

## 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.**

**P**it 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.

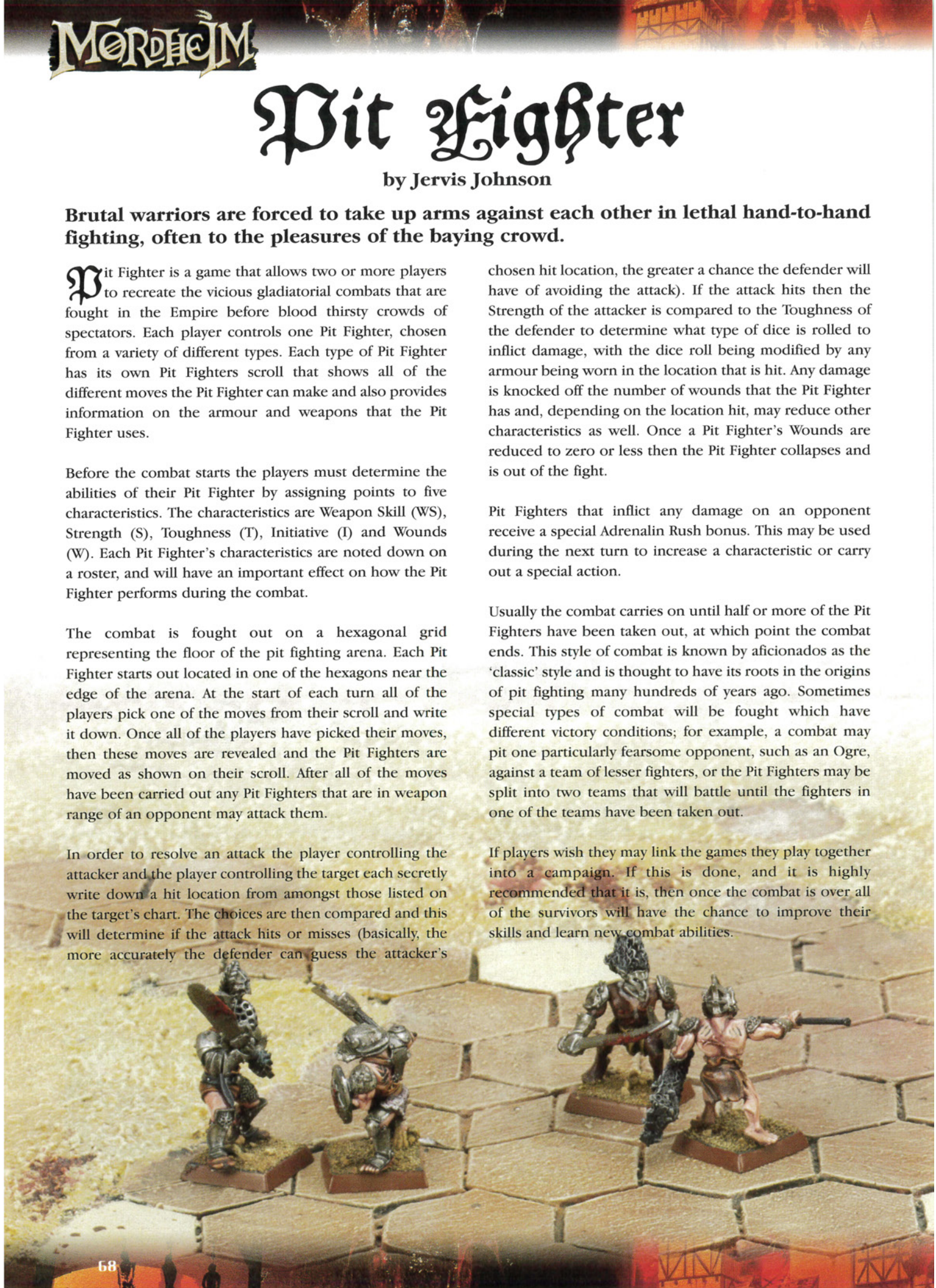
In order to resolve an attack the player controlling the attacker and the player controlling the target each secretly write down a hit location from amongst those listed on the target's chart. The choices are then compared and this will determine if the attack hits or misses (basically, the more accurately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

