

Gladiators

Gladiators are former warrior-slaves who recognise that their only talent is for fighting. They now work as mercenaries.

Special Rules

Gladiators do not use normal equipment rules – instead they purchase a style. They can trade styles with another member, or buy a new one should they wish.

Pit Fighting Master – this model has the Pit Fighter skill (+1 WS and +1 A when fighting in ruins, buildings, and the pit).

In the Pit! – if an enemy taken Out of Action rolls Captured or Sold to the Pits, the following happens instead:

Follows the same rules for Sold to the Pits, but use one of your party members as the Pit Fighter. If this model wins, it gains +2 Experience, all the captive's equipment and 50pg. If the party member loses, roll on the Serious Injuries chart (ignore Robbed, Captured, Hardened, Sold to the Pits, Survives Against all Odds). The party member does not lose their equipment, but the captive gains +2 Experience and 50pg.

Special Skills

Bulging Biceps

Ignore the Heavy special rule for close combat weapons.

Force of Will

The first time this Hero is taken Out of Action, take a T test. If passed, the Hero is not taken Out of Action, and retains their last W. If failed, the test can be taken again at the start of each of their recovery phases, at -1 per game turn passed. If taken Out of Action a second time, this rule does not apply.

Arms Master

Ignore the Difficult to Use special rule for close combat weapons.

Body Slam

On the turn this Hero charges, they can elect to make a single attack instead of their normal attacks. This attack has +1 to hit, +1S, no weapons bonuses or abilities, and causes a critical hit on a 5+.

Grizzled Veteran

Immune to Psychology.

True Grit

Deathseeker only. Treat Injury rolls of 1-3 as Knocked Down, 4-5 as Stunned, 6 as Out of Action.

Combat Master

Deathseeker only. When using a weapon with the Parry special rule, the warrior parries if they roll equal to or more than the enemy's to hit roll. Additionally, if the warrior is using two weapons and both have the Parry special rule, they may parry with both.

Thick Skull

Deathseeker only. If this warrior rolls a Stunned result on an Injury Roll, the result is changed to Knocked Down on a D6 roll of a 3+. If wearing a helmet, this roll is a 2+.

Extra Tough

Deathseeker only. This warrior can re-roll on the Serious Injuries table.

Resource Hunter

Deathseeker only. This warrior can modify one Exploration Phase dice by -1/+1.

Ferocious Charge

Deathseeker only. Double this warrior's attacks on the turn in which they charge. They suffer a -1 to hit for this turn.

Monster Slayer

Deathseeker only. The warrior always wounds their opponent on a 4+, unless a lower result would normally be needed.

Berserker

Deathseeker only. The warrior adds +1 to hit in close combat for the turn in which they charge.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Dwarf	3	7	6	4	5	3	5	4	10
Ogre	6	5	4	6	6	4	5	4	7

Starting Gold	Model Count
500pg	3-15

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Bard• Bounty Hunter• Deathseeker• Freelancer• Gladiator• Halfling Ranger• Highwayman• Ninja Scrapling• Ogre Mercenary• Scout• Warlock• Witch	<ul style="list-style-type: none">• Demicus, the Great Wizard• Yahn the Sneak

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Gladiator King	1	20	80pg
Deathseeker Gladiator	1	8	50pg

Veteran Gladiator	1-2	8	35pg
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Henchmen

Henchmen	Number Allowed	Cost to Hire
Ogre Gladiator	1	165pg
Gladiator	-	35pg
Pursuers	1-7	25pg

Special Equipment

Trident (15pg, Rare 7)

Range	Strength
Close Combat	As User

Special Rules

Always Strikes First

Parry

Spiked Gauntlet

Range	Strength
Close Combat	As User

Special Rules

+1A

Parry

Javelin (10pg)

Range	Strength
8"	As user

Special Rules

Thrown Weapon – no to hit penalty for range or moving.

Equipment

Gladiator	Cost to Equip
Orc Style – Helmet, Dagger, Axe, Shield	20pg
Undead Style – Helmet, Dagger, Spiked Gauntlet, Sword	35pg
Empire Style – Helmet, Dagger, Double-handed Weapon, Light Armour	45pg
Chaos Style – Helmet, Dagger, Flail, Shield, Light Armour	50pg

Pursuer	Cost to Equip
Skink Style – Helmet, Dagger, Trident or Javelins, Net or Buckler	25pg
Witch Elf Style – Helmet, Dagger, Two Swords or Spear & Net	30pg

Ogre	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe	5pg
Sword / Helmet	10pg
Flail / Spiked Gauntlet	15pg
Light Armour	20pg

Deathseeker	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe	5pg
Sword	10pg
Dwarf Axe / Flail / Spiked Gauntlet	15pg
Gromril Weapon	3x price

Warrior Profiles

Gladiator King

A Gladiator King is a grizzled veteran, so well known from their fighting days that they are a celebrity of sorts.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	4	1	4	2	8

Equipment – any from Gladiator list.

Skills – Combat, Strength, Speed, Special

Special Rules

Leader

Pit Fighting Master

Deathseeker Gladiator

What better way to meet a glorious end than in the pits?

M	WS	BS	S	T	W	I	A	Ld

Equipment – any from Deathseeker list.

Skills – Combat, Strength, Special

Special Rules

Pit Fighting Master

Hard to Kill – Treat an Injury roll of 5 as Stunned.

Hard Head – Ignore special rules for maces/clubs/etc.

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)

Immune to Psychology

Veteran Gladiator

These veterans fought alongside the Gladiator King in the past, and are fiercely loyal to them.

M	WS	BS	S	T	W	I	A	Ld

Equipment – any from Gladiator list.

Skills – Combat, Strength, Speed, Special

Special Rules

Pit Fighting Master

Ogre Gladiator

An Ogre gladiator is most content in the thick of fighting.

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

Equipment – any from Ogre list.

Special Rules

Pit Fighting Master

Fear

Large Target

Skills – if an Ogre becomes a Hero, they may choose from the Combat, Strength, and Special skills.

Slow Witted – Ogres only roll for advances every second level they achieve.

Gladiator

These are fresh recruits who have escaped the pits.

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

Equipment – any from Gladiator list.

Special Rules

Pit Fighting Master

Pursuer

Pursuers are lightly armoured specialist gladiators.

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

Equipment – any from Pursuer list.

Special Rules

Pit Fighting Master

Evade – when charged, this model may force the charger to take an I test. If failed, the charge fails.