

Pit Fighter

by Jervis Johnson

Brutal warriors are forced to take up arms against each other in lethal hand-to-hand fighting, often to the pleasures of the baying crowd.

Pit Fighter is a game that allows two or more players to recreate the vicious gladiatorial combats that are fought in the Empire before blood thirsty crowds of spectators. Each player controls one Pit Fighter, chosen from a variety of different types. Each type of Pit Fighter has its own Pit Fighters scroll that shows all of the different moves the Pit Fighter can make and also provides information on the armour and weapons that the Pit Fighter uses.

Before the combat starts the players must determine the abilities of their Pit Fighter by assigning points to five characteristics. The characteristics are Weapon Skill (WS), Strength (S), Toughness (T), Initiative (I) and Wounds (W). Each Pit Fighter's characteristics are noted down on a roster, and will have an important effect on how the Pit Fighter performs during the combat.

The combat is fought out on a hexagonal grid representing the floor of the pit fighting arena. Each Pit Fighter starts out located in one of the hexagons near the edge of the arena. At the start of each turn all of the players pick one of the moves from their scroll and write it down. Once all of the players have picked their moves, then these moves are revealed and the Pit Fighters are moved as shown on their scroll. After all of the moves have been carried out any Pit Fighters that are in weapon range of an opponent may attack them.

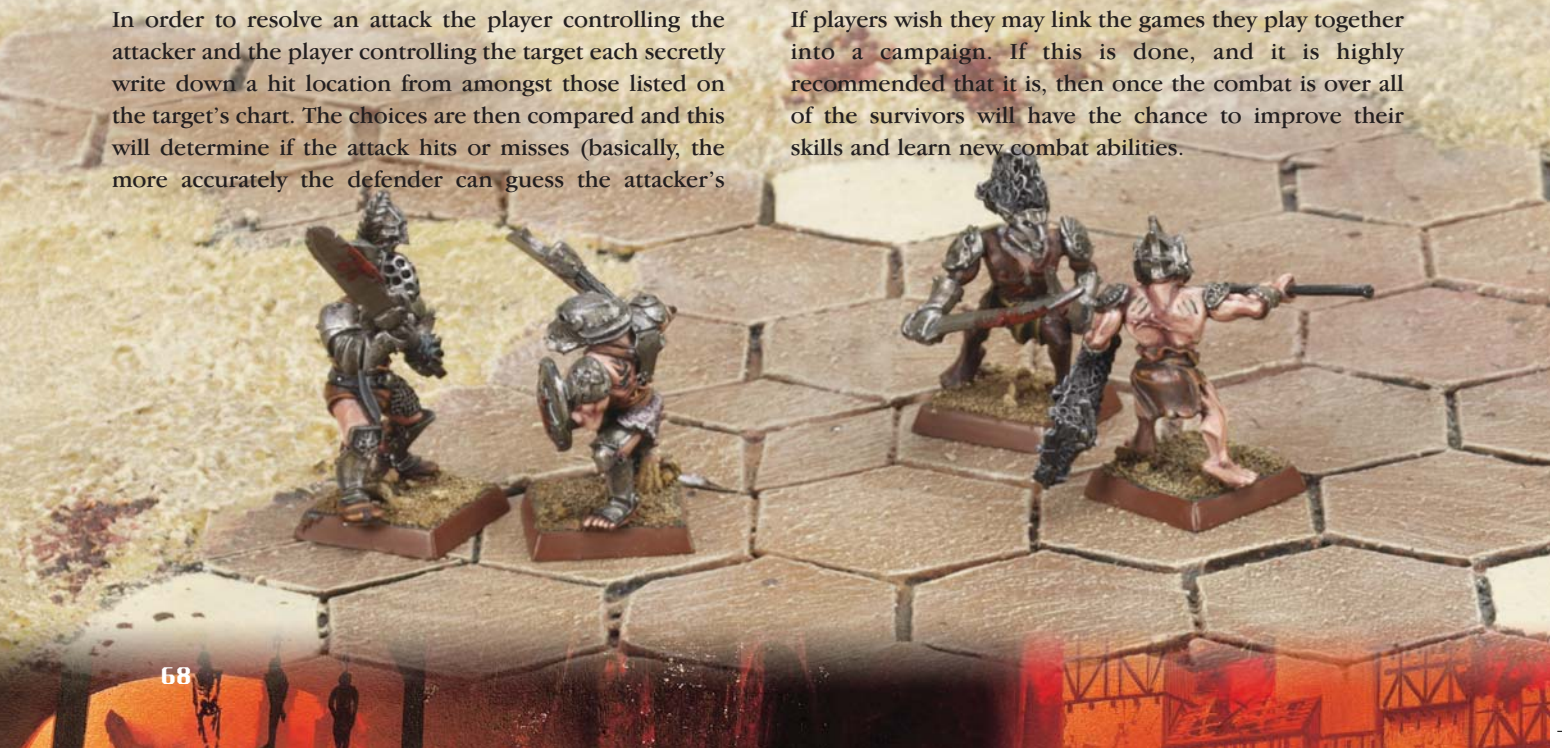
In order to resolve an attack the player controlling the attacker and the player controlling the target each secretly write down a hit location from amongst those listed on the target's chart. The choices are then compared and this will determine if the attack hits or misses (basically, the more accurately the defender can guess the attacker's

chosen hit location, the greater a chance the defender will have of avoiding the attack). If the attack hits then the Strength of the attacker is compared to the Toughness of the defender to determine what type of dice is rolled to inflict damage, with the dice roll being modified by any armour being worn in the location that is hit. Any damage is knocked off the number of wounds that the Pit Fighter has and, depending on the location hit, may reduce other characteristics as well. Once a Pit Fighter's Wounds are reduced to zero or less then the Pit Fighter collapses and is out of the fight.

Pit Fighters that inflict any damage on an opponent receive a special Adrenalin Rush bonus. This may be used during the next turn to increase a characteristic or carry out a special action.

Usually the combat carries on until half or more of the Pit Fighters have been taken out, at which point the combat ends. This style of combat is known by aficionados as the 'classic' style and is thought to have its roots in the origins of pit fighting many hundreds of years ago. Sometimes special types of combat will be fought which have different victory conditions; for example, a combat may pit one particularly fearsome opponent, such as an Ogre, against a team of lesser fighters, or the Pit Fighters may be split into two teams that will battle until the fighters in one of the teams have been taken out.

If players wish they may link the games they play together into a campaign. If this is done, and it is highly recommended that it is, then once the combat is over all of the survivors will have the chance to improve their skills and learn new combat abilities.





The Board

Pit Fighter is played on a board divided up into hexes. These photographs show the board that Mark Bedford made for our games. You will need to make your own board, either by drawing out a hex grid, or downloading and printing out the Pit Fighter map we have on the Mordheim website at www.mordheim.com, or by scratch-building a board like Mark's.

Dice

To play the game you will need a D6, D10, D12 and a D20.



Core Game Rules

The rules that follow are split into two sections. This first section is printed in this issue of Fanatic and is called the core game rules. It tells you everything you need to know to fight pit fights in the classic style. The second section will be printed in Issue 3 of Fanatic, and will contain additional rules for other styles of combat, new types of Pit Fighter, and also contains the campaign rules. It is recommended that players only fight one or two battles using the core game rules before moving on to the rules in the Additional Rules section (not that you'll have much choice until Issue 3 is out!)