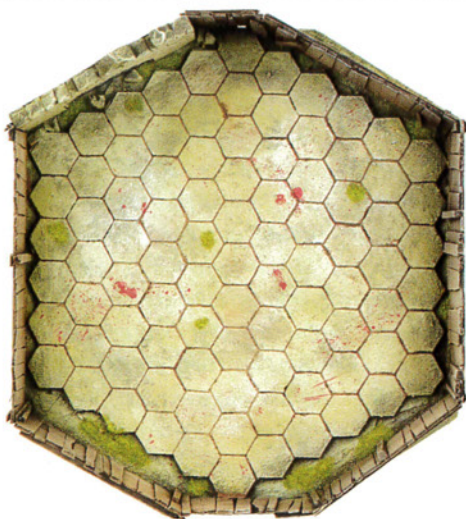
Pit Fighters that inflict any damage on an opponent receive a special Adrenalin Rush bonus. This may be used during the next turn to increase a characteristic or carry out a special action.

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.





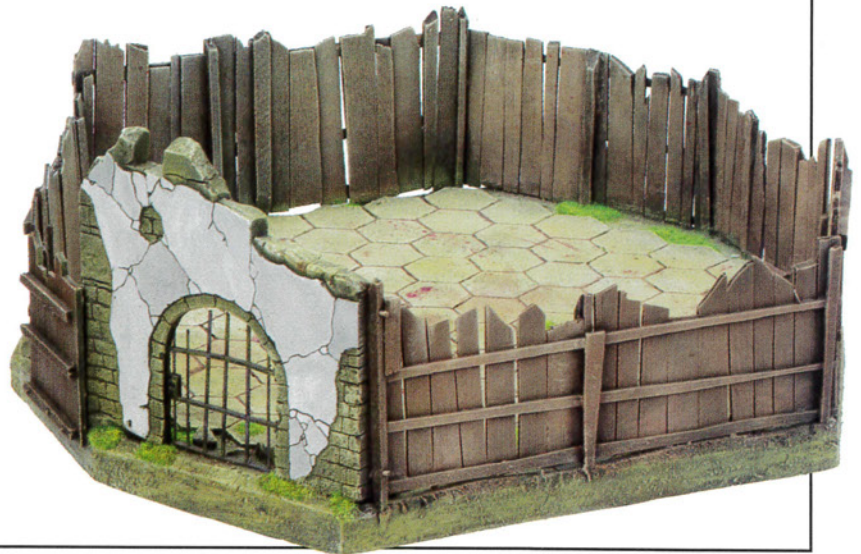


## The Board

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](http://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](http://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).







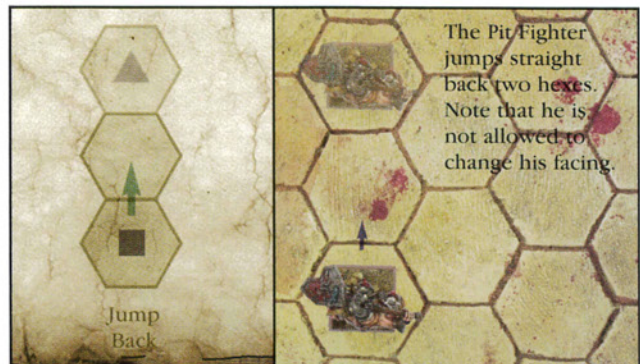
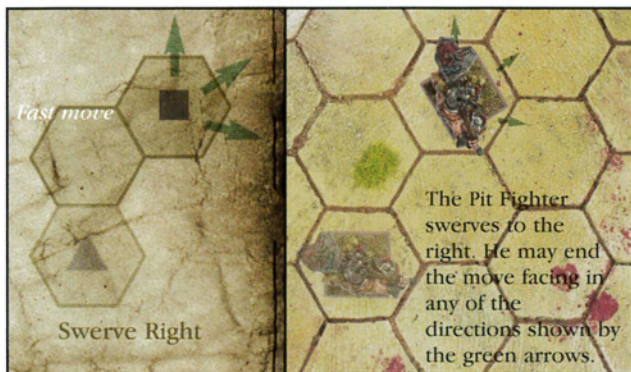
**4. Armour/Hit Locations:** This section of the scroll shows the Pit Fighter's hit locations and also the armour worn on each location (if any).

