

· GLADIATOR ·

· BARBARIANS · IN · THE · ARENA ·



Additional Rules and Background for Gladiator -
the Game of Deadly Arena Combat in Ancient Rome



·INTRODUCTION·

A short walk from Edinburgh in Central Scotland, along the bank of the River Forth is the pleasant harbour village of Cramond, situated where the River Almond runs into the Firth of Forth. Overlooking the village are the remains of a Roman fort, (sadly now partly built over by a church), and on the opposite side of the river is a feature known locally as the Eagle Rock. It is believed to be a Roman Eagle carved into the cliff face by Roman legionaries as a welcome to the triremes that came along the Forth to service the fort. Now badly weathered, it might alternatively have been carved with an image of Mercury, Hercules or the Celtic god Cernunnos.

Nonetheless, the Roman Eagle cast its wing over this part of Scotland and into the Highlands.

On a remote edge of the Empire, in the depths of the Arabian desert, lies the hidden city of Petra. The local Nabataean god was often portrayed as an eagle but on the tomb of Sextius Florentinus it is definitely Roman in style.

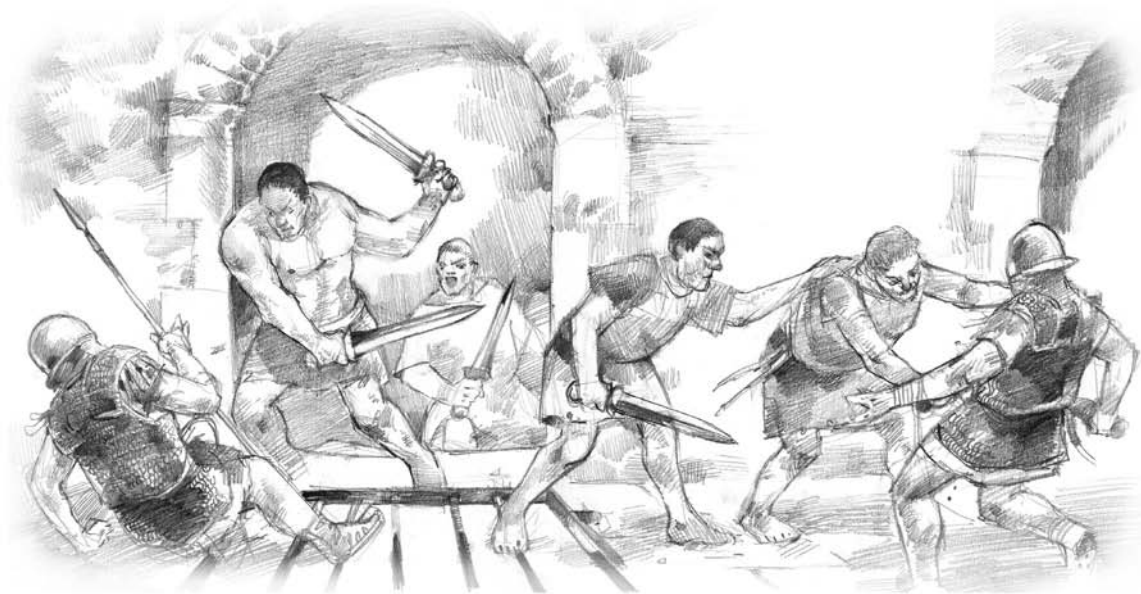
The Roman Empire was huge. At various times it extended from Central Scotland to the sands of the Sahara and the Middle Eastern deserts, and from the Atlantic Ocean to the borders of the Parthian Empire in the East.

Its population was as varied as the lands it covered, and not only did they enjoy the Pax Romana but they would also have either visited or appeared in the Roman arenas. These additional rules are provided to add this wide diversity to the *Gladiator* game and to reflect the various nations and cultures found in the Roman Empire. It can be used in two ways:

First it can provide background details for gladiators from remote parts of the Empire. One of the gladiator skeletons found in York, for example, was of a man who originated from Egypt.

Secondly it is provided to allow games of *Gladiator* to be staged in different parts of the Empire. Local animals, weapons, characters (the arena character Hermes Psychopompus can be replaced by Anubis in eastern arenas for example), and local arena traditions can all add to the rich variety the spread of the Empire brought to the games. Campaigns can also now be conducted in the dangerous forests of Germania, the fertile cornfields of North Africa or the rich exotic caravan cities of the Eastern Provinces.

Barry Hill



'Quidquid agunt homines, votum timor ira voluptas gaudia discursus nostri farrago libelli est.'