1.0 Game Components

In addition to these rules you will need the following things in order to play a game of Pit Fighter:

Pit Fighter Miniatures: Each player will require a Pit Fighter miniature to represent their Pit Fighter. The miniatures we use are part of the Mordheim Pit Fighter range of Citadel miniatures. You can get hold of these miniatures by visiting your local store or contacting your local Games Workshop Direct Sales department, or by going to the online store on the Games Workshop website.



Roster: A roster must be completed for each Pit Fighter, listing their characteristics. The roster is also used to record moves and attacks during the game, and we've provided a sample roster with this article.

The Arena: You will require an arena to fight in. You can download an arena from the Mordheim web page at www.mordheim.com, or you can easily make one yourself by drawing up a suitably sized hex grid based on the diagram shown below.

Pit Fighter Scrolls: You will require a Pit Fighter scroll for each player. There are a number of different types of scroll, one for each of the different types of Pit Fighter miniature. Four scrolls are included with this article, and an example is shown on the next page.

Dice: You will require quite a lot of different sorts of dice to play Pit Fighter. In addition to plain old six-sided dice (D6), you will need ten-sided dice (D10), twelve-sided dice (D12) and twenty-sided dice (D20). You can get hold of these dice by visiting your local games store or contacting your local Games Workshop Direct Sales department, or by going to the online store on the Games Workshop website.

Paper & Pencils: Each player will require a piece of paper and a pencil.

Adrenalin Rush Tokens (optional): If you wish you can mark a Pit Fighter that has received an Adrenalin Rush bonus with a token of some kind, such as a small coin or tiddlywink. If you decide to do this you will need a token for each Pit Fighter.

2.0 Preparing for Play

Before you can start your pit fight you need to carry out the following pre-combat steps:

1. Select Pit Fighters
2. Take Pit Fighter Scroll
3. Complete Roster
4. Set Up Pit Fighters

2.1 Select Pit Fighters

Each player needs to select a Pit Fighter miniature from the list below, and take a miniature and a scroll that corresponds to the type of Pit Fighter chosen. Scrolls for the Pit Fighters are included with this article.

Empire Pit Fighter
Chaos Pit Fighter
Orc Pit Fighter
Undead Pit Fighter

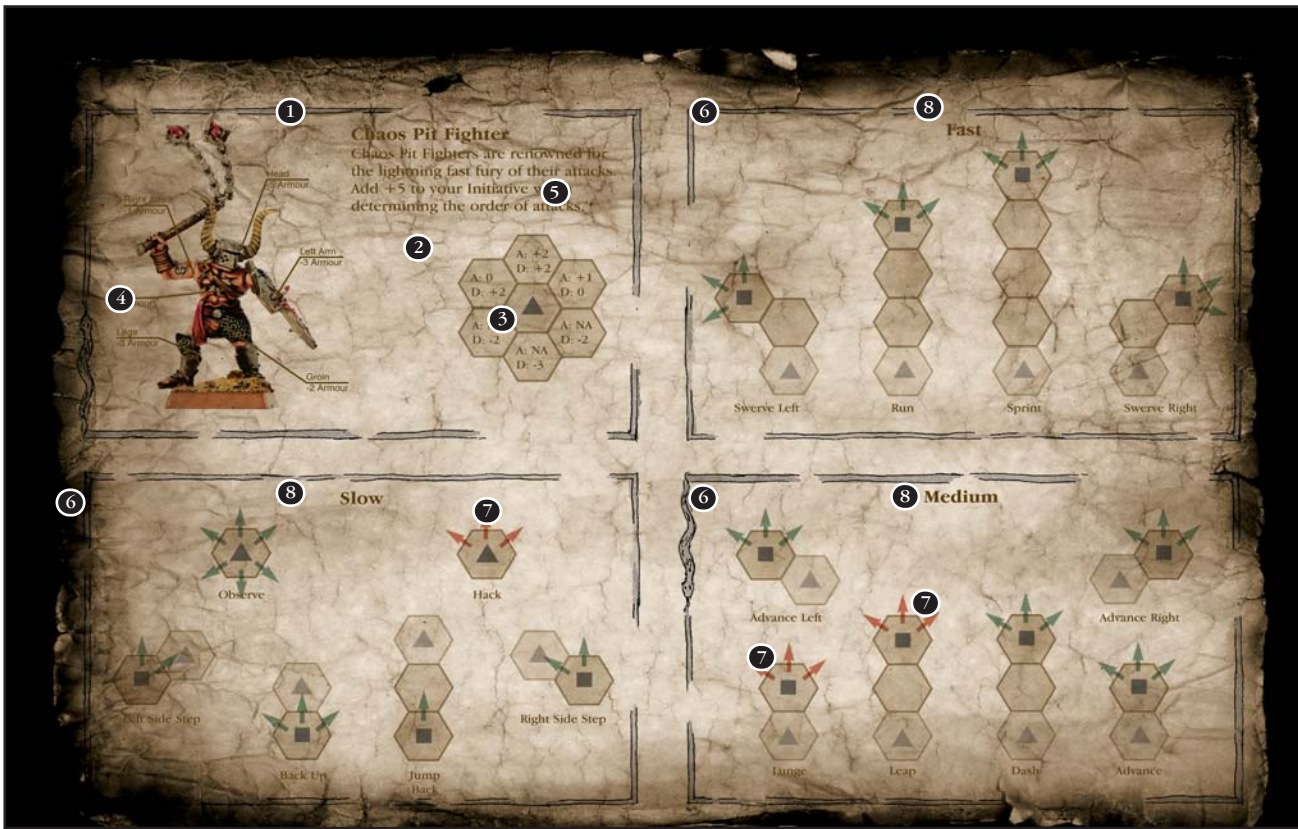
Historical Note: The equipment of the original Pit Fighters was based on the races with which the early Empire found itself at war, such as the Chaos Warriors from the north, the Orcs from the east and the Undead from the province of Sylvania and from the desert lands of Khemri to the south. To differentiate the different types the Pit Fighters would be known as having the fighting manner of the race that their equipment was based on. For example, a Pit Fighter might fight in the Chaos manner, or in the Orc manner, and so on. Over the centuries many new types of Pit Fighter have become popular, either fighters belonging to non-human races, such as Dwarven Trollslayers and Ogres, or fighters with lighter equipment, known as Pursuers. However, when fighting in the classic style only the original types of Pit Fighter may be used, and this means that players should choose their Pit Fighters from the list above. Rules for the other types of Pit Fighter will be printed in Issue 3 of Fanatic magazine.

2.2 Take Pit Fighter Scroll

Each type of Pit Fighter has a corresponding Pit Fighter scroll. Each player must take a scroll for the type of Pit Fighter they have selected. Each scroll contains the following information:

1. **Type:** The type of Pit Fighter represented by the scroll.
2. **Attack/Defence Modifiers:** This section of the scroll lists any modifiers that apply to the Pit Fighter's attacks or defence rolls depending on the location of the enemy Pit Fighter. There are two types of modifier in each hex: Attack modifiers, denoted by 'A' and Defence modifiers denoted by 'D'. The number shown is added or subtracted from the Pit Fighter's Attack or Defence roll (see 6.3). 'NA' stands for 'no attacks', and means that the Pit Fighter may not attack enemy Pit Fighters located in these hexes.
3. **Pit Fighter's Location:** The triangle shows the location of the Pit Fighter. The top point of the triangle shows the direction the Pit Fighter is facing (see the diagram below).





