

Warhammer Quest™



• PIT FIGHTER •

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· PIT FIGHTER ·

Across the Old World there are many pastimes and sports and one of the most popular events is the gladiatorial pit fight. Many local laws ban pit fighting, but the culture remains a haven for ex-mercenaries, escaped convicts and itinerant conmen.

When a pit fight takes place it can range from a highly organised gala in a large arena to a small fistfight in an old barn. The combatants are usually slaves who work the 'circuit', earning their freedom by paying off their managers with a large cut of the winnings. By the time most Pit Fighters are free men they are so physically and mentally scarred that they don't wish to leave the sport, as they can find no position in normal society.

There are many reasons why a Pit Fighter may exchange his current career for the life of an adventurer. The culture of the fighting pit means that there are many alleged (and real) scandals, arrests and much notoriety.

You can think up your own reasons for leaving the pit fighting circuit, or you may like the other players to write down suggestions for you and then take one at random. If you can't think of a suitable motive for setting off on a career of adventuring roll a D6 on the following table. You may decide you want your past kept secret, so don't tell anybody you cannot trust!

As an escaped Pit Fighter you are a hunted man, constantly wary of places where you might one day be recognised. You wish to settle your debt with your ex-master or his business partners, using the treasure you acquire during your exploits.

D6 Roll	Result
1	<i>Escape!</i> Your master was particularly cruel and greedy, making you fight until you dropped. One day you had enough and leapt from the pit after winning a fight. Before anybody could stop you, you were out in the big wide world and free.
2	<i>It Wasn't Me!</i> Your master was found dead one morning, and it was no secret that you wished to leave his school. The watchmen dragged you to prison but you managed to escape before the trial. Roll a D6: on a roll of 1-3 you did actually commit the murder, on a 4-6 you are innocent.
3	<i>Vendetta.</i> Before fleeing from your master, you kill a rival Pit Fighter in a match that had a large sum of money riding on it. Unfortunately, it was your master's money; he had been betting for you to lose!
4	<i>Ho Hum!</i> To put it bluntly, you were bored. There were no other fighters worthy of your prowess while the adoring fans and the crowds of appreciative maidens became tiresome. A few weeks ago you simply strutted out of your fighting school, leaving your master fuming with indignity.
5	<i>Well, You Know What They Say...</i> There was a huge scandal, and various rumours cast a cloud over your parentage, eating habits, night time activities and a variety of other personality traits. Of course none of them were strictly true, but where there's smoke, there's fire. You decided it was better to leave before anybody got too curious.
6	<i>Of Course I Was!</i> Your character has spent his entire lifetime in and around the Fighting Pits. Unfortunately, it wasn't as a combatant. You were the clean-up man after the contests, but you have watched many great fighters train and rise to stardom. You were ridiculed and kicked out, and in an act of petty vengeance you stole some of the equipment and fled. You are now determined to prove you can be as successful as the fighters who mocked you.

· INTRODUCTION ·

This pack contains everything you need to introduce a new Warrior to your games of Warhammer Quest, including his Warrior card, Warrior counter, Equipment cards, a rulebook and a Citadel miniature to represent the Warrior himself.

This rulebook is split into three sections: a basic Warhammer Quest section, an Advanced section and a Roleplay section.

The Warhammer Quest rules contain all the rules for using this Warrior in your games. The Advanced rulebook covers all the rules for the progression of the Warrior through the battle-levels, including any spells, skills or special rules, and the final section gives rules guides for using the new Warrior with the Roleplay rules.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Pit Fighter. Simply swap the Pit Fighter for one of the existing Warriors. The rules which follow explain how to use the Pit Fighter in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with that of the Pit Fighter!

Remember too, that if there is not a Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader.

BIGGER GROUPS OF WARRIORS

If you want to, you can take more than four Warriors into an adventure, but you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors, so if you have fifteen different Warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but if you have a party of five or six, then increase the number of Monsters by an equal proportion.

For example, if you have six Warriors in the party, that is 50% more Warriors than the Event cards are set up to deal with. In this case, you should make sure that each time Monsters appear, there are 50% more of them. If the card says "1D6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size – so a dice roll of four Orcs becomes six Orcs, and so on.