**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.

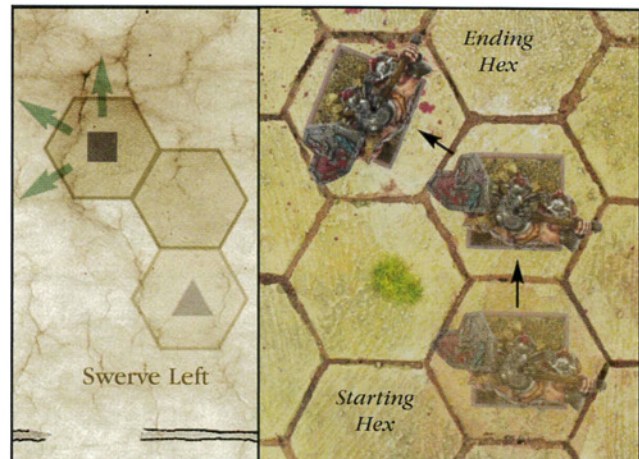
Players must secretly write down the move their Pit Fighter will carry out on their roster. Once all players have written down their moves you may carry on to the next step in the sequence of play.

## 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

<u>Strength &amp; Toughness</u>	<u>Wound Dice</u>
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 Workshp (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](http://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.*

### 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.



### 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.



### Arm Critical Damage Chart

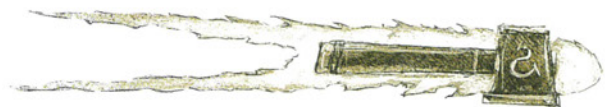
Damage	Critical Effect
1-4	None
5-6	Arm Hurt
7-8	Lose Finger
9-10	Arm Broken
11+	Arm Chopped Off