4. Armour/Hit Locations: This section of the scroll shows the Pit Fighter's hit locations and also the armour worn on each location (if any).

5. Special Rules: If any special rules apply to the Pit Fighter then they are listed here.

6. Moves: This is the most important part of the chart. It shows all of the different moves the Pit Fighter may make during a turn. Each move has a name, a start location (shown by a triangle), an end location (shown by a square), and a set of facing arrows.

7. Red Arrows: Some facing arrows are printed in red; these denote what are called 'mighty blow moves', mainly because they allow the Pit Fighter to unleash a really devastating attack that can cause additional damage.

8. Speed Bands: In addition, moves are split into three 'speed bands'; slow, normal and fast. See the diagrams below and to the right for examples of how the move section of the scroll works during a game.



2.3 Complete Roster

At the start of a game each player must fill in a roster for their Pit Fighter. The player must record the name and type of their Pit Fighter at the top of their sheet, and then fill in the Pit Fighter's characteristics.

Each Pit Fighter has five characteristics that determine how fast, strong and skilled they are compared to other Pit Fighters. These characteristics are:

Weapon Skill (WS): A Pit Fighter's Weapon Skill represents how skilled they are at attacking or defending with their weapons. A Pit Fighter with a high Weapon Skill is more likely to hit an opponent or avoid an opponent's blow than a Pit Fighter with a low Weapon Skill.

Strength (S): A Pit Fighter's Strength represents how physically strong they are. The stronger a Pit Fighter is the more damage they will inflict when they score a hit.

Toughness (T): A Pit Fighter's Toughness represents how physically tough they are. A Pit Fighter with high toughness will suffer less damage from a blow than a Pit Fighter with low Toughness.

Initiative (I): Initiative represents how quick a Pit Fighter's reactions are. A Pit Fighter with high Initiative will act before a Pit Fighter with a lower Initiative.

Wounds (W): A Pit Fighter's Wounds represent how much damage they can take before they collapse. A Pit Fighter with a lot of Wounds will keep on fighting when a lesser fighter would have passed out.

In the core game rules all Pit Fighters start off with the following characteristics:

Weapon Skill	Strength	Toughness	Initiative	Wounds
30	30	30	30	10

In addition, each player has 10 bonus points which they can add as they see fit to their starting characteristics. For example, you might choose to add all 10 points to one characteristic, or divide them evenly adding 2 points to each characteristic, or use them in any other way you see fit.

We have included a Pit Fighter roster with this article that you can photocopy, and you can also download a roster from the Pit Fighter web page. If all else fails, you can simply use a piece of scrap paper for the roster.

2.4 Set Up

The players know take it in turn to set up their Pit Fighters in the arena. The oldest player has to set up his Pit Fighter first, and then so on in order of age. Each Pit Fighter must be set up so they are touching the outer edge of the arena and so they are at least five hexagons away from any other

Pit Fighter Roster

Name	Weapon Skill	Strength	Toughness	Initiative	Wounds
	30	30	30	30	10
Type of Fighter					

In addition each player has 10 bonus points which they can add as they see fit to their starting characteristics. For example, you might choose to add all 10 points to one characteristic, or divide them evenly 2 points to each characteristic, or use them in any other way you see fit. Each player should record their Pit Fighter's modified characteristics in the blank area next to the starting value.

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Pit Fighter. In addition, each Pit Fighter must be set up so they are clearly facing one edge of the hex they're set up in, as shown in the diagram below.



Facing is very important in Pit Fighter. Because of this each player must declare out loud which direction their Pit Fighter is facing when they set the model up. If it is not clear which direction a model is facing (it isn't always) then you must tell all of your opponents how facing will be determined when the model is set up, and this will apply throughout the game.

3.0 Sequence of Play

You are now ready to start fighting. Each turn of a Pit Fighter game has a strict sequence of play that must be followed carefully. All players must complete each step in the sequence before the next step is started. The sequence of play is as follows:

- a) Pick Move
- b) Carry Out Moves
- c) Resolve Attacks
- d) End Phase

How to carry out each of these steps is explained next.

4.0 Pick Moves

At the start of each turn all of the player's must pick a move for their Pit Fighter and write it down on their roster. A player may pick any move they like from their scroll, except that Pit Fighters that either were involved in an attack (as attacker or target) last turn, or made a slow move last turn, may not pick a fast move this turn. On the first turn of the game all Pit Fighters are assumed to have picked 'Observe' as their last move.

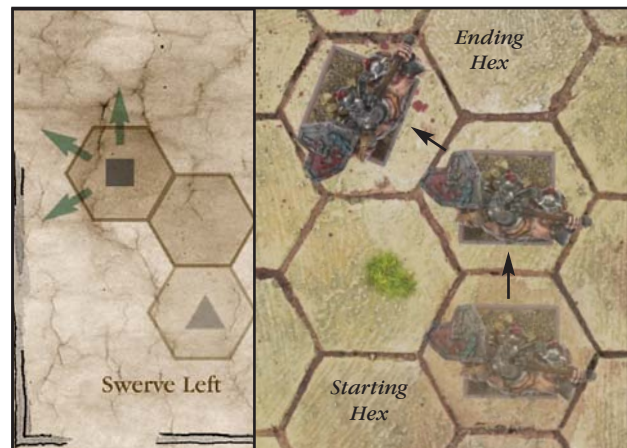
Players must secretly write down the move their Pit Fighter will carry out on their roster. Once all players have written down their moves you may carry on to the next step in the sequence of play.

5.0 Carry Out Moves

Players must carry out the move for their Pit Fighter. The moves are carried out in order of Initiative, starting with the Pit Fighter with the lowest Initiative. In the case of a tie the older player must carry out their move first. Before carrying out their move, the player must ask if anyone wants to interrupt (see 5.2). As long as the player is not interrupted they may then carry out their move. Once all Pit Fighters have made their moves you may proceed to the next step in the sequence of play.

5.1 How To Move

Pit Fighters are moved one hex at a time, exactly as shown on their scroll. If the move takes them into an occupied square then a push-off must be resolved (see 5.3). Assuming this doesn't happen then the Pit Fighter is moved to the final hex shown on its scroll and then must be turned to face one of the hex-sides marked with a facing arrow. The Pit Fighter's move is then complete, and the Pit Fighter with the next highest Initiative may then take its move, and so on.



5.2 Interrupts

Designer's Note: The intent of the Interrupt rule is that someone higher up the turn order can always choose to make a move before someone that is lower down. Keep this in mind and you won't go wrong!

Normally moves are carried out in order of Initiative, starting with the Pit Fighter with the lowest Initiative value, and using the player's ages to resolve ties. However, player's whose Pit Fighters have a higher Initiative (or the younger player in the case of a tie) may choose to interrupt this sequence and take their move before a slower/older opponent takes their move.

Because of this, each player must ask "Does anyone want to interrupt?" before they make their move. If you wish to interrupt then simply say so at this point and carry out your own move before the opposing player carries out theirs. If several players want to interrupt at the same time then the fastest/youngest Pit Fighter goes first and so on.

