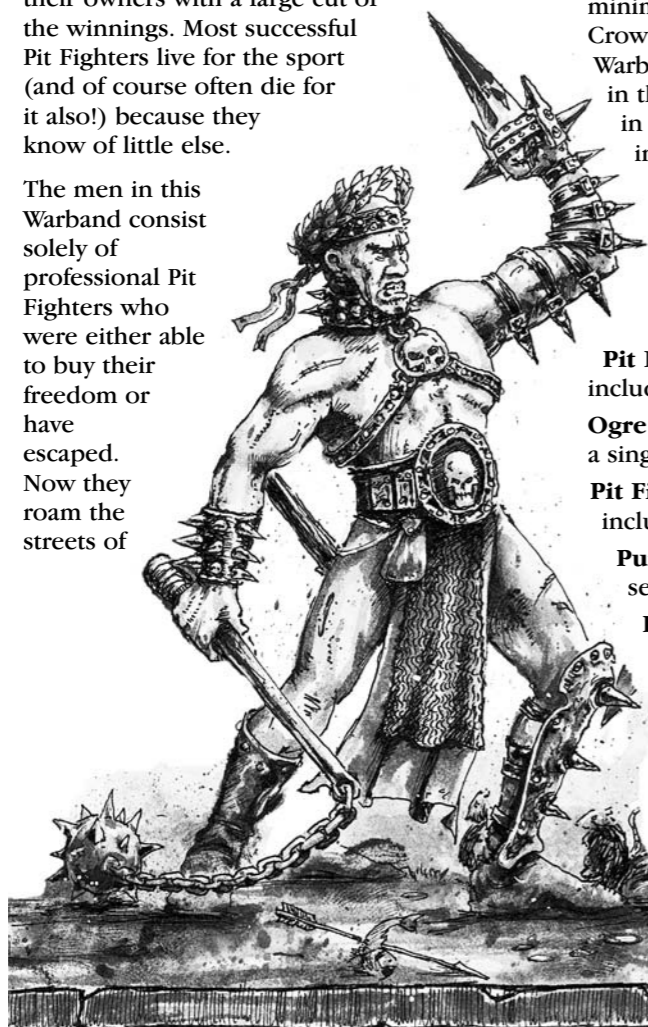


Pit Fighters

All across the world you can find gladiatorial pit fights, here you can find hardy fighters taking up arms against each other. From the vicious pits of Cutthroat's Haven to the Black Pits surrounding Mordheim there can be heard the clash of steel. In most places local law itself bans these fights, but the culture itself remains a haven for ex-mercenaries, escaped convicts and itinerant conmen and bribes to local officials ensures that this brutal sport continues unabated.

There are as many different type of fight as there are venues, from small fistfights in an old barn or a back alley to huge conflicts with many heavily armed combatants. Most fighters are slaves who work for the so-called 'circuit'. They try to earn their freedom by paying off their owners with a large cut of the winnings. Most successful Pit Fighters live for the sport (and of course often die for it also!) because they know of little else.

The men in this Warband consist solely of professional Pit Fighters who were either able to buy their freedom or have escaped. Now they roam the streets of



Mordheim in search for the Wyrdstone that would bring them wealth faster than anyone can imagine.

The Pit Fighters are used to fighting in streets and small corridors and this makes them a much-feared opponent. The Pit King is the most skilled and cunning Pit Fighter of them all who leads his band with an iron fist.

Appearance: Pit Fighters are grizzled veteran warriors covered with many scars of battle, they are armed with special Pit Weapons and Armour, their bodies well developed and muscular. They wear little clothing and only partial armour known as Pit Armour.

Choice of Warriors

A Pit Fighter Warband must include a minimum of 3 models. You have 500 Gold Crowns that you can use to recruit your initial Warband. The maximum number of warriors in the Warband is 15, though some buildings in the Warband's encampment may increase this.

Pit King: Each Pit Fighter Warband must have one Pit King: no more, no less!

Pit Fighter Troll Slayer: Your Warband may include a single Pit Fighter Troll Slayer.

Pit Fighter Veterans: Your Warband may include up to two Veterans.