· STARTING AS A PIT FIGHTER ·

Any player may start the game as a Pit Fighter rather than one of the Warriors in the Warhammer Quest box. All of the rules for creating a new Warrior apply, unless stated elsewhere in this character pack.

Wounds	1D6+8
Move	4
Weapon Skill	3
Ballistic Skill	6+
Strength	3
Toughness	3 (4)
Initiative	3
Attacks	1
Pinning Roll	5+

EQUIPMENT

The Pit Fighter starts the game with Heal-Itt Potion Equipment card and the Pit Flail Equipment card.



WEAPONS

The Pit Fighter starts the game armed with a Fist Spike and a Pit Flail.

When he uses the Fist Spike, the Pit Fighter gets an extra 2 Attacks but cannot make death-blows. However, if the Pit Fighter kills a Monster with his Fist Spike he may step into the square it occupied and continue his attacks from there. The rules for pinning do not apply to this special move.

When he uses the Pit Flail, the Pit Fighter gets +2 Strength, for 1D6+5 damage. If he rolls a 1 to hit, his blow goes wild, and he hits himself instead! Work out damage as normal.

The Pit Fighter must declare which weapon he is going to use at the beginning of Warriors' Phase. He may not use both weapons in the same turn!

A Pit Fighter may use weapons other than his Fist Spike and the Pit Flail.

ARMOUR

The Pit Fighter wears Pit Armour, which gives him +1 Toughness. He may wear no other form of armour.

SPECIAL RULES

The Pit Fighter's training allows him to react quickly to certain situations. Whenever you meet Monsters because of an Unexpected Event, roll a D6 just after the Monsters have been placed.

- 1 The Pit Fighter gets confused and may not perform any actions in the next Warriors' Phase.
- 2-4 Nothing occurs to the Pit Fighter. Fight the Monsters as normal.
- 5-6 The Pit Fighter remembers a special move and may immediately move and attack, exactly as if it were the Warriors' Phase. All the usual rules, such as pinning, apply, and this does not affect the Pit Fighter's ability to fight in subsequent Warriors' Phases.

If the Pit Fighter is standing in the Fighting Pit he will only fail to react on a roll of a 1, in which case he is 'confused', as above.

· ADVANCED RULES ·

PIT FIGHTERS AND EVENTS

As a professional fighter, a Pit Fighter finds it hard to turn down a challenge. If your character rolls an Event that leads to physical conflict (such as The Duel) then he must accept, he may not try to pay his way out or walk away.

PIT ARMOUR

Pit Armour covers only a portion of the Pit Fighter's body. There are five locations to cover: Head, Legs, Body, Left Arm and Right Arm.

The armour you start with covers your Body. Whenever a Monster hits you, look up its to hit roll on the table below. If you have Pit Armour on the location indicated you may add its armour value to your Toughness. If that location is not armoured you receive no extra protection.

You may buy extra pieces of Pit Armour from the Fighting School armoury (see page 8). If you do so, you should make a note of which part of the Pit Fighter's body the armour covers.

Monster's To Hit Roll	Location
2	Head
3	Left Arm
4	Right Arm
5	Legs
6	Body

For example, Grund Headcrusher has Pit Armour on his body and his right arm. A Monster hits him with to hit rolls of 4, 5 and 6. His Pit Armour counts against the 4 and the 6 (right arm and body) but not against the roll of 5 (his legs).

DEBT

When you fled from your home you still had a large sum of money to pay to your ex-master. Since he has invested a considerable amount of time and money in your career he is anxious to get it back. To work out how much money you owe, roll a D6 and consult the following table. Note this down on your Adventure Record sheet.

Roll	Amount owed
1-2	6,000 gold
3-4	5,000 gold
5-6	4,000 gold

You may pay off your debt in part or in whole whenever you visit the Fighting School. Simply deduct the amount from your gold total and cross it off the amount you still owe. Once you have paid off your entire debt you are safe from any reprisal your ex-master may attempt, but must still roll on the table to see if an admiring fan spots you.

UNEVENTFUL DAYS

Whenever you arrive at a Settlement there is a chance that somebody recognises you. Whenever you have an Uneventful Day in a Settlement, roll a D6 and look up the result on the chart below.