Very Important Exception: A Pit Fighter that is carrying out a mighty blow may **not** interrupt an opponent's move, but they can be interrupted themselves.

5.3 Push Offs

A push off takes place if a Pit Fighter is ordered to move into an occupied hex. Move the Pit Fighter so he is half in the contested hex and half in the last hex he occupied. Then each player with a Pit Fighter involved in the push off rolls a D20 and adds their Pit Fighter's Strength to the score. Whoever rolls highest wins the push off. In the case of a tie, roll again.

The winner of the push off 'captures' the contested hex, and the loser is forced out. If the loser was the moving Pit Fighter, then they are forced back into the last hex they occupied and their move ends.



If the loser was the Pit Fighter that originally occupied the hex then they must move into the hex that is directly away from the hex that the moving Pit Fighter entered from, as shown in the diagram below. If this hex is occupied or is a wall, then the losing Pit Fighter remains in the contested hex and the winner goes back to the last hex they occupied and ends their move, but all of the loser's characteristics, apart from Wounds, are halved for the rest of the turn.

Once a push off has been resolved the moving Pit Fighter's move ends (ie. they lose any further moves they may have). In addition they **must** keep the same facing that they had at the start of the turn. A Pit Fighter that loses a push off before they take their move loses their move for the turn. A Pit Fighter that wins a push off before they take their move may carry out their move normally. Note that Pit Fighters involved in a push off may still attack later in the turn, and can make mighty blow attacks if they win the push off.

5.4 Illegal Moves

Every now and then a player will make an illegal move, usually because they try to move too fast (ie. they move up two speed bands rather than only one). If this happens, and it is spotted when the move is being made, then the move is cancelled and replaced with an Observe move instead. If an illegal move is spotted later on, after at least one other Pit Fighter has moved or attacked, then the illegal move is allowed to stand.





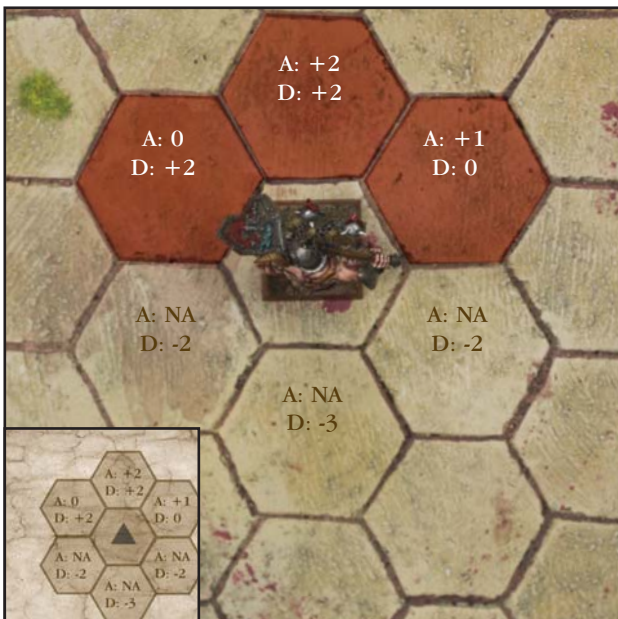
6.0 Resolve Attacks

Attacks are resolved after all moves have been made. In the core game rules each Pit Fighter may make one attack per turn. Attacks are resolved in order of Initiative in exactly the same manner as moves and may be interrupted (see 5.0 and 5.2). Fully resolve each attack, including damage effects, before moving onto the next one.

Important Note: Any Pit Fighter that takes an Observe move may add +10 to their Initiative when determining the order of attacks.

6.1 Choose Target

In order to make an attack there must be a target in an adjacent hex (the additional rules section published in Issue 3 of Fanatic will include weapons with a greater range than one hex). Hexes that may be attacked will have an Attack modifier shown in the Attack/Defence modifiers section of the attacking Pit Fighter's scroll (see 2.2).



Target's located in hexes where the Attack/Defence modifiers section of the attacking Pit Fighter's scroll has the letters 'NA' may not be attacked. An attacker with a choice of targets must pick **one** to attack.

6.2 Pick Hit Location

To resolve an attack both the attacker and the target must secretly write down one of the hit locations shown on the target's scroll on their roster. Once both players have picked a hit location then they are simultaneously revealed. If the defender guessed the location the attacker was going for, then the attack automatically misses. If the defender chose an area that is not even adjacent to the location chosen by the attacker, then the attack automatically hits. For any other circumstance then an attack roll off must be made to see if the attack hits or misses (see 6.3).

For example, assume that an Orc Pit Fighter is fighting another Orc. If the attacker chose to attack the head, then the attack would automatically miss if the defender also chose the head, the attack would automatically hit if the defender chose the groin or legs, and an attack roll off would be required if the defender chose the body or either arm.

6.3 Attack Roll Off

Assuming that the attack did not automatically hit or miss, then there is a roll off to see what happens. Each player must roll a D20 and add their Pit Fighter's Weapon Skill to the score. In addition the attacker is allowed to add any of the Attacker (A) modifiers from the Attack/Defence Modifiers section of their scroll, and the defender can add any of the Defender (D) modifiers from their scroll. If the attacker rolls higher he hits, if he rolls equal or lower he misses.

6.4 Critical Hits and Misses

If either the attacker or the defender rolls a 1 or a 20 on their Attack rolls, then something special has happened.

A roll of 1 always fails, so if the defender rolls it he will be hit, no matter what the attacker rolled, and if the attacker rolled it he will miss, no matter what the defender rolled. If both players roll 1s then the attacker's roll takes precedence and will apply, and the defender's roll is ignored (ie. the attack misses).

A roll of 20 is always a success, so if the defender rolls it he will not be hit, no matter what the attacker rolled, and if the attacker rolled it he will hit, no matter what the defender rolled. If both players roll 20s, then the attacker's roll takes precedence and will apply, and the defender's roll is ignored (ie. the attack hits).

6.5 Damage

If the attack hits, then compare the attacker's strength to the target's Toughness to find what type of dice is rolled for damage.

Difference between

Strength & Toughness	Wound Dice
Strength ten or more points higher	D20
Strength higher	D12
Strength equal or up to ten points lower	D10
Strength more than ten points lower	D6

Armour: Subtract the value of any armour worn on the location that has been hit, down to a minimum of 1 point of damage. Note that any attack that hits will always inflict at least 1 point of damage.

Mighty Blow Bonus: Any Pit Fighter that has taken a move that gives a Mighty Blow bonus may roll an extra D10 and add the score to the roll of its other dice. The value of any armour is subtracted from the total score of *both* dice. Remember that a Pit Fighter that loses a push off also loses their Mighty Blow bonus.



Any damage inflicted is subtracted from the target's Wounds, and may cause critical damage, as described next. Once a Pit Fighter's Wounds are reduced to 0 (zero) then the Pit Fighter is taken out – remove them from play. In a campaign, a Pit Fighter that has been taken out may well survive to return to the arena, but for the purposes of the core rules they count as having been killed. Campaign rules will be included in the follow-up article appearing in Issue 3 of Fanatic magazine.