Ogre Pit Fighter: Your Warband may include a single Ogre Pit Fighter.

Pit Fighter Initiates: Your Warband may include up to two Initiates.

Pursuers: Your Warband may include up to seven Pursuers.

Pit Fighters: Your Warband may include any number of Pit Fighters.

SPECIAL NOTE: A Pit Fighter Warband can start with 6 heroes.

Starting Experience

A Pit King starts with 20 experience.

Pit Fighter Veterans start with 8 experience.

A Pit Fighter Troll Slayer starts with 8 experience.

Initiates start with 0 experience

Henchmen start with 0 experience

By Scribe of Ill repute and twisted rumour Gert Joris

Pit Fighter Equipment List

The following lists are used by Pit Fighter warbands to pick their weapons:

PIT FIGHTERS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger1st free/2 gc
Mace 3 gc
Hammer 3 gc
Axe5 gc
Dwarf Axe* 15 gc
Sword 10 gc
Morning Star 15 gc
Double-handed weapon 15 gc
Halberd 10 gc
Spear 10 gc
Flail 15 gc
War Chain 20 gc
Fist Spike 15 gc
Brass Knuckles 20 gc
Gromril Weapon*3 times the cost

Armour

Helmet 10 gc
Light Armour 20 gc
Heavy Armour 50 gc
Shield5 gc
Buckler5 gc

PURSUER EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger1st free/2 gc
Mace 3 gc
Hammer 3 gc
Axe5 gc
Sword 10 gc
Spear 10 gc
Trident 15 gc



Missile Weapons

Throwing Knives 15 gc
Javelin 10 gc
Net5 gc

Armour

Hardened Leather 10 gc
Light armour 20 gc
Helmet 10 gc
Shield5 gc
Buckler5 gc

*Only Available to the Dwarf Trollslayer



Pit Fighter skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Pit King	✓		✓	✓	✓	✓
Veteran	✓			✓		✓
Troll Slayer	✓			✓		✓
Initiate	✓			✓		✓



Heroes



1 Pit King 80 gold crowns to hire

A Pit King is the leader of the Warband. A Pit King is a very renowned warrior; a spectacular fighter used to pleasing the baying crowd with his martial display and bloody triumphs. He has managed to buy or free enough fellow Pit Fighters to start a Warband of his own, He's the smartest and toughest Pit Fighter around and will fight anybody who puts his position in danger. He is held in a mixture of awe and fear by his fellows and his loyalty to his men is

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	4	2	8

Weapons/Armour: A Pit King may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

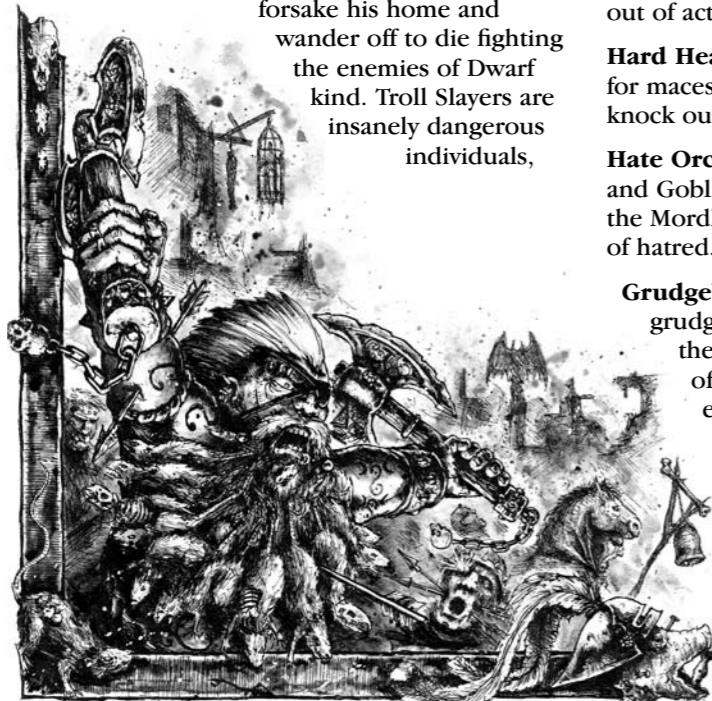
SPECIAL RULES

Leader: Any models in the Warband within 6" of the King may use his leadership instead of their own.

