



Blood and Iron

Official Rules for fielding Pit Slave gangs in Underhive

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Pit Slave Gangs were originally created by Andy Chambers in White Dwarf. A lot of Necromunda players picked up Pit Slaves and have had the games of their lives. I have undertaken this re-write to update their rules so that they now mesh with the Necromunda Living Rule Book and the outlaw rules as revised in Fanatic Magazines 5 and 6. Hopefully you will have as much fun with as I have...



Pit Slaves are gang fighters or underhivers who have strayed from the normal day-to-day life on Necromunda or have been captured and sold as slaves or have had the Enforcers deem them unfit for citizenry and locked them away for their crimes. The Adeptus Mechanicus uses servitors to do all their hard labor and Pit Slaves are Necromunda's own version of fighting servitors. Guilders tend to sort their slaves by usefulness and Pit Slaves are not only useful, but are also very profitable. Those that show an aptitude for combat will be allowed to absolve themselves as pit fighters in the various legitimate (and illegal) fighting arenas through out Necromunda. Guilders tend to wave false hopes of riches and freedom to those that bring them the most credits. Guilders notoriously augment those pit fighters that show the best fighting skills or better yet, are the luckiest. Plugs and connectors mark their flesh. The more

renowned pit fighters even show signs of metal plates that act like armor. A few are even augmented with extra arms to do more damage to their opponents. Almost all pit fighters are adorned with numerous fuel lines, linkage connectors, heavy machinery pieces, and a various assortment of other deadly weapons.

Once a pit fighter has won his freedom he quickly learns that the only place that will accept him is the Underhive. No respectable house will take on a pit fighter so they gravitate to the shadows, back alleys, and dregs of the Underhive. Strong willed individual pit fighters hire themselves out for individual battles, but on occasion a charismatic pit fighter will band rag-tag fugitives together into Pit Slave Gangs. Pit Slave Gangs survive in the wastes raiding settlements and caravans. They take their vengeance on Guilders as often as they can, but any gang that gets in their way is also at risk of suffering serious casualties.

SPECIAL RULES

Outlaws: Pit Slave Gangs are outlaws and follow all the rules for outlaws as presented in Fanatic Magazine 5 and 6 except as noted.

Territory: Pit Slave Gangs start with one random territory chosen from the Pit Slave Territory Chart. This is the Pit Slave Gang's base camp. Pit Slave Gangs cannot hold more than one territory. If they gain another territory then they have the choice of moving their base camp to the new territory or they may loot the new territory. In addition, Pit Slave Gangs may opt to move their base camp during the post game sequence, but this must be specified prior to rolling for income. Roll once on the Pit Slave Territory Chart to determine the Pit Slave Gang's new base camp.

Income: Pit Slaves collect income from their one territory if they send a fighter to work it. Any other fighters may scavenge for d6-1 credits. What do you expect? All that

clanging and creaking from the mechanical parts tends to scare off the wildlife. You may elect to work your territory before determining who is scavenging. If the Pit Slave Chief scavenges or works the territory then he may not go to the Outlaw Trading Post. Also, any fighters that do not scavenge and did not go out-of-action may accompany the Pit Slave Chief to the Outlaw Trading Post. These fighters will add a +1 to the number of items that the Pit Slave Chief is offered.

Income: Pit Slave Gangs always roll on the Outlaw Trading Post in Fanatic Magazine 5. The only exception is that any items created by the Techno Skill Inventor are rolled for on the Rare trade Chart on page 97 of the Necromunda LRB.

Hired Guns: Pit Slave Gangs can hire any hired guns that they can afford. Since Pit Slaves are always Outlaws Bounty Hunters will not work for Pit Slave Gangs.

Starvation: Pit Slave Gangs suffer the effects of starvation just like any other outlaw gang. However, because Pit Slaves are partially made of metal, servitors, gearboxes, and power conduits they require fewer nutrients to sustain life. Each Pit Slave only requires 2 credits worth of upkeep to avoid the effects of starvation.

Bounty: Pit Slaves are considered troublesome and dangerous by the Guilders. The Guilders have set a standard bounty on all Pit Slaves equal to their total cost plus equipment just like any other outlaw.

Capture: Since Pit Slaves are mostly escape convicts and

slaves they all have the Stealth Skill Escape Artist. If this skill is rolled roll another Stealth Skill instead of choosing one of your choice. Opponents captured by Pit Slave can be rescued or ransomed back to their gangs.