6.6 Critical Damage

As well as reducing the target's Wounds, damage may also cause special critical effects. To find out what critical effect is caused simply refer to the Critical Damage charts on the next page and cross-reference the amount of damage caused (after any reductions for armour etc) with the location that was hit.

6.7 Adrenalin Rush Bonus

A Pit Fighter that inflicts one or more points of damage on an opponent receives an Adrenalin Rush bonus. An Adrenalin Rush bonus must be used before the end of the following turn or it is lost. An Adrenalin Rush bonus may be used to do **one** of the following things:

- The bonus may be used at any time to add +10 points to a characteristic. This bonus will last until the End Phase of the turn and then wears off. Note that you can take the bonus at any time, so you could, for example, roll the dice and see the score before deciding if you want to take a bonus. Also note that you can use the bonus to add +10 Wounds, which may result in a Pit Fighter staying on their feet until the End Phase of the turn and then collapsing when the bonus is lost.
- The bonus may be used to move one extra hex just before the Pit Fighter carries out its move. The extra hex of movement is always straight ahead. Take the extra move and then carry out the Pit Fighter's chosen action normally.
- The bonus may be used in the End Phase of the turn it is received or in the End Phase of the following turn to recover 5 points of lost damage. The recovered points may be added back to Wounds or any other characteristics that has been reduced, as the player sees fit. No characteristic may be increased beyond its starting level.

7.0 End Phase

The End Phase is basically a tidy up phase used to see if the combat is over and also to resolve the effects of some rules and mark the end of a turn. Once all necessary actions have been carried out the turn is over and a new turn can begin.

Author

Jervis is the Head Fanatic and has worked at GW for donkey's years. His many other credits include Blood Bowl and the very first version of Epic.

Further Information

The Pit Fighter Warband boxed set is available to buy from Games Workshop (see the How to Order section on page 94). An hexagonal matrix template to allow you to begin making your arena can be downloaded from the website.

More Mordheim Website

*Turn to page 34 for the League of Ostermark.
www.Mordheim.com*

7.1 Winning The Combat

A pit fight continues until half or more (rounding fractions up) of the Pit Fighters that started the combat have been taken out. For example, in a pit fight with five Pit Fighters, the fight would end once three had been taken out. The winner is the Pit Fighter that is still standing and that caused the most damage during the combat. In the case of a tie the Pit Fighter that first inflicted any damage is declared the winner.

Note that you should keep track of the amount of damage inflicted by your Pit Fighter so you can determine who the winner is.

This is all you need to play the Pit Fighter game, however, we will be publishing expanded rules for the game in Issue 3 of the Fanatic magazine.

Arm Critical Damage Chart

Damage	Critical Effect
1-4	None
5-6	Arm Hurt
7-8	Lose Finger
9-10	Arm Broken
11+	Arm Chopped Off

Arm Hurt: The Pit Fighter suffers a -1 A/D modifier for the rest of the fight.

Lose Finger: The Pit Fighter suffers a -1 A/D modifier permanently for each finger that is lost.

Arm Broken: The Pit Fighter suffers a -3 A/D modifier for the rest of the fight. In a campaign a Pit Fighter with a broken arm must miss the next two pit fights while the arm recovers.

Arm Chopped Off: The Pit Fighter suffers a -3 A/D modifier permanently. In addition the Pit Fighter will lose one additional Wound in the End Phase of each turn due to blood loss. In a campaign the Pit Fighter must miss the next two fights in order to recover from the wound, but the arm is permanently lost and they will continue to suffer the -3 A/D modifier.



Leg Critical Damage Chart

Damage	Critical Effect
1-2	None
3-6	Leg Hurt
7-8	Kneecap Damaged
9-10	Leg Broken
11+	Leg Chopped Off

Leg Hurt: The Pit Fighter's Initiative is reduced by 1 point for the rest of the fight.

Kneecap Damaged: The Pit Fighter's Initiative is reduced by 1 point permanently. In a campaign they must miss the next pit fight in order to recover.

Leg Broken: The Pit Fighter's Initiative is halved and they may not pick fast moves for the rest of the pit fight. If the other leg is broken then the Pit Fighter is taken out; remove him from play. In a campaign the Pit Fighter must miss the next two fights in order to recover.

Leg Chopped Off: The Pit Fighter's Initiative is halved and they may not pick fast moves for the rest of the pit fight. In addition the Pit Fighter will lose one additional Wound in the End Phase of each turn due to blood loss. In a campaign the Pit Fighter must miss the next two fights in order to recover from the wound and have their missing leg replaced by a wooden one. A Pit Fighter with a wooden leg has their Initiative reduced by 5 points, and they are not allowed to take fast moves. A Pit Fighter with two wooden legs must retire.

Groin Critical Damage Chart

Damage	Critical Effect
1	None
2-4	Stunned
5-8	Floored
9-10	Emasculated
11+	Hacked In Half

Stunned: The Pit Fighter suffers a -1 A/D modifier until the End Phase next turn.

Floored: The Pit Fighter suffers a -1 A/D modifier until the End Phase next turn, and he is only allowed to choose a slow move next turn.

Emasculated: The Pit Fighter is floored (see above). In addition he will lose one Wound in the End Phase of each turn. In a campaign he must miss the next pit fight in order to recover, and he will hate the opponent that inflicted the damage. A Pit Fighter that hates an opponent rolls an extra D6 when working out damage against them.

Hacked In Half: The Pit Fighter is hacked into two halves and he is dead, dead DEAD! Remove him from play.

Head Critical Damage Chart

Damage	Critical Effect
1-2	None
3-6	Stunned
7-8	Stunned & Scar
9-10	KO'd
11+	Decapitated

Stunned: The Pit Fighter may not attack for the remainder of this turn or next turn.

Scar: Roll a D10 and refer below.

1-8 = Impressive facial scar with a length in inches equal to the dice roll. This has no game effect but is cool!

9 = Ear hacked off (roll randomly for which). -1 Initiative permanently.

10 = Blinded in one eye. -1 A & D permanently.

If an eye or ear that has been lost is hit again then ignore the result. A Pit Fighter can lose both ears (-2 Initiative), but a Pit Fighter that loses both eyes must retire.

KO'd: The fighter has been taken out. Remove him from play. If playing a campaign then the pit fighter will fully recover in time for the next pit fight unless the wound also reduced them to zero or less Wounds, in which case they must roll on the Recovery chart as normal.

Decapitated: The Pit Fighter's head has been lopped off and he is dead, dead DEAD! Remove him from play. The opponent that did the damage may grab the severed head and brandish it aloft by taking an Observe action next turn. This makes the crowd go wild and allows the Pit Fighter to take an extra Adrenalin Rush counter. In a campaign the victim counts as being worth three opponents towards the five opponents required to learn a skill.

Body Critical Damage Chart

Damage	Critical Effect
1-4	None
5-6	Rib Broken
7-8	Bleeding Wound
9-10	Disembowelled
11+	Chest Ripped Open

Rib Broken: The Pit Fighter suffers a -1 A/D modifier for the rest of the pit fight for each broken rib. In a campaign the Pit Fighter must miss the next fight in order to recover.

Bleeding Wound: The Pit Fighter loses one extra Wound in the End Phase of each turn.