(All of men's activities, their desires, fear, anger, pleasures, joy and anything else they get up to, is in this bit of a hodge-podge of my book').

Juvenal

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·CELTS·

British and Gallic Celts

The archetypal image of the Celt or Gaul is of a naked warrior with limed hair stuck up in spikes over his head, a long droopy moustache and a gold torc round his neck. The image is accurate for some but not all Celts. Many Celts had fair hair and a ruddy complexion, but some, such as the Silures, were dark. On average Celts were taller than Romans. It was said that a Celtic youth would tower over the average Roman. In time many Celts became thoroughly Romanised, rising to high status both in the army and in civilian life, some even becoming senators.

It is believed they painted their bodies with blue paint before going into battle, maybe as some sort of magical defence, and the Celts believed that trees

(especially the oak) and water provided magical protection. A highly stylised tree of life painted on the body and wavy lines to indicate water are possible patterns you could use on your models for this. Images of cult animals may also have been used.

The Celts were noted horsemen.

Celtic society was advanced and by no means barbaric. It had a strong social structure. Youths were expected to fight in battle once they had reached the age of 17, but at that age would support their elders and not have a sword of their own.

Gaesatae

These were the famous naked fanatic warriors, though they could wear loincloths.

| D | F | P | A | W | C | CV |
|---|---|---|-----|---|---|----|
| 4 | 5 | 2 | 1/2 | 2 | 6 | 1 |

Move - 7 paces

Type - Very Light

Weapons & Armour

Can be armed with a spear, axe or Celtic sword and have either two weapons and two attacks (preferred) or one weapon and a small shield.

The CV point can only be used for a Salmon Leap or Gea Bolg attack (see page 34 of the *Gladiator* rulebook).

Riglach

The Riglach were the warrior elite among the Celts. They were chosen from the sons of nobles and were used to form a Royal bodyguard. They would wear chain mail and a helmet, and be armed with a Celtic sword and carry a shield.

One Roman writer states that some Celts wore tall yellow plumes and used hexagonal shields for display battles. This would not prevent it being used in an arena.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 5 | 4 | 6 | 1 | 2 | 5 | 0 |

Move - 3 paces

Type - Very Heavy

Weapons & Armour

Celtic sword
Chain mail
Small shield +1

Gaiscedach

The terms *Gaiscedach* (Champion) and *Trein-Fber* (a Man of Strength) would be appropriate for a Celt gladiator who has reached the rank of *Primus Palus*. The Celts were often accused of being headhunters. This is an unfair accusation as the Celts believed that the soul or spirit resided in the head and therefore they preserved the heads of famous ancestors and brave enemies. In the summer of 2010, details were announced of a mass grave of gladiators in York. One strange aspect was that a number of these skeletons had been decapitated and it has been suggested that this indicates that the Celtic collection of heads was integrated into the local gladiatorial customs as this decapitation is not seen in any other gladiator location.



Female Celt fighters

Ammianus Marcellinus said of Celtic women; *'The wife is even more formidable. She is often very strong, and has blue eyes; in rage the veins in her neck swell up, she gnashes her teeth and brandishes her white muscular arms. She starts to strike blows mingled with kicks.'*

Characters

The Hereford Gladiatrix



In the summer of 2010 details were announced of a skeleton found at Credenhill in Herefordshire. The remains were those of a strapping, 'massive, muscular' woman. The burial however was of someone who was either rich or well respected and a probable explanation is that this was the grave of a Celtic gladiatrix. We will call her Ursula.

Optional Rule

The following rules are applicable only to provincial Celtic arenas.

To rise through the gladiator ranks, a Celtic gladiator must collect the heads of his opponents. For every four heads he collects, he will rise to the next rank until he becomes a *Gaiscedach*. The heads must be of opponents he has killed personally. He cannot claim another man's kill.

The opponent must have fought bravely and not shown any sign of cowardice or reluctance to fight.

The opponent must have been of at least the equivalent ranking of the winner.

The winner must have fought hand-to-hand with his opponent. To kill at a distance with a bow or another range weapon is not honourable.

Celtic women have no fear of fighting and female warrior leaders were not unknown. Cartimandua and Boudicca are the best known, but Tacitus said of the latter that this was not the first time the Britons have been led by a woman into battle.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 2 | 5 | 4 | 1 | 3 | 3 | 0 |

Move - 4 paces

Type - Heavy

Weapons & Armour

Either an axe, mace or sword

Shield - small +1

Celtic Weapons

A *Gaesum* is a standard spear.