Scenarios: Pit Slave Gangs roll on the Outlaw Scenario Table in Fanatic Magazine 6. If the Pit Slave Gang is allowed to choose which scenario to play they may choose any scenario they want.

Injuries: If a Pit Slave suffers a permanent injury to a location that he has already replaced with a bionic implant or Pit Slave Weapon the implant or weapon is destroyed with no further effect to the Pit Slave. Damaged bionics and weapons can be replaced at the standard cost shown below. A Pit Slave Gang that has a Pit Slave Techno can instead repair bionics and weapons per the Pit Slave Techno Rules.

Weapons: Pit Slave Gangs are only trained with a finite number of weapons. Pit Slaves cannot use any weapons other than those found on their weapons list, those rare weapons offered to Pit Slave Chiefs during trading sessions, and those invented by the Pit Slaves with the Techno Skill Inventor.



RECRUITING THE GANG

A Pit Slave Gang is recruited in the same way as a normal gang. You have 1000 credits to spend on recruitment and armament within the following guidelines:

Minimum of 3 fighters: A gang must start with no less than 3 fighters.

Pit Slave Chief: Your gang must include one Pit Slave Chief, no more, no less.

0-2 Servitors: Your gang may include up to two Servitors if it has a Pit Slave Techno in it.

0-1 Pit Slave Techno: Your gang may include one Pit Slave Techno, no more.

Any Number of Pit Slaves: Your gang may include any number of Pit Slaves.



1 Pit Slave Chief

Cost to recruit: 130 credits

Starting Experience: 80+d6

The Pit Slave Chief is the glue that holds the Pit Slave Gang together. He is usually the one who first instigated the Pit Slaves to revolt against their masters or planned the break-out and in some cases he simply has the most experience for surviving the many battles that lay ahead. Pit Slave Chiefs have to work hard to keep their positions amongst the desperate unfortunates they lead. A favored method of keeping order in a Pit Slave Gang is to accumulate as many bionic implants and weapon upgrades as possible. A fully tricked out Pit Slave Chief is a truly terrifying thing to behold with their many arms bristling with guns and strange devices designed to chop an unsuspecting fighter in half.

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

Equipment: A Pit Slave Chief may be equipped with Armor Plates for 20 credits each.

Weapons: A Pit Slave Chief may be given any weapons from the Pit Slave, Close Combat, Pistol, Special, and Grenades and Shells weapon lists.

Special Rules:

Leadership: A Pit Slave Chief has earned the respect of his fellow Pit Slaves. His skills have enabled him to survive in the hostile environment of Necromunda. Any Pit Slaves within 6" of the Pit Slave Chief may use his leadership value instead of their own when they are required to take leadership based tests. A Pit Slave Chief can always attempt to escape pinning, even if there are no friendly fighters within 2" of him.

Experienced: A Pit Slave Chief will already be hardened by his combat experiences. You may roll one random advance on the Pit Slave Advance Chart.

Many Arms: A Pit Slave Chief commonly 'acquires' extra implants. Because of his obsession with implants a Pit Slave Chief may choose an additional arm. This additional arm may be a second Pit Slave Weapon. A Pit Slave Chief with the extra arm will gain an extra attack and may choose to resolve hits in close combat using either of the weapons used. This means that the Pit Slave Chief will be able to use three pistols in hand-to-hand combat if he has three arms and gains an additional d6 in hand-to-hand combat if all three arms have hand-to-hand weapons. All skills that say 'with each hand/arm' apply to all three arms of the Pit Slave Chief. The prime example of this is if a Pit Slave Chief takes the third arm option, has three pistols, and has gunfighter. In this case the Pit Slave Chief could fire three pistols. An example in hand-to-hand combat with a Pit Slave Chief with three arms, equipped with nothing but hand-to-hand combat weapons and an attack characteristic of 2 would roll 2+1+1=4 dice. 2 for his attack characteristic, 1 for the first extra arm, and a second 1 for the second extra arm.

0-2 Servitors

Cost to recruit: 80 credits

Starting Experience: 50+d6



Servitors are usually escaped Imperial Servitors or Imperial Guard Sentries. They are basically walking gun platforms.

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

Equipment: A Servitor may be equipped with Armor Plates for 20 credits each.