UNEVENTFUL DAYS TABLE (Roll a D6)

- 1 You spot an employee of your ex-master, who also notices you. If you have any debt outstanding, he will fetch his master. Roll a D6 and add your Initiative. If you manage to score an 8 or more you avoid them, though you may do nothing for the next day, while you are hiding out. If you fail then apply result 13 from the Fighting School Table (see over the page).
- 2 An inquisitive shopkeeper recognises you, and threatens to contact your ex-master unless you pay him D6x20 gold. If you don't pay him you must spend the next 2D6 days in hiding. While hiding you may do nothing else but must roll for Settlement Events as normal.
- 3 You meet an admiring fan, who insists on making a big scene in the street. The next shop you enter has heard that you are a rich Pit Fighter and will charge you twice the normal cost for any items you may buy. The cost of living for your character is doubled while you remain in this Settlement.
- 4 An uneventful day... Until someone recognises you from across the street. Shouting out your name, he rushes over to you and a large crowd appears. You spend the rest of the day scrawling your autograph on proffered pieces of parchment, exposed flesh and farm animals.
- 5 A wiry old man accosts you in the street but you manage to shake him off. You may do nothing for the next day, but he will find you again and tells you that you helped him make a fortune many years ago. So grateful is he that you won the fight he had bet his life savings on, he offers you 2D6x20 gold.
- 6 You are cornered in an alley by servants of your ex-master. After beating two of them senseless they manage to get you on the floor and five of them sit on you. Roll a D6. On a roll of a 6 one of them explains to you in very short, slow sentences that your master has forgiven you, having been turned to religion by a wandering missionary. The master's gesture of forgiveness is represented by a reduction of 1D6x100 gold from your debt total.

On a roll of 1-5 they steal one piece of treasure from you, determine which randomly.



PIT FIGHTERS IN COMBAT

Pit Fighters are particularly good in combats that take place in enclosed spaces. When your Pit Fighter is in combat with Monsters in such a situation, you may try to use some of the experience you gained during your earlier career.

At the start of any combat, just after Monsters are placed, roll a D6.

D6

Roll	Result
1	The Pit Fighter remembers a spectacular move from the past. Unfortunately, he's so carried away with nostalgia that he forgets about the battle around him. The Pit Fighter may do nothing during the next Warriors' Phase, while he daydreams of the past.
2-4	The Pit Fighter can't remember any tricks that he can use in this situation.
5-6	The Pit Fighter remembers a special combat trick which would be ideal for this situation. This knowledge allows him to take an extra attack. He may move and fight immediately, just as if it were the Warriors' Phase. During this time your Pit Fighter is subject to all of the normal rules, such as pinning. This extra move does not affect his ability to move or fight in any subsequent Warriors' Phase.

PIT FIGHTERS, TREASURE AND EQUIPMENT

Treat the Pit Fighter exactly like a Barbarian. If the Barbarian can use a particular piece of treasure or other equipment, so can the Pit Fighter. Remember his armour restrictions, though.

PIT FIGHTERS IN SETTLEMENTS

The Pit Fighter may visit the Armoury, General Store, Weaponsmith, Gambling Den (perhaps to bet on an old friend), Alchemist, Temple and Animal Trader. When a Pit Fighter visits an Alehouse he does not have any modifiers on his roll.

Pit Fighters are experts on weaponry and can root out a good bargain. When checking for the availability of a weapon or armour the Pit Fighter may add +1 to the roll. This ability cannot be used in the Fighting School Armoury (see below).

Once per Settlement, your Pit Fighter may visit the Fighting School special location.

FIGHTING SCHOOL

A Pit Fighter, Barbarian, Trollslayer, Chaos Warrior or Dwarf may visit the Fighting School once per Settlement. The Fighting School is a Special Location, but you can find one on a roll of 6+, rather than a roll of 7+ (see the Warhammer Quest Roleplay Book page 19).

If you find a Fighting School, roll 2D6 and consult the following table. A Pit Fighter must add +1 to this roll.