Pit Fighter: See Strength Skill section.

0-1 Dwarf Troll Slayer 50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarf kind. Troll Slayers are insanely dangerous individuals,



psychopathic and violent. There are, however, few better fighters in the Known World, so which place would be more fitting for them than the dangerous fighting pits then! Battling against the most hardened veterans and monsters known in the Old World, it seems that they have found themselves a second place, to call home.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Troll Slayer may be equipped with weapons and armour chosen from the Pit Fighter Equipment list. Slayers may never carry or use missile weapons or any form of armour.



SPECIAL RULES

Pit Fighter: See Strength Skill section.

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head: Dwarfs ignores the special rules for maces, clubs, etc. They are not easy to knock out!

Hate Orcs and Goblins: All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudgebearers: Dwarfs hold an ancient grudge against Elves from the days when the two races fought for the supremacy of the Old World. If the Pit Fighters ever hire any kind of Elven Hired Sword he will leave the Warband immediately, he refuses to fight alongside these pansy Elves!

Death Wish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

0-2 Pit Veterans 35 gold crowns

Pit Fighter Veterans are experienced fighters who carry out the orders of the Pit King with ruthless efficiency. These men ensure that the Warband is held together with iron-hard discipline.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons/Armour: A Pit Fighter Veteran may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.



Benchmen



0-1 Ogre Pit Fighter 165 gold crowns to hire

The Ogre Pit Fighter is one of the most brutal and feared of all Pit Fighters. These massive, savage fighters are often called upon to fight such fearsome beasts as captured Trolls in some of the most incredible bouts held at the pits.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	2	4	4	3	3	2	7

Weapons/Armour: An Ogre Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Fear: Ogre Pit Fighters are large, threatening creatures that cause Fear. See the Psychology section for details.

Large: Ogre Pit Fighters are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at the Ogre Pit Fighter, even if he is not the closest target.

Skills: An Ogre Pit Fighter who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat, Strength and Pit Fighter Special Skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest creatures. Ogres only gain advances at half the rate of everyone else (I.e. they must accrue twice as much experience as normal to get an advance).

0-2 Pit Fighter Initiates 15 gold crowns to hire

Pit Fighter Initiates, are young men have just picked up their arms in the Pit, and they will have to prove themselves in the heat of the battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: A Pit Fighter Initiate may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

0-7 Pursuers 25 gold crowns to hire

Pursuers are a special martial type of pit fighter often used for 'warm-up fights' before the main show. These men are usually lightly armed with tridents, nets, javelins or war chains with which they pursue and harry their enemies in a hit and run style of warfare. This style of fighting dates back to ancient times in Tilea when gladiators, as they were known in the Tilean tongue, would fight in massive stone arenas.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: A Pit Fighter Pursuer may be equipped with weapons and armour chosen from the Pit Fighter Pursuer Equipment list.

SPECIAL RULE

Pit Fighter: See Strength Skill section.

Pit Fighters 35 gold crowns to hire

Pit Fighters are the Close Combat specialists of the Warband, armed with a variety of weapons and armour.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/Armour: A Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Arms master: See Pit Fighter Skill section

Hired Swords

Pit Fighters may hire all Hired Swords available except for the Elf Ranger, who feels working with such dirty and brutish individuals would just not do.

Warband Special Rules

All Pit Fighters have the *Pit Fighter* skill as described in the Strength Skill List except the Pit Fighter Initiates. (**Pit Fighter** Skill: +1 WS, +1 A when fighting in ruins, buildings and The Pit.)

Free the Slaves!

Pit Fighters hate all Slavers. The Pit Fighters will never sell their captured opponents to the slavers.

In the Pit!

Pit Fighters who capture an opponent may decide to let him fight in the infamous fighting pits of Cutthroat's Haven (use the rules that appeared earlier in this magazine).