Weapons: A Servitor must be given one weapon from the Heavy weapon list and may be given one other weapon from the Pit Slave, Close Combat, Pistol, or Basic weapons lists. Shotgun shells may be taken from the Grenades and Shells list if a shotgun is selected from the basic weapon list but Servitors cannot use grenades. Once a heavy weapon is selected for a Servitor it will be the only weapon that the Servitor will be able to use. This means that you cannot switch out heavy weapons but may replace destroyed weapons with the same weapon. If a Servitor is not given a weapon that they can use in hand-to-hand combat then they will fight with their base attack characteristic, their base weapon skill, and their base strength value. All other hand-to-hand combat modifiers still apply.

Skills: All Servitors have the Muscle Skill Bulging Biceps.

Special Rules:

Pit Slave Techno: A Pit Slave Gang must have a Pit Slave Techno to recruit Servitors. If the gang loses its Pit Slave Techno once it has Servitor then no more Servitors can be recruited until another Pit Slave Techno is recruited.

Weapon Link: A Servitor always has a heavy weapon cybernetically grafted to him in the same manner as a Pit Slave Weapon. This weapon will encumber the Servitor in hand-to-hand combat like any other heavy weapon. As a side effect to this weapons link a Servitor will not benefit from any gun sights.

Not Free Thinkers: A Servitor is not meant to be able to think for itself. It is typically programmed before each battle but this is the Underhive and things are done differently down here. As a result, Servitors may not run or charge. Servitors may not hide. In scenarios that require a Servitor to set-up in hiding the Servitor is instead placed out of sight. Servitors may not use or utilize over-watch. Servitors cannot work scavenge or work territories. Finally, since a Servitor's mind is blank he is totally immune to all forms and sources of fear and terror, but does not cause fear or terror when recruited.

Programming: Servitors are lobotomized souls whose only existence is to take direction from their programmers.

When first recruited and before each game the Pit Slave player may choose to re-program the Servitor or use the programming from the last battle. This is done by rolling a d6 on the Servitor Programming Chart. A Servitor may be re-programmed before each battle but can only ever have a single program at a time.

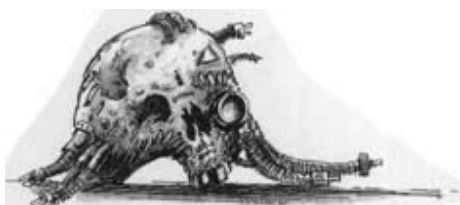
Servitor Programming Chart

D6 Programming

- 1 **Gun Platform:** The Servitor gains +1 BS and the Shooting Skill Crackshot.
- 2 **Well Oiled Machine:** The Servitor gains the Techno Skill Weaponsmith.
- 3 **Extra Ammunition:** The Servitor gains the Techno Skill Armorer. The effects of this skill only apply to the Servitor.
- 4 **Reinforced Exoskeleton:** The Servitor gains +1 T and +1 W
- 5 **Machine Spirit:** The Servitor cannot be pinned.
- 6 **Saturating Fire:** The Servitor must remain stationary to use this program. You must declare you are using this program before the Servitor starts shooting. When used this program adds +1 SF to the heavy weapon shot. All shots must be taken when Saturating Fire is declared. If a Heavy Plasma Cannon is being used 1 SF low powered shots can be taken using the standard sustained fire rules. A Servitor must spend one turn reloading and may not do anything besides move in the next turn.

Experience: A Servitor will not collect any more experience once starting experience is determined and any experience that is awarded to him will simply be lost. Do not add or track any more experience given to a Servitor.

Repairing Servitors: Since Servitors do not gain experience there is no way for them to overcome serious injury results. However, since Servitors are more machine than man anyway a Pit Slave Techno can repair serious injury results by doing nothing but diagnose and repair the Servitor in a post battle sequence that they did not go out of action in by spending 50 credits per injury. Once the credits are spent the injuries are removed. Note: you do not have to repair injuries in the next post battle sequence but can wait until the Pit Slave Techno can repair the servitor.



0-1 Pit Slave Techno



Cost to recruit: 90 credits
Starting Experience: 40+d6

The Pit Slave Techno is charged with the upkeep and maintenance of the Pit Slaves. This responsibility can be as simple as oiling the implants and weapons to grafting new implants. Most Pit Slave Technos were once Van Saars who were captured or enslaved.

When a Pit Slave Gang starts up any wise Pit Slave Chief sets out with a Pit Slave Techno at his side.

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

Equipment: A Pit Slave Techno may be equipped with Armor Plates for 20 credits each.

Weapons: A Pit Slave Techno may be given any weapons from the Close Combat, Pistol, Special, and Grenades and Shells weapon lists.