Roll	Result
2	The gladiators and trainers laugh at your Warrior, and then subject him to an embarrassing beating. Your Warrior flees in shame and must leave the Settlement immediately. Do not roll on the Settlement Events Table today.
3	The fighters challenge your Warrior to a wrestling competition. Big Brutus steps into the room and the two of you grapple and throw each other around for a few minutes. Roll a D6 and add your Strength. If you manage to score 7 or more you defeat Big Brutus and earn yourself D6x10 gold on a side bet. If you fail you have lost and must spend the next D6 days clearing out the toilets of the school, as a forfeit for losing. There is no need to roll for Settlement events during this time.
4	One of the fighters takes a shine to a randomly determined weapon of yours (including magic weapons). Unless you can scare him off by rolling 7 or more on 1D6+ your battle-level, he will steal the item. Discard the item immediately.
5	An old and grizzled veteran teaches you a sneaky trick to escape an opponent's grasp. You may add the 'Duck and Dodge' skill to your Warrior's repertoire of moves. This skill allows your Warrior to break from pinning automatically, and can be used once per adventure.

- 6** You are given special combat gauntlets that you can use once per adventure. For a single turn you can punch and elbow your opponents, putting them off guard, gaining you +1 to hit with any hand-to-hand attacks.
- 7** The extra training that you gain improves your fighting prowess and increases your endurance. You may add +1 to your Wounds total, permanently.
- 8** You pick up a few neat tricks and skills, which will be useful in the future. You gain an extra training point to spend when you next go up a level. A Warrior who isn't a Pit Fighter gains +1 to a characteristic of his choice for the next adventure.
- 9** The other fighters at the school invite you to fight in the pits and you feel obliged to agree and step into the world of pit fighting. You must roll 1D6 and add either your Weapon Skill, or Strength, whichever you prefer. If you score 7 or more you have won the bout and take D6x50 gold in winnings. If you lose then you must pay D6x50 gold and spend the next day getting patched up – you may not visit any locations tomorrow if you lose.
- 10** You are taught a special manoeuvre that sends your weapons whirling in a lethal pattern. You may use this attack once per adventure, instead of using any other attacks. You can roll to hit once against every Monster in an adjacent square to your Warrior. Any hits are worked out as normal, but there are no death-blows.
- 11** An old friend of yours is visiting the Fighting School, and he has been fortunate in some recent fights and has paid for his freedom. In a gesture of generosity he offers to pay some money to your ex-master. He will remove 2D6x20 gold from your debt total (see Debt). A non- Pit Fighter adds this amount to his gold total and flees before the 'old friend' realises he is mistaken.
- 12** You are offered a short course of intensive instruction. If you pay D6x100 gold and spend the next D6 days in the Fighting School, you gain an extra D6 training points to spend when you next go up a battle-level. Any other type of Warrior gains +1 to his Weapon Skill, Ballistic Skill, Attacks or Initiative, whichever you decide. This increase is permanent.
- 13** As you walk into a courtyard a bottle smashes over the back of your head and you collapse to the floor. When you wake up your ex-master stands over you, with four thugs standing around him. If you have any debt outstanding you are trussed up and tossed into the back of a cart. It will take you 2D6 days to escape during which time the other party members must either wait for you, or go on the next adventure without you.
- Roll 1D6 on the following table. If you have paid less than (your battle-level) x500 gold towards your debt, deduct -1 from your roll.
- 1 You ex-manager strips you of all your gold and belongings and leaves you chained in a back alley. Calculate the value of the things taken and halve this amount. Knock this much off your debt total.
 - 2 Your ex-manager demands some payment and will take half of the gold you earn during the next adventure and you must sell any treasure found and give him half of the proceeds. Deduct this amount from your debt total after the next adventure.
 - 3 The man takes half of your present gold and deducts it from your debt total.
 - 4+ Roll 1D6 for each piece of treasure and equipment your Warrior has. On a roll of 1 or 2 your ex-manager takes it and knocks 1D6x50 gold off your debt total.

THE ARMOURY

Only the Pit Fighter may buy and use equipment from the Fighting School. The Pit Fighter skill 'Intimidate' does not work in the Armoury, as the trader is a grizzled veteran of the fighting pits and is not scared by you.

These are specialised pieces of equipment, and so differ from other types of weapons and armour available to other Warriors.