Disembowelled: The Pit Fighter must use one arm to hold his guts in! The Pit Fighter suffers a -3 A/D modifier for the rest of the fight. In addition, the Pit Fighter may not choose to take any fast actions, and loses D3 wounds in the End Phase of each turn.

Chest Ripped Open: The Pit Fighter's chest has been ripped open and he is dead, dead DEAD! Remove him from play. The opponent that did the damage may pull the victim's heart from their exposed chest cavity and brandish it aloft by taking an Observe action next turn. This makes the crowd go wild and allows the Pit Fighter to take an extra Adrenalin Rush counter. In a campaign the victim counts as being worth three opponents towards the five opponents required to learn a skill.



Return To The Pit

Additional Rules for Pit Fighter, by Jervis 'The Decapitator' Johnson

In Issue One of Fanatic we included a set of rules that allowed players to take part in battles in the blood-soaked battle pits of the Empire. (If by some dreadful misfortune you don't have a copy of Fanatic 1, then don't despair as you can download the rules from the Mordheim website at www.mordheim.com. You will require a set of the original rules to use the new rules described below.)

The original Pit Fighter article only covered the types of Pit Fighter that battle in the 'classic style'. The additional rules below add several new types of Pit Fighter, each of whom fights in a very different manner to the classic style Pit Fighters of the Old Empire. It also includes rules for campaigns, and for different styles of combat.

8.0 Rules Changes

Further playtesting has led us to changing one of the rules in the original Pit Fighter article.

Arm Attacks: We've found that it is almost impossible to fully parry an attack on your arms, as the opponent is allowed to choose to attack either arm no matter where they may be standing. To stop this happening, the arms are treated as a single location, just as the legs are. In other words, rather than choosing to attack or defend the left or right arm, simply write down 'arms' on the roster. The 'arms' are assumed to be adjacent to the body for the purposes of adjudicating partial parries. If the Pit Fighter has two different armour values for his arms, then use the higher value.

8.1 New Pit Fighter Types

Players may choose to field the following new types of Pit Fighter. Note that some may only be used in certain styles of combat (see 8.3). The starting characteristics for all the types of Pit Fighter are summarised on the table below.

Pursuers: Pursuers are a style of Pit Fighter that originated some time after the Pit Fighters that fight in the classical style. They wear lighter equipment than the older

style of Pit Fighter, though it is still based on the fighting style of enemies of the Empire.

Troll Slayer: The Dwarf Troll Slayer warrior caste often agree to fight in the pit fighting arenas of the Empire. Troll Slayers use the starting characteristic profile given below.

Ogres: Ogres are often used as mercenaries in Empire armies, and considering their size and strength it is hardly surprising that some have ended up agreeing to fight in the Empire's pit fighting arenas as well. Ogres are usually only used in a special style of combat called Sigmar style, though very occasionally they have been used in single contest against especially skilled human champions known as Pit Kings.

Pit Kings: The title of Pit King is given to a Pit Fighter that takes on and defeats a team of three opponents. This style of combat is known as fighting in the Sigmar style. Any type of Pit Fighter, other than an Ogre, can choose to fight such a battle in order to earn the coveted Pit King title. The title is lost as soon as the Pit King is taken down. The best way to include Pit Kings in your games is to use the campaign rules below. If a Pit King is required for a one-off game then they may be represented by any manner of Pit Fighter other than an Ogre. When working out a Pit Kings characteristic's they receive +30 extra characteristic points rather than +10 points as is normally the case.

8.2 New Weapons

The following special rules apply to the nets and javelins used by some Pit Fighters.

Fighter Starting Characteristics Table

Type	Weapon Skill	Strength	Toughness	Initiative	Wounds	Bonus
Classic: Undead, Empire, Orc, Chaos	30	30	30	30	10	+10
Pursuer: Skink, Witch Elf	30	30	30	30	10	+10
Troll Slayer	30	30	40	20	10	+10
Ogres	30	50	40	10	30	+10
Pit King	30	30	30	30	10	+30



The Witch Elf and Skink Warriors fight it out in front of the roaring crowd.

Javelins: A javelin can be used to attack opponents in an adjacent hex, or in a hex two hexes away. The Pit Fighter's chart will show which hexes can be attacked. Javelins are not the most powerful of weapons, and so the Pit Fighter using them can never count as having a Strength that is higher than their opponent's Toughness. If their Strength is higher, it counts as being equal to the opponent's Toughness instead. In addition a Pit Fighter armed with a javelin may only take the Mighty Blow bonus against opponents in an adjacent hex.

Net: Like a javelin, a net may be used to attack an opponent that is up to two hexes away. However, it may not be used against opponents that are in an adjacent hex. If the net hits then it ensnares the opponent instead of inflicting damage. An ensnared opponent has their WS halved and may not move or attack until they have freed themselves. To get free an ensnared Pit Fighter must take an Observe action and then roll a D10. They escape on a roll of 10 on the first attempt, 9-10 on the second attempt, and so on. Note that a Pit Fighter who ensnares an opponent loses their net for the rest of the battle.

8.3 New Styles Of Combat

Players may agree to fight using the following new styles of combat. If it is impossible for the players to agree which style of combat to use then it must be fought in the Free style.

Classic Style: Only classical style Pit Fighters or Troll Slayers may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

Pursuit Style: Only pursuer style Pit Fighters or Troll

Slayers may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

Free Style: Any type of Pit Fighter other than Pit Kings or Ogres may be used. The combat is fought one against all until over half the Pit Fighters taking part have been taken down.

Sigmar Style: A Sigmar style combat pits one Pit Fighter against three opponents. In its original form the single fighter would always be a Pit Fighter attempting to emulate Sigmar and earn the title of Pit King, but more recently an Ogre can also be used. The combat is fought until only one side has no one standing.

Alliance Style: An alliance is fought between two or more equal sized teams of Pit Fighters. Any style of Pit Fighters may be used, with the proviso that all teams must have equal numbers of Ogres and/or Pit Kings. The combat is fought one team against all until only one team has any member's standing.

In addition to the styles described above there are literally hundreds of other styles of combat that are particular to certain provinces or cities or the Empire, or certain arenas. For example, the Black Pits on the outskirts of Mordheim often feature combats against hideously mutated creatures, while the huge arenas of Altdorf hold enormous combats between dozens of Pit Fighters that are based on famous battles fought by the Empire. Players should feel free, therefore, to devise their own new styles of combat. Just remember that if you can't agree on a style to use, then you must fight using the Free style.





8.4 Campaigns

Most Pit Fighters are slaves that belong to a pit fighting 'school'. In a campaign each player takes on the part of the owner of such a school, working their Pit Fighters in the arenas of the Old World.

At the start of a campaign each player must create a stable of five Pit Fighters: two of the Classic style, two Pursuit style, plus one Ogre. A Troll Slayer may be substituted for any one of the Classic or Pursuit style Pit Fighters. Work out the starting characteristics for each Pit Fighter as you would normally.

When you fight a combat as part of a campaign you must pick the Pit Fighter that takes part from the Pit Fighters in your stable. All of the normal restrictions apply. Note that you can only use the Ogre (or Pit King if you have one) if the combat style chosen allows them to be used. Normally, players will only be allowed to pick one Pit Fighter from their stable. However, experienced players may choose to control two or more Pit Fighters as a single team in an Alliance or Sigmar style combat.