Special Rules:

Tinker: A Pit Slave Techno can repair bionics, create new ones, graft on armor plates, and do various other duties for the Pit Slave Gang as described below.

Captured Bionics: If a Pit Slave Gang captures an opponent who has any bionic parts and the fighter is not rescued, ransomed, or otherwise returned to his gang then the Pit Slave Techno may remove them and re-attach them to any member of the Pit Slave Gang. If this is done the opponent's fighter is returned to his gang without his bionics and any other equipment the Pit Slave player wants to keep, per the standard rules for captured fighters and will have his original injuries that the bionics replaced again. Capturing Bionics cannot be done if the Pit Slave Techno went out-of-action in the last game. Captured bionics may be placed in the stash until used or sold.

Damaged Bionics/Pit Slave Weapons/Servitor Heavy Weapons:

If a Pit Slave has a bionic part or Pit Slave Weapon or Servitor's heavy weapon and it is damaged or destroyed during a game then it will act as a club until the end of the game. The damaged item acts like a club because the Pit Slave will be still have the pieces and parts grafted to it. After the game, if the Pit Slave Techno did not go out-of-action then he may work on the damaged item. Roll a d6. On a result of '6' the item is repaired. On any other result the item is damaged and neuronetic connections are damaged beyond repair and the item crossed of the roster. If the Pit Slave Gang has a workshop then the repair result will become a '5' or '6.'

Any Number of Pit Slaves

Cost to recruit: 60 credits
Starting Experience: 30+d6

Pit Slaves are the backbone of the Pit Slave Gangs. Pit Slaves are scarred, half-men with only bitter memories of their former lives. Outsiders often say that the more bionics a fighter has the less of a brain they have, but armor is still armor.



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

Equipment: A Pit Slave may be equipped with Armor Plates for 20 credits each.

Weapons: A Pit Slave may be given any weapons from the Pit Slave, Close Combat, Pistol, and Grenades and Shells weapon lists.

Special Rules:

Experienced: A Pit Slave will already be hardened by his combat experiences. You may roll one random advance on the Pit Slave Advance Chart.

ARMOR PLATES

Pit Slaves often fashion armor plates for themselves from scrap metal found almost anywhere in the Underhive and the wastes. With the technical know-how of the Pit Slave Technos the metals can be grafted onto Pit Slaves to be used as armor. Although grafted armor is effective protection it is also cumbersome. A Pit Slave may be protected by a maximum of three armor plates. Each plate will increase the armor saving throw by +1 and each armor plate after the first will reduce the Pit Slave's initiative characteristic by -1 to a minimum initiative of 1. Note: If armor plates and initiative injuries are applied to the same fighter then remember that the minimum initiative is always 1.

If the Pit Slave Chief is offered armor from the trading post, a Pit Slave with the Techno Skill Inventor invents armor, or the Pit Slave Chief acquires armor from any other source then a Pit Slave Techno can incorporate it into Armor Plates. Flak Armor will yield enough materials for one armor plate. Mesh Armor will yield enough materials for two armor plates. Carapace Armor yields enough materials for three armor plates. These plates may be split up however you choose and may be added to fighters that already have armor plates but no in excess of three total per fighter. These extra armor plates can also be placed in your stash. Alternately, a Pit Slave without armor plates may use a set of armor per the armor's rules but in no way can armor plates and armor be combined for added protection.

PIT SLAVE WEAPON LIST

Pit Slave Gangs use unique weapons and common weapons alike. Pit Slave Gangs will only use the weapons on the lists below with the only exception being rare weapons found through rare trade rolls and Techno Skill Inventor rolls.

Pit Slave Weapons	Cost
Buzz Saw	25 credits
Chainsaw	25 credits
Claw	15 credits
Hammer	20 credits
Rock Drill	15 credits
Shears	15 credits

Close Combat Weapons	Cost
Chain / Flail	10 credits
Club / Maul / Bludgeon	10 credits
Knife	Free/*

*1st free then 5 credits Each Additional Knife

Pistol Weapons	Cost	Ammo Roll
Auto Pistol	15 credits	4+
Bolt Pistol	20 credits	6+
Las Pistol	15 credits	2+
Stub Gun	10 credits	4+