Equipment	Stock	Cost (buy)	Cost (sell)
Knuckle-dusters <i>Adds +2 damage when to hit roll is a 6.</i>	4	25	10
Knee Spikes <i>+1 Strength 2 attack. Up to 1 per knee.</i>	8	160	20
Toe-Blades <i>Can be used by Warriors with Kick Skill.</i>	7	50	-
1D6 Heal-Itt potions <i>See Equipment card for special rules.</i>	8	50 each	
Pit Armour <i>+1 Toughness. You must note down which part of your body is covered (See Pit Armour, above).</i>	8	400	75
1D6 Paralysis Potion <i>This potion can be applied to a single weapon. The first Monster hit by this weapon is at -1 to hit for the rest of the combat.</i>	9	150 each	
1D6 Enhancers <i>A dose of Enhancers will increase one characteristic for the duration of a whole turn. Like a potion, each dose can only be used once.</i>	9	150 each	

PIT FIGHTERS AND TRAINING

Pit Fighters train at a Fighting Schools. If there isn't one in the Settlement you may not go up a battle-level during this visit. When a Pit Fighter goes up a level he pays the gold as normal and receives a number of Training points, rather than standard increases to his profile. This is because Pit Fighters all have their own style and training methods and develop their skills in different aspects of fighting.

When you go up a level you may spend your Training points to increase your characteristics. The cost of different characteristics varies, as some are harder to improve than others, or are less likely to be developed by a Pit Fighter. Training is easy, you simply spend the allotted number of points on the characteristics you wish to improve.



You must spend all of your Training points, you cannot save them up. You may only increase a characteristic by a maximum of 1 each time you go up a level.

The number of Training points you gain when you go up a level is listed on the Pit Fighter's Battle-level Table, on the back page.

A Pit Fighter starts with the profile below, and the cost for increasing your Pit Fighter's characteristics are on the following table:

Characteristic	Starting score	Cost to increase by 1 point
Movement	4	*
Weapon Skill	3	2
Ballistic Skill	6+	*
Strength	3	4
Damage Dice	1	6
Toughness	3	4
Wounds	1D6+8	3**
Intelligence	3	2
Attacks	1	4
Luck	1	5
Willpower	4	3
Skills	0	4
Pinning	5+	4

* These characteristics cannot be increased by Training points.

** You gain an extra 1D6 Wounds, and may re-roll a roll of 1. If the second roll is also a 1 then you are stuck with this result. This follows the normal rules for gaining Wounds. You may buy a single Wound if you have a single point left over after other Training.

· PIT FIGHTER'S SKILLS ·

If you spend your Pit Fighter's Training points on a skill, roll 2D6 and consult the following table, re-rolling any duplicate results:

Roll Skill

- 2 DIRTY BLOW.** Your Warrior has learned various cunning and low-down tricks with which he can disable an opponent. Whenever you roll a 6 to hit you have struck a Dirty Blow.
- A Dirty Blow ignores up to 2 points of armour. In addition, Monsters with Ignore Pain and Ignore Blow may not use these abilities against a Dirty Blow.
- 3 KICK.** If your Warrior is armed with some Toe-Blades he may make a special Kick attack. This attack is in addition to all your normal attacks, and takes place in the Warriors' Phase as usual. This attack is worked out like any other, except it does not have the damage inflicted reduced by any armour the target Monster may be wearing.
- 4 SURE-HANDED.** Your character can wield two weapons at the same time. This allows you to add +1 to your Attacks. In addition, this also means you can use two different weapons in the same turn, such as a normal sword in one hand, and a Frost Blade in the other. You must declare how many Attacks you will make with each weapon before rolling to hit. Follow the normal combat procedure for any hits and damage.
- 5 INTIMIDATE.** Whenever your Warrior enters a shop he glares angrily and tries to look as menacing as possible. Roll a D6 and add your Strength. If you score a 7 or more you have intimidated the shop keeper, who will let you have the first item you buy for half price.



