo	Weapon gains Parry trait	10	15
Power-core	Weapon gains Power trait	10	15
Tazer	Weapon gains Shock trait	10	15
Target assistant	Weapon accuracy increases by 1	10	15

Gladiator weaponry

Most pit slave weapons are tools used in construction site and mines. However gladiators are specified at fighting in pit slave arena. Note: Gladiators don't have ballistic skill so they use hookchain and netter with their weapon skill instead.

Weapon	Rng	Acc	S	AP	D	Traits	Cost
Hookchain	E / 6	-1	4	0	1	Drag, Versatile	15
Netter	E / 6	-1	3	0	1	Web(only when shooting), Versatile	20
Shield	E	-	3	0	1	"Energy Shield"	20