**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.



### 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.





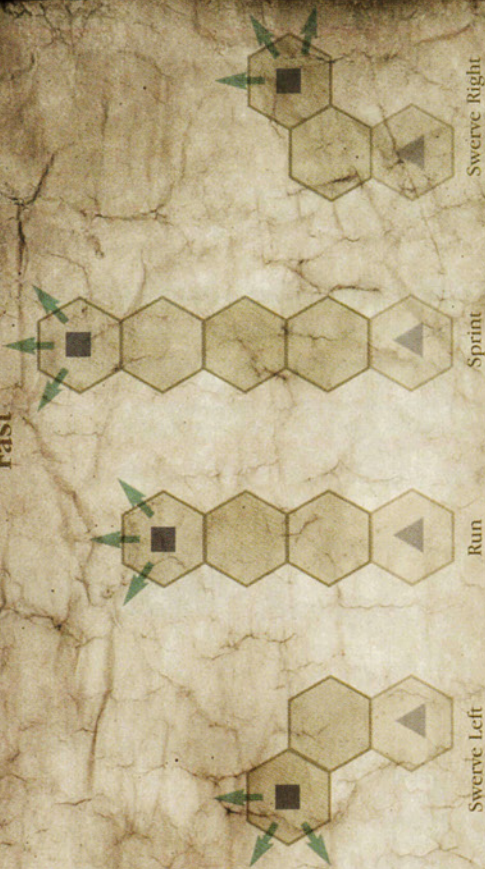
### Chaos Pit Fighter

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



### Slow



### Medium







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

**Fast**

Swerve Left

Run

Leap

Sprint

Swerve Right

**Medium**

Advance Left

Advance

Dash

Advance Right

Lunge

**Slow**

Hack Left

Observe

Back Up

Jump Back

Hack

Hack Right

Left Side Step

Right Side Step

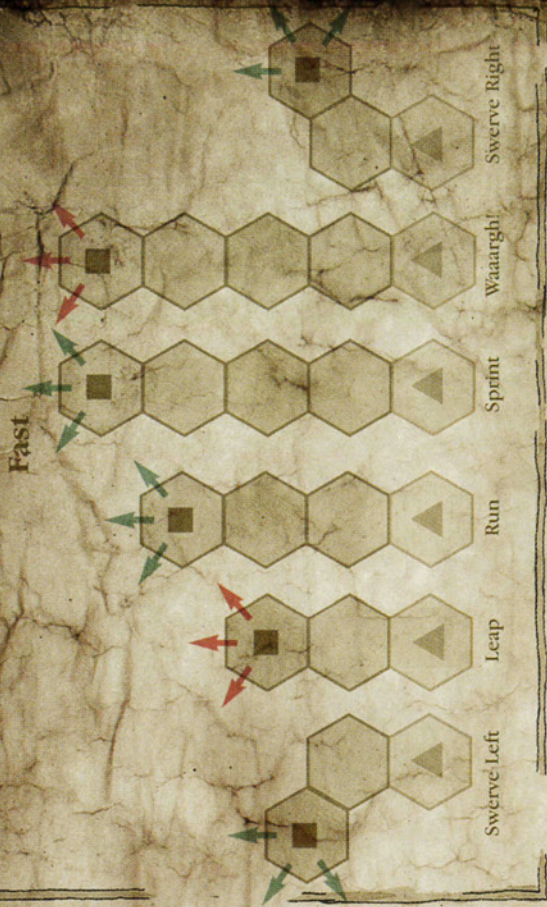


### Orc Pit Fighter

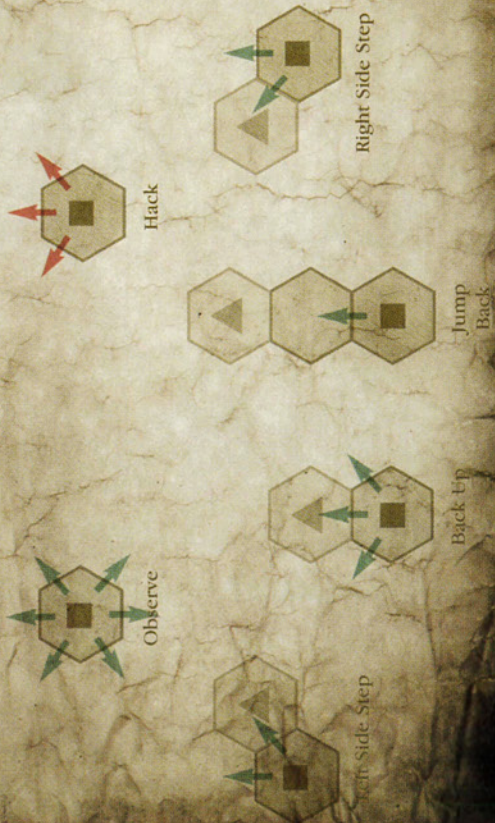
Orc Pit Fighter's Damage rolls receive a +1 modifier. If the Orc makes a mighty blow add +1 to each dice.



