

Pit Fighter Warband v.1.1

Warband Special Rules

Fighting Affinity (-10gc)

Pit Fighter warbands hire Ogre Bodyguard Hired Swords at -10gc price.

Laurels of Victory (+1 XP, +5gc)

Warriors with this rule gain an additional +1 XP and +5gc whenever they win a Pit Fight (*Henchmen with this rule derive no effect from it until promoted to Heroes*).

Lion Tamer (6", +1 S)

Friendly War Lions that declare a charge while within 6" of this warrior gain +1 Strength that turn.

- Being within 6" of multiple warriors with this ability does *not* stack.
- This ability requires line of sight and is *not* active while Lion Tamer is *fleeing*.

Warrior Wizard

May wear Armour and cast Spells.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Sturdy and Stout

Immune to concussive effects and suffers no Initiative penalties for wearing Heavy Armour.

Slayer Vows

Warriors with this rule will never use other weapons than Axes, Great Axes, or Throwing Axes, unless a training skill allows otherwise. (*They may use Special Equipment as normal.*)

Fanatical

Immune to fear and panic and may not leave close combat voluntarily.

Seasoned Wanderer

May choose any one skill from the Combat, Strength, or Dawi lists when hired.

Stubborn

May re-roll failed fear and panic tests.

Dawi Skills

May choose Dawi Skills as one of their skill lists when promoted to heroes. Does *not* allow other promoted henchmen to choose Dawi as one of their skill lists.

Gladiator Special Skills

To the Death! (5+)

Warrior has a 5+ ward save against all types of attacks as long as he is down to 1 Wound. No effect while *fleeing*.

Grizzled

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Close-Quarters Fighting (-D3", 2" Radius)

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6" as long as this warrior is within 2" of any terrain feature.

Killing Strike

Warrior may re-roll failed 'Free Hack' attacks that failed to wound.

Animal Fighter (+1 S)

All of warrior's close combat and shooting attacks have an additional +1 Strength vs. Animals.

Throw Sand (-D3 Initiative)

At the *start* of each close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. No effect vs. Undead and Daemons. This ability cannot be used while warrior is *fleeing*.

Body Slam

All of warrior's close combat attacks are Concussive (1). (*Stacks with any other Concussive effects such attacks may have.*)

Killing Jab

When striking at warriors that are down to one wound, this warrior's attacks with Spiked Gauntlet wound automatically (*if they hit*) and ignore saves of any kind. This ability is *not* active while fighting with two Spiked Gauntlets.

Special Equipment

Spiked Gauntlet 5gc

Close Combat Weapon

Nimble (Morning Stars): Wielder may fight with this weapon while using Morning Star in the other (*even though Morning Stars can normally only be paired with Shields*).

Pit Fighters Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Gladiator
King	V	(+10gc)	(+10gc)	V	V	V
Brute	V			V	V	V
Trainer	V	(+10gc)	V	(+10gc)	V	(+10gc)
Sorcerer	(+10gc)		V	(+10gc)	V	(+10gc)
Rookie	V	(+10gc)	(+10gc)	(+10gc)	V	V

Pit Fighters Equipment Lists

King, Brute, and Brother

Close Combat

Hand Weapon
Great Weapon
Morning Star
Flail
Spear
Fighting Claws
Combat Whip
Spiked Gauntlet

Shooting

Sling
Throwing Knives / Stars
Throwing Axes
Javelins

Armour

Light Armour
Shield
Nets

Pit Trainer

Close Combat

Hand Weapon
Great Weapon
Combat Whip

Shooting

Sling
Throwing Axes
Javelins

Armour

Light Armour
Shield
Nets

Peltrast

Close Combat

Hand Weapon

Shooting

Sling
Bow
Throwing Knives / Stars
Throwing Axes
Javelins

Armour

Light Armour
Nets

Pit Sorcerer

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling
Throwing Axes

Armour

Light Armour

Dwarf Slayers

Close Combat

Axe
Great Axe

Shooting

Throwing Axes

Armour

None

HEROES

0-1 Pit King

40gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Leader (6"), Laurels of Victory

0-2 Pit Brutes

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	7

SPECIAL RULES

Laurels of Victory

0-2 Pit Trainers

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	4	1	7

SPECIAL RULES

Laurels of Victory, Lion Tamers (6", +1 S)

0-2 Pit Sorcerers

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Laurels of Victory, Warrior Wizards

Wizards (Fire, Beasts, Metal, or Shadow): Start with 1 spell.

0-3 Pit Rookies

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

SPECIAL RULES

Laurels of Victory

HENCHMEN

Pit Brothers

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

SPECIAL RULES

Laurels of Victory

0-4 Pit Peltrasts

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	1	1	6

SPECIAL RULES

Laurels of Victory

0-2 Dwarf Slayers

45gc to hire

Starting Experience: 24

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	9

SPECIAL RULES

Sturdy and Stout, Fanatical, Slayer Vows, Seasoned Wanderers, Dawi Skills

0-3 Warhounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Animals

0-2 War Lions

45gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	5	3	3	4	1	6

SPECIAL RULES

Stubborn

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"*); *Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

v.1.0

Many new updates and tweaks (hat tip to Moltarr)

v.0.9

Updated and corrected lots of stuff (hat tip to Morrowood and UnionJack1989)