Of Vicious Jaws and Great Winnings
Rules for Dogfighting in the Mordheim Arena
A new Arena supplement by Eliazar, Lakor, Matt, and Ezekiel

Entertaining Figths

In the arenas and pits all around Mordheim, not only pitfighters battle each other to death. More often, ferocious dogs will be pitted against large, fearsome creatures like minotaurs or bears. The following rules allow you to play such games of dogfighting, either as part of a campaign or just to have some fun in the evening.

Betting

An important part of visiting the dogfights is, of course, betting on the hounds. Before a fight starts, your gang may bet 1 to 6 gold crowns on a dog, which is taken from the warband's stash. If the dog you bet on wins, you will receive 1D6 x initial bet gold crowns. For example, if you bet 2 gold crowns, your dog wins and you roll a 3 on a D6, you will receive 6 gold crowns (2 GC bet x 3 on a D6). For every three dogs, the reward grows by 1D6 (i.e. if there are 1-3 dogs fighting, you roll 1D6, if there are 4-6 dogs fighting, you roll 2D6, and so on).

It is recommended to place a dice showing each player's bet somewhere around the arena.

The Hounds

The fighting dogs use the following profile:

Pitdog

M	WS	BS	S	T	W	I	A	Ld
4	4	0	4	3	1	4	1	6

The Creature

Any large, fear-causing creature with high toughness and strength, and several wounds works well for Dogfighting.
For the example profiles we use bears and minotaurs.

Minotaur

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

Special Rules: Fear

Bear

M	WS	BS	S	T	W	I	A	Ld
3	3	0	5	5	2	2	2	6

Special Rules: Fear

Set-up

The dogs start around the edge of the arena, with equal space between each other. The Creature starts in the center.

How to Fight

1. Roll for Priority: Each players rolls a dice to see which dog goes first. The Creature always goes last.

2. Make a Leadership test: Whenever a dog wishes to charge the Creature, it has to pass a Leadership test. When it is in combat, it doesn't need to test, but as soon as the dog breaks from combat, it has to test again when it wishes to charge.

3. Charge: If a dog passes it's Ld test, it may charge the Creature

4. Roll a D6: On a roll of 1 or 2, the charging dog is kicked or thrown away by the creature, on a roll of 3-6, it fights as normal.

5. The Creature's turn: During it's turn, the Creature will move 3" in a random direction if not engaged in Close Combat. If there are any dogs within 3", the Creature will charge. If the Creature charges or is already engaged in Close Combat, roll a D6: On a roll of 1 or 2, the Creature attacks as normal, on a roll of 3-6, the Creature kicks or throws the dog around.

Being Kicked Around

Whenever you roll that a dog is kicked around, roll a D6 and a scatter dice. The dog will be thrown D6" in the direction determined by the scatter dice. If the dog hits a wall, it will suffer a hit of S7 minus the distance travelled - Example: the Dog is 3" away from the wall and is kicked around by the Creature. You roll a 5 on a D6 and the scatter dice points at the wall. The dog will now "travel" 3" and crash into the wall, suffering an S4 hit (S7 - 3" travelled). If the dog doesn't hit a wall, he suffers no damage and may move normally in the next turn

Winning the Fight

Whichever dog takes the Creature out of action wins the fight. If the Creature takes all the dogs out of action before, no one wins.

To increase the fun even more, players can decide to place D3 traps in the arena before the game starts. Traps have an activation radius of the size of the small blast template (1,5"). Whenever a dog lands within the activation zone of a trap, it has to pass and initiative test or suffer an automatic S3 hit, or may not move the next turn. (Players should determine which trap is sticky or spiky before the game starts. they may do this either by rolling for it - on a 1-3 it's sticky, 4-6 it's spiky.)
Different traps may be invented by players