

# Customized Rule: Pitfighting

By: Tachyon, with help from: Todd Gorr, and the Mordheim mailinglist.  
As published at Wyrdfish.  
Version 2.01

*It was a dark night and the rain, that had lasted all day, was still coming down. Breah the Cutter, Captain of a promising Street Urchin Gang had a bad day. They lost good men against the Skaven today. It had been a long and tedious battle, and the foul rats had gained the upper hand of his group when he choose to flee, to save the rest of his men. Things didn't look good, they had found none of the Wyrdfish today and, as they were almost out of money, that was their only hope of getting a decent meal and a dry roof over their heads. The weather was turning cold on them and they hadn't had any comfort for days now. He knew what he had to do, but he was reluctant. He lost many a promising lad that way, but he also knew that this was their only way to make up for their current situation. He looked up and could see the fires ablaze in the outer parts of this Damned City...*

*The pits were waiting...*

## **PitFighting:**

In between the battles of your Campaign, your Warband can opt to go pitfighting. Within Mordheim there are many of these pits where Warbands join up and will watch the famed Pitfights. Bets can be placed, members of the Warband can fight. These Pits are also Neutral Ground, as everybody is there to obtain some profit, old grudges are pushed away and Warbands that faced each other a few hours ago, now stand next to each other, shouting, yelling, drinking and betting for their champions. It is even rumoured that in the more fouler pits which are closer to the centre of the cities even the Skaven and Possessed take part in the fighting and the betting.

## **FIGHTING:**

- Fighting in the pits is clean. No weapons, no armour, no magic may be used while fighting in the pits. All normal rules for fighting apply, and all normal fighting results count, as is written in the Mordheim rules book.
- Each player chooses a member of his Warband and these two will fight each other in the pit. The members must be equal to each other (i.e. no champion Vs Captain).  
It is also advisable to keep the experience difference between the two warriors as low as possible.
- Henchmen, Hired Swords and Persona Dramatis do not fight in the pits for your Warband  
Alter Ego's can fight for your Warband, though only against a worthy opponent, and following the Alter Ego rules (i.e. you have to ask the Alter

Ego's owner permission to do so (and he will probably claim a percentage of your profit) and reward his confirmation with a Battle Report of the Pitfight).

- The winner of the Pitfight gains +1 XP.
- The loser of the Pitfight must roll a D6, on 4+ the loser may not fight for your Warband in the next battle.
- Each member can only have one Pitfight between battles.

**BETTING:**

Before the fight start both players agree upon an amount of money which will be the ante for their bet. The winner of the Pitfight gets the whole amount plus  $(1D6)/6$  \* the initial bet from other wagers among the crowd of the Pit.

**Example:**

Both players agree to bet 100 GC, totalling the bet to 200 GC. The winner then rolls a D6 (say he rolls 3) and thus will receive the 200 GC plus  $3/6$  times their initial bet of 100 GC, totalling the winning amount to 250 GC, and the winner's profit to 150 GC.

Tachyon.