Special Weapons	Cost	Ammo Roll
Autogun	20 credits	4+
Boltgun	35 credits	6+
Flamer	40 credits	4+
Grenade Launcher**	130 credits	Auto
Lasgun	25 credits	2+
Melta-gun	95 credits	4+
Plasma Gun	70 credits	4+
Shotgun w/ Solid Shot & Scatter Shotgun Shells	20 credits	4+

** Cost of Grenades is extra

Heavy Weapons	Cost	Ammo Roll
Autocannon	300	4+
Heavy Bolter	180	6+
Heavy Plasma Cannon	285	4+
Heavy Stubber	120	4+

Grenades and Shells	Cost	Ammo Roll
Bolt Shotgun Shells	15 credits	6+
Dum Dum Bullets	5 credits	Auto
Frag Grenades	30 credits	Auto
Hot Shot Shotgun Shells	5 credits	6+
Krak Grenades	50 credits	Auto
Manstopper Shotgun Shells	5 credits	4+

PIT SLAVE ARMOR SAVE CHART

No. of Plates	Armor Save	Initiative Modifier
1	6	+0
2	5+	-1
3	4+	-2

PIT SLAVE WEAPONS

Buzz Saw

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

Str	Dam	Save	Ammo	Category
5	1	-3	-	Pit Slave

Special Rules: None.

Chainsaw

Chainsaws are a popular choice of weaponry for Pit Slaves. The most well known advocate and wielder of the chainsaw is the slave leader Bull Gorg. A chainsaw is usually mounted on the stump of a wrist or in place of a forearm, but the most infamous Pit Slave named Harkan Vore actually had a chainsaw which replaced his lower jaw. Because a chainsaw is long, jagged, edged, and comparatively easy to wield the Pit Slave may use it to parry an opponent in hand-to-hand combat.

Str	Dam	Save	Ammo	Category
4	1	-1	-	Pit Slave

Special Rules: Parry.

Claw

A claw or big grabber is used in a variety of mining and loading jobs.

Str	Dam	Save	Ammo	Category
4	1	-1	-	Pit Slave

Special Rules: A Pit Slave armed with a claw may pick up and hurl his opponent if he wins a round of hand-to-hand combat. This hurl is in addition to hitting his opponent. A hurled opponent is thrown D6" in a direction chosen by the Pit Slave player and suffers a single hit at the strength equal to half the distance hurled (round up). If the hurled opponent strikes a wall or other obstacle he will stop there. If the hurled opponent hits another fighter then both fighters take a single hit with a strength equal to half the distance hurled. If the hurled opponent is pitched off a building use the Advanced Rules for Falling found on page 27 of the Necromunda LRB.

Hammer

Giant hammers are fitted to mining and foundry slaves. The pile driver force of a pneumatically driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back.

Str	Dam	Save	Ammo	Category
4	1	-1	-	Pit Slave



Special Rules: Any opponent in hand-to-hand combat with a hammer wielding Pit Slave has its weapon skill halved (rounding down) unless it can roll under its Initiative on a d6 at the start of each hand-to-hand combat phase..

Rock Drill

Mining slaves are commonly modified to carry a massive drill for boring through slag, minerals, and rock. The rock drill makes a fearsome weapon in hand-to-hand combat when used by a Pit Slave.

Str	Dam	Save	Ammo	Category
4	1	-3	-	Pit Slave

Special Rules: If the Pit Slave inflicts two or more hits in hand-to-hand combat then he may exchange all the hits for a single hit with an increased strength and damage as he drills through his opponent's body. The bonus equals +1 Strength and +1 Damage for each hit after the first, so you exchange two hits for a single S5 hit causing two wounds, three hits for a single S6 hit causing three wounds and so on.

Shears

Huge shears are fitted to Pit Slaves for harvesting fungus groves, scrap metal, and other similar things. The sharp blades of the shears are quite capable of snipping bits off a human as well.

Str	Dam	Save	Ammo	Category
4	1	-1	-	Pit Slave

Special Rules: If the Pit Slave hits an opponent in hand-to-hand combat with a roll a '6' to wound roll a further d6. If the second result is also a '6' then the Pit Slave has



successfully snipped his opponent's head clean off his shoulders unless the opponent can make its armor saving throw or other save roll (like dodge).

Any opponent that suffers the fate of having its head snipped off is automatically dead and there is no need to roll on the Serious Injury Chart in the post game sequence. The opponent is crossed off the roster immediately and all gear is lost. Note: the opponent may not be revived via the Techno Skill: Medic, medi-packs, etc, they are simply dead..