- 6 CONCEALED BLADE.** You have a small blade concealed in your clothing, either on a loop of cord down your back, or in a wristband. If your Warrior starts a Warriors' Phase next to a Monster, you may use your concealed blade to make a single additional Attack against one such Monster. Roll to hit normally. The attack is so fast Monsters with the Dodge ability may not try to avoid the blow. However, the blade is quite small and so will cause 1 damage dice less than a normal attack, so roll one less D6 for the damage roll.
- 7 NO PAIN!** Your Warrior is toughened by his exceptional constitution and can take damage that would fell lesser folk. Whenever he is reduced to 0 Wounds, roll a D6. On a roll of 5 or 6 he has managed to overcome the pain, and should be stood back up, with 1 Wound.
- 8 BRUTE STRENGTH.** Flexing every muscle you possess you slam into your opponent, pushing him backwards. This skill allows your Warrior to attempt to shove a Monster out of his way.
- Roll 1D6 and add your Warrior's Strength. If the total is less than or equal to the Monster's Strength it is too big to move and your Warrior fails. If the total is greater than the Monster's Strength it is pushed back into any one of the squares that is unoccupied (your choice). Having pushed his foe back, your Warrior moves into the square that was occupied by the Monster and may make his normal attacks.
- 9 CRACK SKULLS.** Your Pit Fighter grabs the heads of two opponents and slams them together, or against a nearby wall.
- During the Warriors' Phase you may forgo your normal attacks and make a special Head Crack attack. You can Head Crack two adjacent opponents, roll to hit against each one as normal. If both hits are successful, each Monster takes double the normal damage from your attack (remember that you cannot use this skill in combination with any type of weapon).

Alternatively, you may Head Crack a Monster that is adjacent to a wall, in which case it will take extra damage equal to your battle-level. There are no armour or Toughness deductions for victims of a Head Crack, but Dodge, Ignore Blow and similar abilities apply as usual. If you attempt to Head Crack two Monsters and miss one of them your attacks for the turn are wasted.

- 10 GRAPPLE.** Dropping your weapon to one side you lunge at your opponent and throw your arms around his chest in a bear-hug, squeezing his lungs and choking him. This skill allows your Warrior to grapple his opponent rather than attack him with a normal weapon.

This attack replaces all of your Warrior's normal attacks. Roll to hit as normal. If you succeed your Warrior has grabbed the Monster and inflicts (1D6x his battle-level) Wounds with no modifier for armour. A grapple cannot be dodged.

- 11 QUICK MEDICATION.** Your Warrior has learnt a few basic healing techniques, using strenuous 'massage' and a few other, more painful, techniques, such as using thick twine to stitch wounds and the Lantern's flame for cauterizing.

You can use this skill on yourself or another Warrior, as long as you do nothing else for the turn and there are no Monsters on the board. If you perform it on yourself it will always succeed, but other Warriors may not be able to stand the pain of the process.

If you heal another Warrior with this skill they must roll 1D6 and add their Toughness to the roll. If the total is 7 or more they are healed as normal. If they fail they are not healed and pass out for the next D6 turns, during which time they count as being prone. Monsters will not attack Warriors who have passed out unless there are no other targets, in which case they will hit automatically. A Warrior healed by this method immediately gains 1D6+ (the Pit Fighter's battle-level) Wounds.

- 12 MIGHTY BLOW.** This skill allows the Pit Fighter to increase the strength of his blows by trading in Attacks. For each Attack your Warrior gives up, he may roll an extra 1D6 Wounds on one of his remaining Attacks.

You must declare that your Warrior is using this skill before rolling any to hit dice. This skill may be used once per turn.

· ROLEPLAY GUIDELINES ·

Pit Fighters are brusque and straight forward, preferring to tackle problems and enemies head on. Their strength can be considerable, especially if they train hard in this direction.

Because of their particular method of training it is hard to generalise what actions a Pit Fighter will be good at. Some Pit Fighters rely on speed and skill, while others bull their way through an adventure using their immense strength and iron constitution to survive. Whatever inclination a Pit Fighter has to his martial prowess, they all excel in physical tasks and feel threatened by problems of a more intellectual nature. Like Barbarians, their instincts are well honed in

certain directions, but they have few insights into abstract concepts and have no aptitude for problems that require a logical examination.