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



### Slow



### Medium







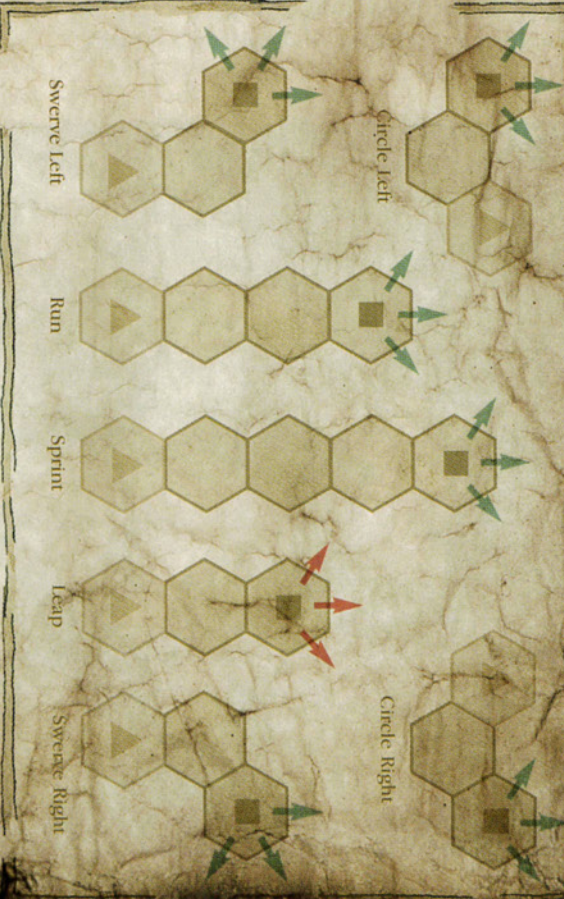
**Dead Pit Fighter**  
 An Unkled pit fighter may make an extra attack. The first attack takes place at the pit fighter's full Initiative and Weapon Skill, the second-at-half his Initiative and Weapon Skill. The attacks may be made against the same or different opponents.

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

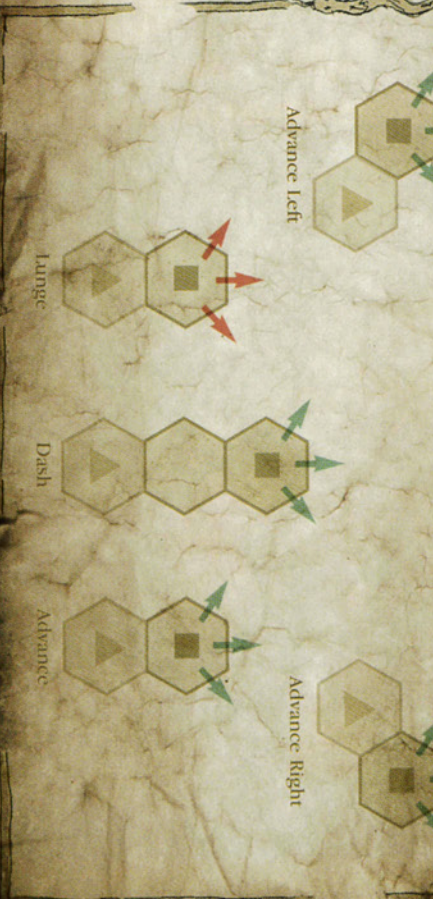
**Slow**



**Fast**



**Medium**





Town Crier

# Town Crier



Published on the first Angestag of each Mannslieb.

Mordheim 3 Groats

## TO THE PITS!



### Pit Fighting - the sport of heroes

The settlements around Mordheim contain the greatest arenas of our time!

None more so than the blood-soaked circle nestled at Cutthroat's Den. Here you will find the foulest of foes whose loyalty is butt unto themselves so that one day they maye walk as free men do.

The House-Fighter in the arena is known as Grogagus, an Ogre of fearsome repute and vileness. He is the victor of many a gudge-match and has triumphed fore more than thirty-eight matches.

A forthcoming match between Clyde, the Pit King of Sigmarhaven and Grogagus, the scourge of Cutthroat's Den has generated much excitement. Many bets have been taken and although the Pit King is a veteran of numerous battles, Grogagus is favourite to win.

The fight will commence on the second Festag. Entrance is four copper coins or twelve hens or one calf. Balcony views are only three coins or six hens but the owners are not responsible should it collapse.

Other entrainments will be supplied between the killing.