STARTING EXPERIENCE

When recruiting a Pit Slave Gang the fighters will already have some experience in how to fight. The table below shows how much experience the various Pit Slaves will begin the game with:

Pit Slave Chief	80+d6
Servitor	50+d6
Pit Slave Techno	40+d6
Pit Slave	30+d6

PIT SLAVE MAXIMUM CHARACTERISTIC PROFILE

Because of the Pit Slaves various implants and cybernetic components it is possible for a Pit Slave to have higher characteristics than a normal ganger.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	6	6	6	6	3	5	4	10

PIT SLAVE ADVANCES

When a Pit Slave gains enough experience to get an advance, roll on the standard gang Advance Table (pg. 86, LRB). Skill Advances that are earned from the Advance Table may be chosen from the following Pit Slave Skill Lists as noted below.

Pit Slave Gang Experience Table

Experience Points	Title
21-30	Pit Slave <i>Starting level for Pit Slaves</i>
31-40	Pit Slave
41-50	Pit Slave <i>Starting level for Pit Slave Technos</i>
51-60	Pit Slave <i>Starting level for Servitors</i>
61-80	Pit Slave Champion
81-100	Pit Slave Champion <i>Starting level for Pit Slave Chiefs</i>
101-120	Pit Slave Champion
121-140	Pit Slave Champion
141-160	Pit Slave Champion
161-180	Pit Slave Champion
181-200	Pit Slave Champion
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 - <i>Pit Slaves may not advance any further then this point</i>

Pit Slave Skill Lists

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Pit Slave Chief	Yes	Yes	Yes	Yes	—	—	—
Pit Slave Techno	—	—	—	—	Yes	Yes	Yes
Pit Slave	—	Yes	Yes	Yes	—	—	—

Pit Slave Territory Chart

<i>Roll</i>	<i>Territory</i>	<i>Income</i>	<i>Special</i>
11-15	Wastes	0	None
16	Collapsed Dome	0	One fighter may try to scavenge in this specific territory. The fighter will earn 2d6x5 credits. On a roll of 2 the territory collapses completely and is crossed off the roster. In addition, the scavenging fighter must make an Initiative test. If this test is fail the fighter is killed. Finally, re-roll (d66) on the Pit Slave Territory Chart to determine where your base camp has moved.
21-25	Wastes	0	None
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation; however, on a d6 roll of 1 a randomly determined fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2d6x5	Valuable mineral resources can be found in a Rad Zone, it is just that it is highly dangerous to work a known radiation zone. If you wish, you may assign a fighter to work your Rad Zone for 2d6x5 credits. On a roll of doubles the fighter does not collect any income is instead hideously scarred from radiation poisoning and causes Fear (as described on page 30 of the Necromunda LRB) from now on.
41-46	Sludge Sea	0	One fighter may be sent to this territory to search the sludge sea shallows to see what he can scavenge. Roll a d6: 1: The fighter dies, either eaten by some horrific, mutated monster, getting sucked down into a deep patch of sludge and drowning or is killed off by wading into a highly toxic area of sludge. 2-4: The fighter finds nothing of value, but does survive. 5: The fighter discovers something worth d6x5 credits 6: The fighter discovers something worth 2d6x10 credits.
51-55	Sump Spillage	10	This territory makes ground fertile enough to farm, but just barely. One fighter may be sent to cultivate this territory. This will earn the gang 10 credits worth of edible food to sell.
56	Power Cable Tap	Special	One fighter may be sent to check the Power Cable Tap. Roll a d6. On a result of 1-5 this territory yields 10 credits worth of power. On a result of 6 this territory yields 2d6x5 credits worth of power. In addition, each pit slave in the game adds +1 to their initiative the first time they are required to make an initiative test.
61-63	Ruins	10	None
65-65	Clean Water Hole	10	None
66	Workshop	D6x10	See Necromunda LRB page 95. In addition, if the Pit Slave Techno is sent to work this territory the Pit Slave Gang will gain an additional d6x10 income.

About the Author

Robert J. Reiner is also known as Arbitrator General on the Official Necromunda Forums. He has been an integral part of the online forum community since Game Workshop started up the Necromunda Forum Site. He would also like to thank the forum users Kal, Auzure, and Ciced for helping with the final touches on these improved Pit Slave Rules. Necromunda is one of his hobbies and he loves to help others out with interpreting the spirit and fairness of Necromunda. Look for further updated rules and new stuff from Rob in the near future. Next up, hmmm...how about some of those old hired guns?