A *Tragula* is a standard javelin.

Shields

There are several types of Celtic shield: round, hexagonal and the long beautifully designed type known as the Battersea shield. All these shields count as a small +1 shield because the Romans thought Celtic shields were too narrow to be totally effective.

Celtic Chariots

Chariots (*covignos* in Celtic) were used by *Insula* (British Island) Celts and Picts. They were of light construction and use the Light Chariot Crash table. Julius Caesar and later Roman writers such as Martial claimed that British chariots had scythed wheels. There is however no physical or independent proof of this.

Chariots were used both for fighting and hunting. Some authorities maintain that the fighting and hunting chariots were different in construction.

For fighting they were used in a clockwise direction, always putting the shield side to the enemy. This was considered a provocative act and a declaration of war. Javelins would also be thrown from the chariot into the opposing warriors.

Although we tend to assume that the 'hero' threw the javelin and the driver drove the horses, this is not confirmed by Celtic stories which state that both the hero and the driver were capable of either fighting or driving the horses. The 'hero' could also dismount and fight on foot although whether the chariot was near by for him to escape on is doubtful as Celtic warriors did not leave the field under normal circumstances and certainly would not make plans in advance to do so.

In the Celtic world (and also in the Roman) hunting was sometimes conducted on foot but mainly was done mounted. Wild boar hunting was always on horseback but other hunting by the Celts was also conducted from the chariot, often with the hunting dogs running alongside the chariot. Everything from red deer stags to small birds were hunted from the chariot. In this the Celts did not use a lasso, but had their own weapon that served a similar purpose. This was a long length of rope with a stone or other weight attached to the end which was used in a way reminiscent of the South American bolas, the end wrapping around the target rather than encircling it as with a traditional lasso.

Wild Animals

The Wild White English Cattle



These cattle, still found today at Chillingham Castle and in smaller numbers at other locations in the UK, are thought to be descended from wild cattle either imported by the Romans or related to original Aurochs. They have never been domesticated.

| D | F | P | A | W | C |
|---|---|---|---|---|---|
| 2 | 5 | 5 | 2 | 3 | 3 |

Move - 7 paces

Value - HS 6,000

Special Rules

Knock Down

·PICTS·

Frustratingly little is known about the Picts. The modern and most accurate view we have is that they were a confederacy of Celtic tribes living in the northern part of what is now Scotland. Although the earliest written record of them was in 297 CE, they had probably been there from a much earlier date. They may have had strong links to the Irish especially the Scottii and may have sometimes chosen Irish women as wives, at least among the nobles.

The Romans described them as 'decorated', and the word 'Pict' comes from the Latin *pictus* meaning tattooed, decorated, coloured, or ornate. There is ample evidence that they were extensively tattooed, although some references seem to indicate facial tribal scarring.

Little can be assumed about their tattoos although spiral patterns on the shoulders and hips would seem a strong possibility. Male Picts had beards and very long hair - sometimes reaching down to the waist, whilst women had shorter hair, often only of shoulder length.



Pictish Weapons

Several weapons are closely associated with the Picts:

Spear

Some Pict spears had a knob on the butt end possibly so the spear could have been used alternatively as a quarterstaff. The spear can be used in any one round as either a normal spear or as a staff weapon. As a staff weapon its Weapon Strength is the same as the Pict's Strength but it can also be used as a +1 shield.

Axehammer

This was a weapon with a heavy head with an axe blade. It's Weapon's Strength is the Pict's Strength +4.

Crossbows

Like other barbarians, the Picts probably thought ranged weapons dishonourable and the crossbow may have been used for hunting. But they would not have been so foolish as to ignore any potential weapon when the need arose. However analysis of Pict sites indicates that for meat they mostly ate slaughtered domestic animals and very little hunting seems to have taken place. The question over the use of crossbows by Picts therefore remains unclear.

Shields

The Picts had two styles of shield. One was a small square shield very much like that used by a Thracian gladiator. The other was a very small round shield with a heavy metal boss. This shield can be used either as a +1 small shield, or as a weapon to strike with, in which event it is the equivalent of a *cestus*. The player must decide at the start of each round whether the shield will be used to attack or defend.

·GERMANS·

The Romans were often very dismissive, even insulting, of the Germans. One writer described them as being totally incapable of logical thought. The Bructeri were described by Constantine as being a tribe whose '*barbarism and treachery make them useless as slaves*,' and he had them killed in the arena. Of course the Roman attitude to Germans may well have been influenced by the humiliating defeat the Romans suffered at their hands in the Teutoburger Forest in 9 CE.

