

Innominatus, the Tilean Gladiator

“You ask for my name? Many has asked and none who have done so have lived. Come and ask with your blade, and let us find out! “

Innominatus, the Cursed Gladiator. The Unnamed. The Scourge of the Red Sands. This hulking Tilean pit fighter is known by many names, and his origin is shrouded in mystery and whispered legends. His face is hidden by an ancient helmet which he never removes, though those who claim that they have fought him and survived tell tales of hideous scars and unblinking eyes beneath the steel faceplate. He is festooned with countless weapons and pieces of armour - trophies of his countless victories, further adding to his fearsome reputation.

Minstrels tell many conflicting stories of his origin: some say he once drank from the Well of Eternal Youth, but was cursed by gods for his hubris, doomed to an eternal life of bloodshed. Others say he once killed an evil necromancer in a duel who cursed him to walk the earth until he meets a warrior who can match his prowess in arms. None dare to ask Innominatus whether these tales have any truth to them.



The war-cries of innominatus still echo the creed of the ancient arenas of Tilea, using an accent not heard in a millennia. In the oldest of ruins of the ancient Tilean coliseums engravings show pictures of a gladiator Innominatus who once rose to fame when emperors still ruled Luccini. If he is indeed the same gladiator who once ruled the bloodied sands of Remas, he is must surely be a product of some ancient curse.

In these days of strife, the violence and the thrill of the kill has attracted Innominatus to Mordheim, where can be found in the squalid Fighting Pits, eternally looking for someone who could match him in single combat. To this end, he relentlessly seeks a duel with Aenur, the Sword of Twilight, but the Elf bladesman shows no interest in bloodsports. Thus Innominatus is willing to hire his services to warbands striking into the depths of Mordheim itself, hoping to find the Elf warrior and finally founding out once and for all who of them is the true Lord of War.

Many a famed warrior has met their end by suddenly running into Innominatus amongst the ruins of the Cursed City, compelled into a duel only to become yet another bloody epitaph in the legend of Innominatus.

120 gold crowns to hire +40 gc or +20gc if Innominatus manages to fight a challenge upkeep

May be hired: Any warband except Skaven and Dark Elves may hire Innominatus

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Innominatus | 4 | 5 | 3 | 4 | 4 | 2 | 4 | 2 | 8 |

Rating: Innominatus increase the warband rating +90 points

Equipment: Dark Elf Blade (Parry, Critical Damage: +1 on Crit Hit Chart, Wicked Edge: Stunned 2-4), Javelins, Dwarf Axe (Cutting Edge, Parry) ; **Helmet, Light Armour, Shield** (Armour Save 5+)

SKILLS

Innominatus has the following skills: **Pit Fighter** (+1WS, +1A when fighting in ruins, buildings and the Pit), **Grizzled Veteran** (Immune to psychology), **Death without a face** (Causes fear).

SPECIAL RULES

Pit Master: To survive in the pit you need to think fast and act even faster! Innominatus to survive so many fights as gained an incredible ability and speed to avoid enemy strikes and shots: He can avoid any hit from close combat and missile weapons on a D6 roll of 4+. Note that this roll is taken as soon as a hit is scored (shooting and close combat) to see whether the Innominatus dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Who is the hero?: Once per battle Innominatus can challenge any opponent hero, hired sword or Dramatis Personae on the battlefield to engage in a mortal duel (yes, including the leader and even if not in sight or hidden! Innominatus starts roaming across the streets shouting out the hero's name with all sorts of swares!). If the opponent player refuses the duel the challenged hero, hired sword or Dramatis Personae is removed immediately from the battlefield. The challenged character is so scared to fight against Innominatus he prefers to run away and to hide so far away he will also miss the next game. If he accepts the challenge resolve the fight immediately. Roll to see which side charges and fight the battle as normal. Innominatus will benefit from the Pit Fighter skill. If Innominatus wins, see **Thumbs Up/Thumbs Down** rule. If the opponent wins remove Innominatus immediately from the battlefield, roll for injuries as usual and place the winning hero in his previous position. The hero or hired sword gains also 3XP for winning against a such great opponent.

Thumbs Up/Thumbs Down: If Innominatus wins the fight, the looser is not immediately removed as out of action, the loosing player has the chance to decide if his hero will live or die!

Thumbs Up: The life of the looser is saved but Innominatus will take as a trophy all the hero's equipment, leaving him naked and shaking in the middle of the arena. Place the looser in his previous position but he is so shocked he will be subject to stupidity for the rest of the game (unless it is immune to psychology).

Thumbs Down: Mercy is rare in the arena, Innominatus takes his blood tribute and the looser is slain. Remove the looser immediately from the battlefield and from the warband roster. All the heroes of the looser's warband gain 1XP (having seen Innominatus in action has been a great lesson!) and the loosing player retains all the equipment of the dead model.



Innominatus is an unofficial addition made for the Mordheim Italia Facebook group's 1999th member celebration in 2022 with an accompanying limited edition miniature sculpted by Dario Biancheri/Grimforge.

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