Pit Fighters are used to fighting alone, and although some pit fights do use teams, a Pit Fighter is a loner at heart. They are stubborn to the point of bloody-mindedness, and once they get an idea into their heads it is hard to convince a Pit Fighter otherwise. Pit Fighters form a strong bond of friendship with those they accompany, the trials and ordeals of the fighting pits means you have to make good friends. Some other Warriors may find this common familiarity uncomfortable, especially Warriors of another race.

Boris the Unstoppable punched the Goblin down the stairs and swung on the Orc behind him. With a sickening crunch he brought his knee up into its face, as the greenskin stooped over to retrieve its sword. To his left the elegant Elf Knight, in his blue and gold armour, hacked frenziedly through the mass of Black Orcs that had surrounded him.

Taking a breather the ex-Pit Fighter stopped to admire the Revenant Knight's technique. What it lacked in finesse it more than made up for in unadulterated fury. As the last of the ambushing goblinoids were despatched by a blow from the High Elf's huge sword, Kordrak stepped out of the shadows. Boris didn't like the strange, heavily armoured warrior, and he always thought that the man was surrounded by a strange scent of corruption or decay. Whatever his reasons for joining the adventurers, Kordrak was an accomplished warrior, and sometimes he fought so fast it seemed he had sprouted an extra arm.

As the group carried on down the steps they caught up with the Elf Ranger, Tothallion. He was busy examining the runes cast onto a small stone casket. Boris stamped up beside him and brought his huge mail-clad fist down onto the chest, shattering it. In the swirling dust lay a huge gem, the size of a human heart. Before anybody could stop him, Kordrak stepped forward and snatched the jewel up, quickly depositing it in some recess of his highly ornate armour.

Just then a bell rang out, not too far away. The Warriors were instantly alert, their eyes intently scanning their immediate surroundings for any sign of an attack. From a huge archway to their left came a chilling screech, and a pallid green glow began to emanate from the room beyond. The assembled adventurers glanced around once more and then cautiously entered the high domed chamber that was the source of the glow.

Seated in the centre of the vaulted hall

was a thin man, and his eyes seemed to be made of molten gold as he stared at them. Boris recalled a fight in Nuln, when his opponent had just stood in the fighting pit, waiting for Boris to start his onslaught. He had been younger and rash then and almost lost, but his endurance had proved worthy to the task. He was snatched back from his nostalgia by the crash of swords, and he barely blocked a frenzied attack by the Beastman confronting him.

Boris the Unstoppable stamped his heel hard on the marbled floor and a long blade slid from a sheath in the sole of his metal-fronted boots. With a swift kick he disembowelled the Beastman and took in the battle. The Chaos Sorcerer had a grip on the nameless Revenant Knight, and sparks of electricity coruscated off the enamelled armour of the High Elf.

The Sorcerer wielded a gleaming blade that flickered with glittering blue power. Without turning, the Sorcerer slid the blade into the stomach of Kordrak, sending him toppling to the ground. Dropping the still form of the Elf Knight, the Chaos Sorcerer started an incantation. Behind the Sorcerer the air swirled and indistinct daemonic shadows writhed within the magically tortured room.

As Tothallion started casting a counter-spell the Sorcerer's attention was fixed on the Elf Ranger trying to thwart his summoning. Boris quickly stepped up the the evil magic user and brought his arm back. His fist spike glinted menacingly in the magic saturated hall and as he brought the weapon crashing down into the Sorcerer's face he gave his famous war cry:

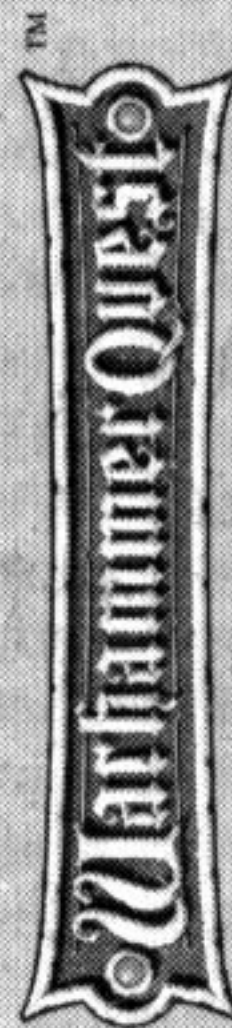
"Stitch this Laddie!"



