



















3d6"



+1 all attacks (no ranged)



as normal



none



speed





1d6"



as normal



as normal









2d6"



as normal (no ranged)





as normal





Taunt















2d6"



as normal (no ranged)



as normal









3d6"



none



+1 save



none



speed



1d6"





save



-1 save









('haos







speed





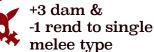
1d6



as normal (no ranged)



-1 save





speed



none



-1 attack to min of 1 each melee



+2 save



none







speed 4





as normal





+1 save





none





Fighting Pit rules

The Fighting Pit is a round arena with your starting models placed opposite your opponent and with your base touching the wall.

The game uses special fight cards alongside your standard game rules with the following amendments:

- no special abilities
- ignore inititive rolls
- use the movement value listed in the chosen card, you can move in and out of combat at will (retreating is not a rule here), attack range decides if you can hit or be hit

You start with all the nine fight cards in your hand. Each player picks one card for that turn (representing their fighters action) and places it face down in front of them. All players reveal their cards simultaneously and the highest speed decides to go first or second, with players rolling off if their speed is the same.

Once all actions have been completed players leave their played card face up on the table so others can see what has been played.

Now pick the next action from the remaning 8 cards in your hand and place it face down while returning the face up card used in the previous turn to your hand. This means you can never do the same action twice in a row. Repeat the steps above until the game ends with one fighter remaining.

Turn sequence

- 1. Pick card
- 2. Highest speed activates move, ranged attack (if possible) and then melee
- 3. Next highest speed activates
- 4. Leave played card and repeat the above steps