



PIT SLAVES

By Andy Chambers

What follows are the rules for using the new Pit Slave gang in your games of Necromunda. This means that you can now wreak vengeance on the Guilders that incarcerated you for so many years...

Pit Slaves are gang fighters or hivers who have been captured by hive gangs or Guild-sanctioned Watchmen and sold to the Guilders. They are little more than property in

the Guilder's hands, doomed to work in the mines, fighting pits or on the pack trails 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 were captured and had nobody who would pay their ransom.

The Guilders usually 'modify' slaves for their new lives with crude implants and basic bionics – blades and saws for fighting or drills and hammers for work in mines and forges.

Plugs and connection points mark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders, their implants are progressively upgraded so that hardened pit fighters become inhuman caricatures of the warriors they once were.

The toughest and most determined Pit Slaves escape their incarceration. They may escape in ones or twos or in mass break-outs of dozens if a mine collapses or a caravan is attacked. The vast and chaotic wastes of the Underhive provide ample hiding places for these



A Pit Slave gang emerges from the low levels of the hive, to ambush a Delaque gang under contract from the Guild.



desperate souls and relatively few are recaptured by the Guilders or bounty hunters; generally the Guild writes off its losses and buys up more slaves. Lone Pit Slaves commonly join up with gangs as hired guns, but groups of them band together for mutual support and run with the outlaw gangs at the edges of the badzones. They raid Guilder caravans and settlements for food, weapons and extra implants to upgrade or replace damaged parts. Closest to their hearts, of course, is causing the Guild as much trouble as possible.

Outlaws. Pit Slaves are an Outlaw gang and all of the Outlaw rules apply to them with the exceptions noted below.

Territory. Pit Slaves start with one piece of territory generated on the Outlaw Territory table. This is the slave's camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Pit Slaves can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Outlaw Territory table immediately. If the Pit Slaves are fortunate enough to find a Power Cable Tap (a roll of 56 on the Outlaw Territory table) they can use it to recharge their implants, giving the whole gang +1 to their Initiative characteristic for the first turn of the game.

Captured Territories. Any additional territory captured from other gangs can either be taken as the Pit Slaves' new base camp (cross the old base camp off the roster) or looted and destroyed (see the Outlaw rules for details of looting).

Income. Pit Slaves collect income from their one piece of territory like any other Outlaw gang. Pit Slaves can also forage in the wastes, although they aren't very good at doing so (all those squeaky joints and clanking bionics scare off the wildlife) so Pit Slaves always deduct one from their foraging roll.



Trading. Pit Slaves roll on the Outlaw Trading chart.

Hired guns. Pit Slaves can make use of any Hired Guns that they can afford, other than bounty hunters (for obvious reasons).

Starvation. Pit Slaves suffer the effects of starvation just like anybody else, however because they are partially made of metal they need less food to survive. Each Pit Slave only needs 2 credit's worth of food to avoid starvation.

Bounty. Escaped Pit Slaves are considered extremely troublesome by the Guilders, so they are worth a bounty equal to their total cost, just like any other Outlaw.

Capture. Their experience of absconding means Pit Slaves all count as having the Escape Artist skill, so they will always evade capture after a game. Gang fighters captured by Pit

Pit Slaves

PIT SLAVE CHIEF.....130 credits



The Pit Slave Chief is a natural leader, the one who the others look to for direction and purpose. Usually the Chief is the one who led the others to freedom, who planned their escape 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 cut-throats and backstabbers they lead, a favoured method being to accumulate as many bionic implants and armour upgrades as possible. A fully arrayed Chief is terrifying, his

many arms whirring and snapping insanely.

You can have one pit slave Chief in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Slave Chief	4	4	4	3	3	1	4	1	8

Weapons

A Pit Slave Chief may be given weapons chosen from the Pit Slave, Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Chief may be equipped with armour plates for 20 credits each.

SPECIAL RULES

Leadership. A Pit Slave Chief commands respect from his gang and they are emboldened by his presence. This means that any Pit Slaves within 6" of the Chief may use his Leadership value when they take Leadership tests. A Pit Slave Chief can always attempt to recover from being pinned even if there are no Pit Slaves within 2" of him.

Experienced. A Pit Slave Chief will already be hardened by his experiences, so he gets one roll on the Advance Roll table.

Many Arms. Pit Slave Chiefs commonly 'acquire' extra implants. Because of this a Pit Slave Chief may choose two Pit Slave weapons instead of one. A Chief with two weapons will gain an extra attack and may choose to resolve hits in close combat using either of the weapons.

Slaves can be ransomed or sold as slaves. Some Pit Slave gangs will not sell prisoners into slavery on principle, but others have no qualms about casting others into the hell they have escaped from. It is left to the player to decide whether he wishes to be a crusading freedom fighter or an embittered renegade cyborg.

Scenarios. Pit Slaves roll on the Outlaw Scenario table. If the Pit Slaves can choose which scenario to play they can pick any of the ones from the Necromunda or Outlanders rules.