8.41 Campaign Injuries

Pit Fighters that are slain by critical damage results are replaced with a new Pit Fighter of the same type. Any Pit Fighter that was taken down during a combat is assumed to recover fully unless they suffer a critical damage result that either kills or permanently injures them. However, they must miss the next combat their stable takes part in while they recover. Some critical damage results also force Pit Fighters to miss fights. In any case where several things will force a Pit Fighter to miss a fight, then only the worst penalty is used. For example, a Pit Fighter is taken out in a fight (miss one fight) and also suffers a damaged

kneecap (miss one fight) and a broken arm (miss two fights). The Pit Fighter must miss two fights, as this was the worst injury they suffered.


8.42 Campaign Training

Any Pit Fighter that survives a campaign combat receives a +1 bonus to the characteristic of their owner's choice. In addition, Pit Fighters that have taken down at least five opposing Pit Fighters are allowed to learn a skill from the list of skills below. Once a Pit Fighter receives a skill they must take down another five opponents before taking another skill. No skill may be taken more than once and all bonuses are cumulative. (Players that prefer to have Pit Fighters progress more quickly can say that they learn a skill after taking down three opponents).

To generate a new skill, roll 2D6 one after the other, counting the first roll as tens and the second as units. This will generate a number between 11 and 66 and is known as a D66 roll. For example, if the first dice rolled a 4 and the second a 5 then the score would be 45. If you roll a skill you already have or may not use, then roll again.

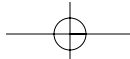
8.43 Becoming a Pit King

The ultimate aim of every Pit Fighter is to become a Pit King. To do this they must fight in the Sigmar style and win. A Pit Fighter that does this may wear the crown of a Pit King, and the player that controls them wins the campaign!

Author	<i>You all know who Jervis is, but here is a picture of him anyway.</i>	
Further Information	<i>The first part of the Pit Fighter rules can be found in issue 1 and on the Mordheim website.</i>	
More Mordheim	<i>Page 52 for Painting Horses and page 68 for the Averlanders.</i>	
Website	<i>www.Mordheim.com</i>	



The three warrior close in for the kill.



Pit Fighter Skill Table

D66 Skill

11-12 Adjust Facing: You may change your facing by one hex side left or right after all other Pit Fighters have taken their moves.

13-14 Attack Master: You may choose to re-roll the dice when you attack. If you do so you must accept the result of the second roll.

15-16 Avoid Armour: The value of any armour is halved (rounding up) against your attacks.

21-22 Bruiser: All the Pit Fighter's Damage rolls receive a +1 modifier. If the Pit Fighter makes a Mighty Blow add +1 to each dice roll.

23-24 Counter: You may only use this skill against an opponent with a lower Initiative and as long as you don't interrupt their attack. If both these restrictions apply then your Weapon Skill counts as being 5 points higher on both attack and defence.

25-26 Defence Master: You may choose to re-roll the dice when you defend. If you do so you must accept the result of the second roll.

31-32 Dirty Fighter: You may choose to add +5 to your Weapon Skill when you attack or defend. However, after you have used the bonus against an opponent they will be wise to your sneaky tricks and the bonus does not apply to them again for the rest of the combat.

33-34 Disarm: You may try to disarm an opponent instead of making a normal attack. Both Pit Fighter's roll $D20+WS$. You, the Pit Fighter with this skill, must score higher to disarm the opponent. A Pit Fighter that has been disarmed halves their Weapon Skill, until they manage to retrieve their weapon by taking an Observe action.

35-36 Extra Attack: Make an extra attack. The first attack takes place at the Pit Fighter's full Initiative and Weapon Skill, the second at half his Initiative and Weapon Skill. The attacks may be made against the same or different opponents.

D66 Skill

41-42 Fast Reactions: Your Initiative counts as being 5 points higher when resolving moves.

43-44 Haymaker: Roll an extra D20 when you make a Mighty Blow, rather than an extra D10 as would normally be the case.

45-46 Lightning Strike: Your Initiative counts as being 5 points higher when resolving attacks.

51-52 Quick Witted: Once per combat you may re-roll any dice roll. If you do so you must accept the result of the second roll.

53-54 Shield Bash: A model with a shield may choose to make a shield bash instead of a normal attack. Both roll $D20+S$, if you roll higher the defender will be driven back one hex directly away from you. If the hex is blocked then the defender will be knocked to the ground (half WS and must take Observe action to stand up).

55-56 Shoulder Charge: You may re-roll the D20 when you make a push off or shield bash if you don't like the first roll. If you do so you must accept the result of the second roll.

61-62 Signature Attack: Once per combat you may carry out your very own special attack combination. This adds +10 to your Weapon Skill.

63-64 Throwing Knife: You may make a special throwing knife attack once per combat instead of making a normal attack. The attack may be made against any Pit Fighter within 4 hexes of your gladiator (including behind you). Both roll $D20+WS$ and the attack hits the location of your choice causing D6 points of damage if you roll higher.

65-66 Vital Strike: You may use this skill once per combat to add +10 to a Damage roll.

Chaos Pit Fighter

Chaos Pit Fighters are renowned for the lightning fast fury of their attacks. Add +5 to your Initiative when determining the order of attacks.



A: +2 D: +2	A: +1 D: 0	A: NA D: -2
A: 0 D: +2	A: NA D: -2	A: NA D: -3

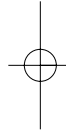
Fast



Medium



Slow





Empire Pit fighter
 Empire Pit fighters roll an extra D20 when they make a mighty blow rather than an extra D10 as would normally be the case.

A: +2 D: 0	A: +1 D: 0	A: +1 D: 0
A: NA D: -2	A: NA D: -2	A: NA D: -2
A: NA D: -3		

Slow

Hack Left

Observe

Hack Right

Left Side Step

Back Up

Hack

Jump Back

Right Side Step

Fast

Swerve Left

Run

Leap

Sprint

Swerve Right

Medium

Advance Left

Advance

Dash

Advance Right

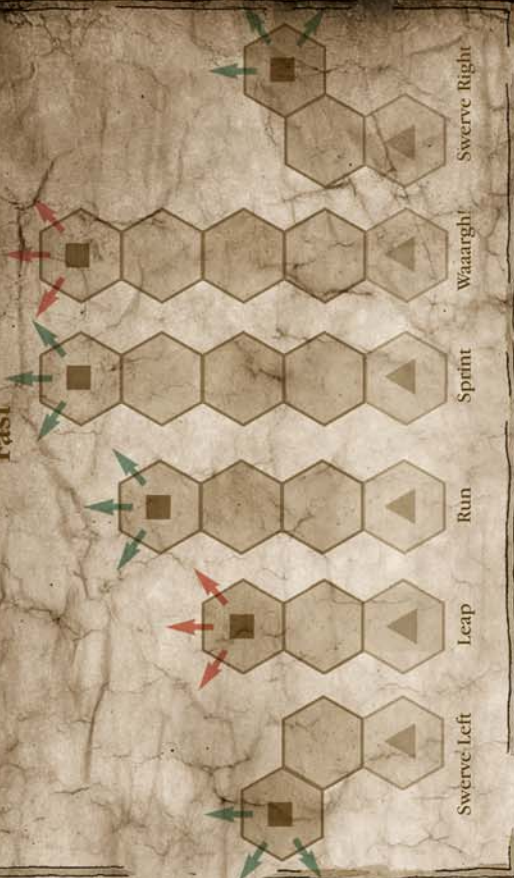
Lunge

Orc Pit Fighter

Orc Pit Fighter's Damage rolls receive a +1 modifier. If the Orc makes a mighty blow add +1 to each dice.