Here  
Within



Madness and  
rambling. Esquire  
Roly Berkin sits  
by the fire and  
talks

Grim tayles of  
body snatching  
and foul  
experimentation.

Letters to the  
scribe -  
including  
blackmail and  
death threats.

Classifieds  
By or sell your  
goodes and  
wears...



## Town Cryer

### Ransom Paid

For capture of 'The Hinks' a shambling monstrosity equalling the Jabberwocky in legendary status.

*If found bring to Capt Von Dunn at the Black Library Inn.*

1000gcs reward plus Lute

### For Sayle

*Rat Bane* – sword of the late, great mercenary captain, Rienhoft Victorsen  
ENCHANTED BLADE, RUBY ENCRUSTED HILT, FOLDED METAL,  
LEATHER SCABBARD, BALLANCED TANG

*To be sold by auction, a reserve of 900 gold pieces in place*

*Bidding to begin at dusk on the third Angestag*

the vendor accepts no  
responsibility for alleged  
soul stealing curse

### Men Required

For physical exercise. Should not be shy of working hard.

*Seek Madam Mouille  
at La Maison Derriere*

### Announcement

*Lord Hutzen has looked into the accusations against War Minister, Sir Antonious and has found them wanting. He demands that those who have stated he went to war under false pretense to kindly sbut their traps.*

*paid for by Whitewash Press*



### OBITUARIES

James 'Pukka' Olivius – died from swallowing own fat tongue.

Lady Jordan, suffocated to death by her own twins.

Davide Brentone, Clerke of the Offices. He jigged the Dance of Death.

Anton and Declan. Their last words: "get me out of here".

### SCRIBE'S HONOURABLE MENTION

Mad Andreas Halldenstatt

Ye Typesetters:  
Arf-a-job and  
The Mad  
Tilean



### Found in ruins

#### *the Garland of Sorrows*

An item of mysterious origin. When placed upon head it will make the unfortunate weep in unconvincing manner.

Perfect for award ceremonies last know owner Haal Bernaberry.

Wanted

### DEAD RATS

Rats purchased for 1 gc per tail

*Ask for Karl at 'Cheap Eats'  
Cutthroat's Haven*

Repent

Repent

Repent

Repent

Need a new job? Fed up with menial tasks? Then, why not become a Flagellant?

We're looking for determined and focused applicants with noted vocal skills and a strong presense.

Unshaven and a history of insanity a definiate advantage

*Intrested parties should talk to the  
Propbet of Doom outside the temple of  
Sigmar*

### Mutant Sorcerer from the North

Presents an evening of entrainments

*Including black maigicks  
that produce miracle of  
moving pictures and  
audible sounds!*

*Ask for 'Strickers' at the  
Stunted Dwarf Tavern*

### Sale of great and used Tomes & Bookes

*To be held at the Old Codgers  
Booke Emporium. Sale items  
include:*

Forty days in the Saddle  
*By Major Bumsaw*

Kittens Revenge  
*By Claude Balls*

Caught Short  
*By Wille Makeit*

Puppy Love  
*By Al Satian*

*Classics of our time, be prepared  
to part with your pennies!*



Town Cryer



# Pit Fighter Reference Sheet

## Sequence of Play

- Pick Move
- Carry Out Moves
- Resolve Attacks
- End Phase

## Push Offs

Each player rolls D20+Strength.  
Low score is pushed out of hex.

## Attack Locations

Defender guessed attacker's location = miss  
Defender picked location not even next to attacker's choice = hit  
Anything else = Attack Roll Offs table

## Attack Roll Offs

Attacker rolls D20+'A' modifier.  
Defender rolls D20+'D' modifier.  
Attacker rolls higher = hit  
Defender rolls higher = miss  
Roll of 1 or 20 before modification = critical (see rules)

## 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

## Groin Critical Damage Chart

Damage	Critical Effect
1-2	None
3-4	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.

## Arm Critical Damage Chart

Damage	Critical Effect
1-2	None
3-6	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.

## 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.

## Head Critical Damage Chart

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