The Pit Fighter Warband may decide to send in one or more of their own fighters to fight the captive, if the Pit Fighter wins he gains +2 Experience, the Warband gets all the Captive's armour and weapons +50gc, if the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives Against the Odds), he will not lose his armour or weapons, the Captive will get the 50 gc and the +2 Experience when he wins. If the Captive wins the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters Captive and may be fielded in the pits after future games.

Troll Slayer Special Skills List

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to the Dwarfs.

Ferocious Charge: The Slayer may double his attacks on the turn that he charges. He will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc.) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn which he charges. (may not be used with *Ferocious Charge*).

Pit Fighter Weapons

War Chain

Cost: 20 gold crowns
Availability: Common (Pit Fighters only)

The War Chain is a heavy metal chain up to twelve feet in length often weighted on the end. This is a difficult weapon to use and only after months of practice can a Pit Fighter become adept with this weapon. The War Chain is often used at a distance to entangle a foe so that the wielder may then close with a sword or dagger and finish off the prone foe.

Weapon	Range	Strength
War Chain	4"	As User

SPECIAL RULES

Cannot be Parried: As Steel Whip

Reach: As Steel Whip

Entangle: Whenever you hit an opponent on a natural score of a 6 he becomes entangled. Whilst entangled an enemy cannot do anything and can be treated as stunned, in his phase he must make a successful Initiative test to free himself or stay down. Roll to wound as normal. As long as the opponent is entangled the chain cannot be used, and the Pit Fighter must use his secondary weapon.

Trident

Cost: 15 gold crowns
Availability: Rare 7 (Pit Fighters only)

The Trident as a Pit Fighter weapon originates in Tilea from the ancient days when gladiators, as the Tileans called them, would fight in the massive public arenas. This weapon is similar to a spear and has all of its advantages in length but it has three spear points allowing an adept user to catch blades between them and turn them aside.

Traditionally the trident is a weapon that is combined with a net and used by a lightly armoured Pit Fighter against the more heavily armed swordsmen.

Weapon	Range	Strength
Trident	8"	As User

SPECIAL RULES

Strike first, Parry

Spiked Gauntlet

Same as Brass Knuckles from TC 7.



Javelins

Cost: 10 gold crowns

Weapon	Range	Strength
Javelin	8"	As User

SPECIAL RULES

Thrown Weapon: Does not suffer from to hit penalties for moving and shooting. May not be used in Close Combat.

Pit Fighter Skills

Bulging Biceps: The Pit Fighter may ignore the entire 'heavy' weapons special rule penalty. The Strength bonus will now apply to all rounds in CC. So a Morning Star will give +1 Strength in all turns not only the first one.

Force of Will: When the Pit Fighter loses his last wound and is taken OOA, he must roll a D6 equal or under his Toughness, each following round he has to roll again on his toughness but then with a -1 modifier for each subsequent round. If he succeeds he gets up and may continue to fight, when he gets taken Out -of-Action a second time he'll be removed as normal.

Arms master: The Pit Fighter may now ignore all 'difficult to use' rules for all weapons, this enables him to combine certain types of weapons, he can combine a Morning Star with buckler, or even a Morning Star with a Morning Star.

Body Slam: Instead of making a normal charge the Pit Fighter may attempt to slam his opponent to the ground, he burrows his shoulder deep into his opponent's stomach. Instead of making his normal attacks the Pit fighter may make a single attack resolved as following: +1Str, +1 to Hit, no weapon bonuses or abilities. Critical hit on a 5+.

Grizzled Veteran: The Pit Fighter is used to fighting fearsome monsters and being cornered in the Pit when there's no escape. He has been close to death so many times that he has made his peace and the thought of Death no longer bothers him. The Pit Fighter is immune to all psychology.

Ogre maximum limits

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	5	4	6	6	4	5	4	7

Pit Fighters



Pit Fighter
079901601 – £4.00



Trollslayer
110500101 – £4.00



Mordheim Pit Fighter
110203001 – £4.00



Ogre Pit Fighter
74601/8 – £6.00



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