

Pit Fight

v1.2 by Anthony Case

From the putrefying tomb of Hive Bottom right up to the opulent Spire pit fights have remained a brutal but hugely popular past time. Huge crowds of bloodthirsty hivers pack the stands to jeer for the barbarous onslaught of swarms of gladiators, but when the courageous victor stands alone on the bodies of the dispatched they shower the subjugator in glory and reverence and for the victor of copious pit fights, deification.

This scenario represents several gangs hoping to exert dominance over their rivals via the violent fighting pits.

Any gang that is allowed to select the scenario can choose to play the Pit Fight scenario. Due to the specifically hand-to-hand combat orientation of this scenario your opponent must first agree to play the Pit Fight, otherwise you must choose a different scenario instead. Once your opponent has agreed to play the Pit Fight you can then ask other players to participate until there is a maximum of four players. Note you do not have to invite other players and those you do must agree to participate. Enforcers and Spyrers cannot participate in this scenario.

Terrain

Mark out a 24" by 24" area on your gaming table to represent the fighting pit arena. Terrain is not deployed and the edges of the arena are assumed to be impassable solid walls.



Pit Fight Type

Roll a D6 and consult the following table to determine the type of pit fight. When working out how many gang members participate in the fight only a single roll is made which then applies to all of the gangs.

Pit Fight Type

- | | |
|-----|--|
| 1-2 | Brawl - D3+2 fighters from each gang participate. |
| 3 | Rumble - D3+4 fighters from each gang participate. |
| 4 | Contender - D3+2 fighters from each gang participate. Only one fighter per gang can be in the arena at any one time. If a fighter is taken out of action then the owning player must deploy a remaining fighter from his gang's participants at the start of his turn anywhere along the arena edge of his deployment zone. |
| 5 | Leader Bout - D3+1 fighters from each gang participate. In addition, the leader of each gang must be deployed within 4" of the centre of the fighting pit arena. |
| 6 | Roulette - D3+2 fighters from each gang participate. The fighters aren't deployed in the usual way, instead, at the start of each of the player's turns a single remaining fighter from his gang's participants must be deployed anywhere along the arena edge of a random deployment zone. |

Pit Fighters

Once the Pit Fight Type has been established you must then select the gang members to participate in the game and equip them appropriately. Models cannot be equipped with any ranged weapons. Other than that you can swap weapons and equipment freely among the selected fighters before the game starts. Since it's unlikely you'll be able to adhere to the WYSIWYG rule, to avoid confusion you may find it helpful to write out what the fighters are equipped with on a separate piece of paper that all of the players can freely look at.

Deployment

Each player rolls a D6. The lowest scoring player chooses a corner of the arena and deploys all of the gang members applicable to the Pit Fight Type within 8" of that corner. If there are only two players then the other player deploys his fighters in the opposite corner. If there are more than two players, the second lowest scoring player chooses a corner and deploys all of his fighters, and so on until all players have deployed their fighters. In the case of a tie, the tied players have a roll-off to determine their order. Special deployment rules cannot be used in this scenario (e.g. through using the Vents territory or Infiltrate skill).

Starting The Game

Each player rolls a D6. The highest scoring player takes the first turn. If there are more than two players the second highest scoring player takes the next turn, and so on until the complete turn order has been established. In the case of a tie, the tied players have a roll-off to determine their order.

Special Rules

The fighting pits are a raucous and goading affair that emboldens all of the pit fighters involved. The baying crowds whoop with delight at shows of finesse, bravado and sheer carnage while acts of cowardice and mercy are booed and jeered. To represent these conditions, fighters are immune from pinning and never have to take any *nerve*, *fear* or *terror* tests. Players never have to take any Bottle tests so they cannot voluntarily bottle out either.

Pit Fight Traps

Pit bosses are renown for incorporating fiendish traps into their fighting pits for the amusement of the depraved crowds. Outlaw bosses are especially infamous for their brutal contraptions as each rival seeks to be the goriest fighting pit. At the start of each of the player's turn, except the first, the player must roll a D6. On a roll of 1 a random member of your gang that is currently within the arena has set off a trap! Roll a D6 and consult the Pit Fight Traps table to determine what type of booby trap the unfortunate fighter has sprung.

Pit Fight Traps

- 1 **Plunge Spike** - A huge rockcrete spike is dropped from the ceiling. The fighter must take an Initiative test. If the test is failed then the model suffers a Strength 8 hit that inflicts D6 Wounds.
- 2 **Electric Discharge** - A crackling arc of electricity is unleashed from a metallic orb below. The fighter suffers a Strength 5 hit that ignores any armour saves. In addition, any fighters in base-to-base contact with the fighter suffer a Strength 3 hit that also ignores any armour saves.
- 3 **Beast** - A chained creature emerges from a hole in the floor. The fighter must immediately fight a round of hand-to-hand combat against the beast which has the profile of a starting Gang Leader with 2 Attacks. After the combat has been rolled the beast will return to its lair if it survives, though will still take the fighter out of action if he is downed. If the fighter survives then he can continue his turn as normal, however, if the fighter is already involved in hand-to-hand combat then his opponent will receive a multiple combat bonus.
- 4 **Flame Gout** - A burst of flame erupts from a hidden pipe below. Place the blast template over the fighter. Any models hit suffer a Strength 3 hit.
- 5 **Spring** - The fighter is launched high into the air by a giant spring. The model is thrown D6" in a random direction and suffers a hit with a Strength equalling the dice roll. If the fighter lands directly on another fighter then both models suffer a hit with a Strength equalling the dice roll.
- 6 **Automated Sentry** - An automated weapon on the pit wall fires a salvo. The fighter is hit by a Strength 3 ranged shot. If the fighter is involved in hand-to-hand combat then randomly determine who was hit by the salvo (i.e. just like any other ranged attack).



Ending The Game

The Pit Fight scenario has no specific objective other than to be the player with the last pit fighter standing. If all of a player's models have been taken out of action then they are eliminated from the game. The sole player left when all of the other players have been eliminated is the winner.

Experience

Fighters who take part in the Pit Fight scenario earn Experience points as noted below.

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and successfully wounds his target.

+5 Victors: Any victorious fighters that end the game within the arena earns an extra 5 points.

Special

The winning gang will earn credits depending on how many players participated in the pit fight. If only two gangs participated then the winning player earns 2D6x5 credits. If three gangs participated then the reward is 3D6x5 credits. And if four players participated then the winning player will yield 4D6x5 credits. The income generated is added to the income from the gang's territory.

Image of Underbowl terrain courtesy of Shane Green. All other images in this article are copyright of Games Workshop.