Bionics. If Pit Slaves capture a gang fighter who has any bionic parts they may remove them and re-attach them to any member of their gang (though the chief usually gets first pick). The gang must include a Pit Slave Techno in order to regraft bionics in this way.

Injuries. If a Pit Slave suffers a permanent injury to a location which has been replaced with a bionic implant or Pit Slave weapon, the implant or weapon is destroyed but no further harm is done. Destroyed weapons can be replaced at the standard cost shown later. A gang which includes a Pit Slave Techno can repair damaged weapons and bionics on a D6 roll of 6. The Techno can only attempt to repair each damaged bionic or Pit Slave weapon once; if the roll is failed, the weapon or implant is damaged beyond repair.

PIT SLAVE TECHNO.....90 credits



Technos are charged with the upkeep and maintenance of Pit Slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting new bionic limbs. Most Technos are members of House Van Saar who have been captured in the constant inter-house skirmishing and enslaved by the Guilders. When a gang of Pit Slaves makes a break for it, a wise Chief will ensure that they take a Techno with them to make repairs and keep the gang going.

You can have one Pit Slave Techno in your gang.

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

Weapons

A Pit Slave Techno may be given equipment chosen from the Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Techno may be equipped with armour plates for 20 credits each.



PIT SLAVE.....60 credits



Pit Slaves make up the rest of the gang, scarred half-men with bitter memories of the normal life they used to enjoy. Outsiders often note that the more cybernetic parts a Slave is grafted to, the more their humanity seems to be leeched away. The most heavily modified Slaves can shut down for hours at a time, sitting motionless and staring into space. Nonetheless, Pit Slaves make frightening opponents in combat, hard-bitten and careless of their own wounds as they rend apart opponents with industrial-sized buzz saws or drills.

You can have any number of Pit Slaves in your gang.

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

Weapons

A Pit Slave may be given equipment chosen from the Pit Slave Weapons, Close Combat, Pistol plus Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave may be equipped with armour plates for 20 credits each.

SPECIAL RULES

Experienced Pit Slaves will have already garnered more experience than most hivers, so they get one roll on the Advance Roll table when they are recruited.

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Armour Plates. Pit Slaves often fashion armour plates for themselves from scrap debris in the hive bottom. While these give effective protection, they are heavy and cumbersome. A Pit Slave may be protected by up to a maximum of three armour plates, giving him an armour saving throw but reducing his Initiative characteristic as shown below.

The Initiative modifiers for armour plates will reduce a Pit Slave to a minimum Initiative of 1.

No. Plates	Armour Saving	Initiative Throw Mod
1	6+	0
2	5+	-1
3	4+	-2

PIT SLAVE WEAPONS LIST

PIT SLAVE WEAPONS	COST
Rock Drill	15
Claw	15
Shears	15
Buzz Saw	25
Chainsaw	25
Hammer	20
SPECIAL WEAPONS	COST
Autogun	20
Shotgun (solid shot/scatter shells)	20
Boltgun	35
Flamer	40
Lasgun	25
Grenade Launcher (grenades extra)	130
Melta-gun	95
Plasma Gun	70
PISTOL WEAPONS	COST
Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Hand Flamer	20
Plasma Pistol	25

CLOSE COMBAT WEAPONS COST

Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Knife	free/5
Sword	10

GRENADES, & SHELLS COST

Frag Grenades	30
Krak Grenades	50
Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Bolt Shotgun Shells	15
Dum Dum bullets for Stub Gun	5



Pit Slaves

EXPERIENCE ADVANCE TABLE				ADVANCE ROLL TABLE	
Experience Points	Title	Notes		2D6	Result
21-30	Pit Slave	1.		2	New Skill. (Choose any of the Skill tables and randomly generate a skill from it)
31-40	Pit Slave			3	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
41-50	Pit Slave			4	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
51-60	Pit Slave			5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks
61-80	Pit Slave Champion	2.		6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
81-100	Pit Slave Champion			7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
101-120	Pit Slave Champion			8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
121-140	Pit Slave Champion			9	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness
141-160	Pit Slave Champion			10	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
161-180	Pit Slave Champion			11	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
181-200	Pit Slave Champion			12	New Skill. (Choose any of the Skill tables and randomly generate a skill from it)
201-240	Pit Slave Hero				
241-280	Pit Slave Hero				
281-320	Pit Slave Hero				
321-360	Pit Slave Hero				
361-400	Pit Slave Hero				
401+	Pit Slave King	3.			
PIT SLAVE SKILL LISTS Pit Slave Techno Chief				MAXIMUM VALUE TABLE Note that the various implants and cybernetics fitted to a Pit Slave mean their maximum characteristics are higher than those of a normal human.	
Agility	-	-	Y	Profile	M WS BS S T W I A L
Combat	Y	-	Y	Pit Slave	4 6 6 6 6 3 5 1 10
Ferocity	Y	-	Y		
Muscle	Y	-	Y		
Shooting	-	Y	-		
Stealth	-	Y	-		
Tech	-				