



180

4 4 20

1 4 5 2/5

3 3 4 1/3




135

4 4 15

1 3 5 2/5




145

4 4 18

1 2 5 3/6




110

4 5 10

1 2 3 2/4




105

4 4 10

1 3 3 2/4




95

3 4 12

1 4 4 1/4




55

4 3 10

1 3 3 1/3




60

4 3 10

2 3 3 1/4




60

4 3 10

1 4 3 1/3



ABILITIES SPIRE TYRANTS

 **[Double] Pit Fighter:** A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter can make a bonus move action or a bonus attack action.

  **[Double] Gladiator's Net:** Pick a visible enemy fighter within 3" of this fighter and roll 1 dice. On a 3+, that fighter cannot make move actions or disengage actions this battle round.

  **[Double] Shield Ram:** Until the end of this fighter's activation, the next time this fighter finishes a move action, pick a visible enemy fighter within 1" of this fighter and roll 1 dice. On a 4-5, allocate 1 damage point to that fighter. On a 6, allocate a number of damage points to that fighter equal to the value of this ability.

  **[Triple] Readied Stance:** Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of this fighter.

  **[Triple] Champion of the Warpits:** A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by visible friendly fighters within 6" of this fighter.

  **[Quad] Brutal Strike:** Pick a visible enemy fighter within 1" of this fighter and roll 1 dice. On a 3-4, allocate a number of damage points to that fighter equal to the value of this ability. On a 5-6, allocate a number of damage points to that fighter equal to double the value of this ability.

TYPES DE COMBATTANTS SPIRE TYRANTS

 Pit Champion	 Headclaimer	 Bestigor Destroyer
 Pit Fighter avec Dague de Poing	 Pit Fighter avec Lance	 Pit Veteran avec Bouclier
 Frenzied Rager	 Pit Fighter avec Filet	 Pit Veteran avec Deux Armes