











Charge!

Chaos Citadel

speed		2
move		3d6"
attack		+1 all attacks (no ranged)
save		as normal
special		none






Jab Attack

Chaos Citadel

speed		4
move		1d6"
attack		as normal
save		as normal
special		none






Strong Attack

Chaos Citadel

speed		3
move		2d6"
attack		as normal (no ranged)
save		as normal
special		+1 dam on all attacks






Taunt

Chaos Citadel

speed		3
move		2d6"
attack		as normal (no ranged)
save		as normal
special		next turn +2 speed






Back off

Chaos Citadel

speed		4
move		3d6"
attack		none
save		+1 save
special		none






Woo the Crowd

Chaos Citadel

speed		3
move		1d6"
attack		none
save		-1 save
special		regain D6 wounds






Finish them!

Chaos Citadel

speed		1
move		1d6
attack		as normal (no ranged)
save		-1 save
special		+3 dam & -1 rend to single melee type






Brace for impact

Chaos Citadel

speed		5
move		none
attack		-1 attack to min of 1 each melee
save		+2 save
special		none

Dodge

Chaos Citadel

speed		4
move		2d6"
attack		as normal
save		+1 save
special		none



Chaos Citadel

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 initiative 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 remaining 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.