PIT FIGHTER BATTLE-LEVEL TABLE

Battle-Level	Gold	Title	Move	WS	BS	Str	Dam.		Wounds	I	A	Luck	WP	Skills	Pin	Training Points
							Dice	T								
1	0	Bruiser	4	3	6+	3	1	3	1D6+8	3	1	1	4	0	5+	0
2	2,000	Pugilist	4		6+											8
3	4,000	Pugilist	4		6+											9
4	8,000	Pugilist	4		6+											9
5	12,000	Prize Fighter	4		6+											10
6	18,000	Prize Fighter	4		6+											10
7	24,000	Prize Fighter	4		6+											11
8	32,000	Prize Fighter	4		6+											11
9	45,000	Master	4		6+											12
10	50,000	Master	4		6+											12

NOTES: Whenever the Pit Fighter goes up a level, he gets a number of Training points to spend on characteristic increases and skills. See page 8 for a list of how many Training points it costs to increase characteristics. Movement and Ballistic Skill cannot be increased.



PIT FIGHTER

BY GAVIN THORPE

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RULEBOOK ART

John Blanche & Wayne England

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PIT FLAIL

While he uses the pit flail, the Pit Fighter is at +2 Strength, so he does 1D6+5 damage. However, if he rolls a 1 when using the flail, he hits himself instead!



PIT FIGHTER

Wounds: 1D6+8
Move: 4
Weapon Skill: 3
Ballistic Skill: 6+
Strength: 3
Toughness: 3 (4)
Initiative: 3
Attacks: 1



Equipment: Heal-itt Potion.

Weapon: Fist spike, which causes 1D6+3 Wounds. See the back of this card for details.

The Pit Fighter also has a pit flail, which causes 1D6+5 Wounds. See the Pit Flail Equipment card for details.

At the start of each turn, the Pit Fighter must declare whether he is using the fist spike or the pit flail. He cannot use both in the same turn.

Armour: Pit armour, giving him +1 Toughness.

Pinning: The Pit Fighter escapes from pinning on a roll of 5+.

Special Rules: See the back of this card for his special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

HEAL-ITT POTION

This fiery, foul-tasting liquid is used by Pit Fighters to replenish their strength for the next bout of fighting.



If the Pit Fighter drinks this potion, he will be cured of 1 D6 Wounds.

However, if the dice comes up as a 1, the Potion has run out.

If another Warrior drinks the potion, he will be cured of 1D6 Wounds, and the potion will run out if the dice roll is a 1 or a 2.

· PIT FIGHTER SPECIAL RULES ·

The Pit Fighter's training allows him to react very quickly.

Whenever an Unexpected Event causes Monsters to appear, roll a D6 just after the Monsters have been placed.

Dice Roll	Effect
1	The Pit Fighter becomes confused, and may do nothing in the next Warriors' Phase.
2-4	Nothing occurs to the Pit Fighter, and the Warriors must fight the Monsters as normal.
5-6	The Pit Fighter remembers a special move, and may immediately move and attack just as if it were the Warriors' Phase, bearing in mind all the special rules for pinning etc. He may still act normally in the next Warriors' Phase.

If the Pit Fighter is standing in the Fighting Pit, he will only fail to react on a roll of 1, in which case he is confused, as above.

Fist Spike

The fist spike gives the Pit Fighter 2 extra Attacks, but he doesn't get to make death-blows. If a Pit Fighter kills a Monster with his fist spike, he may step into the square it occupied and continue his attacks from there. The rules for pinning do not apply for this special move.

Warhammer Quest



PIT FIGHTER

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Warhammer Quest



Contents and components may vary from those illustrated.

Model supplied unpainted.

• PIT FIGHTER •

Pit Fighters are brutal warriors, trained by years of bitter and bloody fighting for their lords and masters. Those few who win their freedom often put their battle skills to use searching for the lost treasures of the Old World.

In this pack you will find everything you need to play a Pit Fighter in the Warhammer Quest game, including a rulebook, cards, counters and a specially crafted Pit Fighter Citadel miniature.

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Model designed by Gary Morley



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