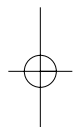
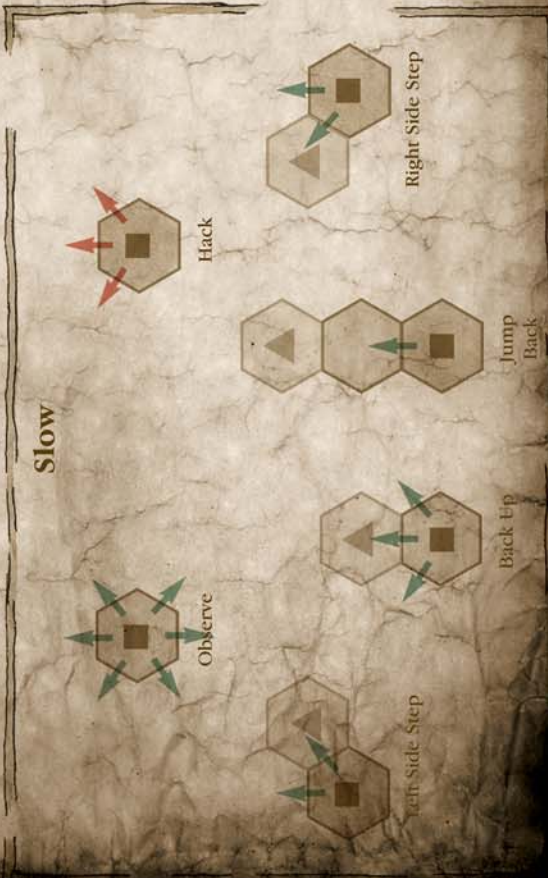
Fast



Medium



Slow

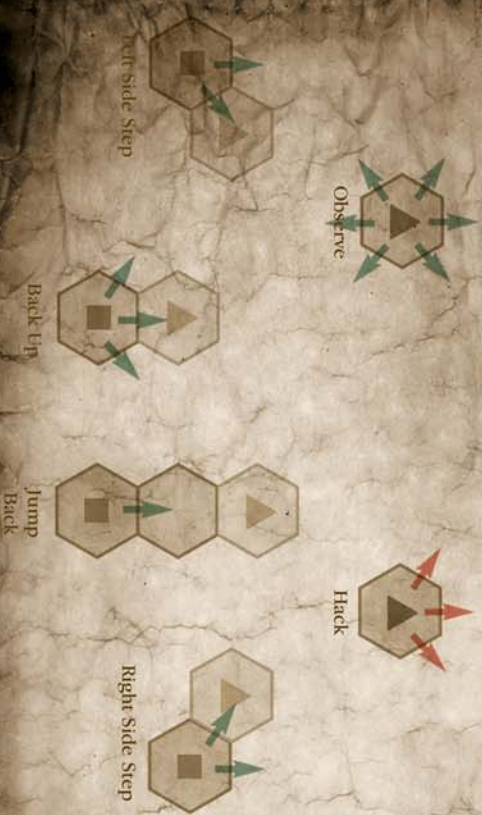




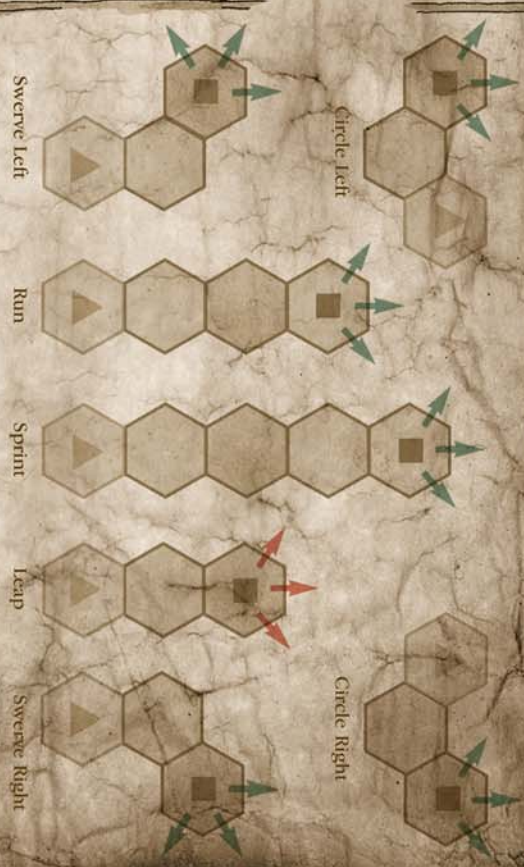
Undead Pit Fighter
 An Undead Pit fighter may make an extra attack. The first attack takes place at the Pit Fighter's full Initiative and Weapon Skill, the second-at-half his Initiative and Weapon Skill. The attacks may be made against the same or different opponents.

A: +3 D: +0	A: +1 D: 0	A: NA D: -2
A: +1 D: 0	A: NA D: -3	A: NA D: -2

Slow



Fast



Medium



Ogre Pit Fighter
 Anyone hit by the Ogre will be smashed back one hex away from the Ogre, just as if they were stationary and lost a push back.



Slow



Medium





Skink Pit Fighter
 The skink's javelin and net can be used to attack models that are two or more hexes away. See main rules for details.



Slow



Fast



Medium

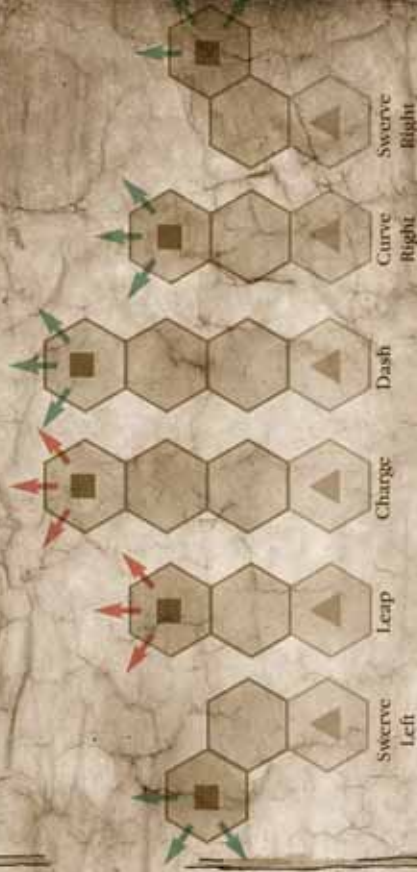


Slayer Pit Fighter

The Slayer's Strength always counts as being at least equal to his opponent's Toughness. Add +10 to Strength in push-offs. Add +2 to damage inflicted.



Fast



Slow



Medium





Which Elf Pit Fighter
 The Which Elf flips right over the grey hexes when she makes a forward or backward flip. Ignore whatever is in the hex, be it another Pit Fighter, a trapped hex or whatever.



Slow



Fast



Medium