The Germans were much larger than the average Roman. German bodyguards were however popular even with Emperors. Despite their impressive size and reach, the Romans believed that this had the effect that they were not fully protected by their shields, which left areas of the body vulnerable.

The typical German was thought of by the Romans as being very large, much bigger than the average Roman, but prone to being rash and rushing into battle without sufficient preparation. They were portrayed as having red hair and beards, and Caesar had his German prisoners dye their hair and beards red for a Triumphal parade to further this image.

Tacitus describes several distinct Germanic tribes:

Aestii

The Aestii did not wear armour but had the cult emblem of a wild boar as their only protection. Lacking the skills to make iron they used wooden clubs more than most warriors.

Chatti

The Chatti had hardy bodies, fierce countenances, and were more intelligent than other German tribes. They grew a beard until they had killed their first enemy after which they shaved their faces.

Harii

Harii (*ghoul warriors*) would dye their bodies black and paint their shields the same colour. They attacked at night and frightened their enemy with their 'ghoulish' appearance.

Suebi

A confederacy of separate tribes, The Suebi tied their hair in a 'ponytail' either to one side over their ear or on the top of the head to make them seem even taller.

Tencteri

The Tencteri were famous for their high level of horsemanship. Any Gladiator of this tribe will have +1 to all horse related skills.

Germanic Weapons

Several weapons are closely associated with the Germans:

The *frameae* spears as referred to in the main *Gladiator* rules.

The *angon* which was a heavy javelin similar to the Roman pilum, from which it was probably copied.

The following weapons however are more accurately placed in the post Roman era - the Dark Ages. It is possible that some early examples may have been used at the end of the Roman era but players should be aware that historically their use in this period is very dubious.



Seax

Associated with the Saxons but used by other tribes too, the *seax* was a knife. There were various types and sizes but the *langseax* was used as a short sword. It is a secondary weapon and has a Weapon Strength of 3.

Francesca

This was a throwing axe used by the Franks (a confederacy of 'free' German tribes) as well as some other tribes. Frankish warriors often carried two throwing axes. They can be thrown separately, but more often both were thrown at an opponent as the Frank charged at him immediately before engaging him in hand-to-hand combat. There is no movement penalty for using this weapon. They are thrown at the end of the Shooting phase at an opponent who is being charged. If both are thrown this counts as a double attack. The axe's Weapon Strength is the Frank's Strength +4.

Dane Axe

This was a huge terrifying double-handed axe with a long shaft. A shield cannot also be carried if a Dane Axe is carried. The rules for this weapon are the same as for a Falcata on page 55 of the *Gladiator* rules.

Giants

Because the Germans were on average larger and taller than the Romans, some who grew taller than most were seen as giants and as in any age there will be some men who are taller than the average. The ancient giant Goliath is described by Josephus in his *Jewish Antiquities* as being 4 cubits and a span, which would make him about 6 feet 7 inches tall. The Viking Harald Hardrada was 'bigger than most men' and somewhere between 6 feet and 7 feet tall. Flavius Jovian of Singidunum known also as 'Jovianus' (330-364 CE) was said to be 'very tall' too.

The most impressive must have been Maximinus known as *Thrax* (the Thracian) (172-238 CE). The son of a Goth father and an Alan mother, he was in fact from Moesia, a country that lay between Dacia and Thracia. The *Historia Augusta*, gives his height as being an impressive 8 feet 6 inches.

Men who were of above normal height must have been tempted into a gladiatorial career.

Giant

Players can use this profile to represent a male gladiator of above average height, probably of Germanic origin.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 6 | 5 | 3 | 1 | 4 | 4 | 0 |

Move - 6 paces

Type - Heavy

Ogres

To Roman eyes there were many strange creatures in the world, especially south of Egypt where there was always something new to amaze them. Nero heard rumours of a flesh-eating ogre living in southern Egypt and sent an expedition to capture it and bring it back to Rome to appear in the arena.

The expedition failed, not least because ogres of course do not exist! However, the facts of this do show a fascination with the strange, and in the absence of a real ogre, a tall gladiator dressed up as one would be an acceptable substitute as a character in the arena.

Ogre

Two legendary Ogres were Diomedes, a Thracian Ogre who fed victims to his flesh eating horses, and Busarius - an Egyptian king sometimes referred to as an Ogre.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 6 | 5 | 3 | 1 | 4 | 4 | 0 |

Move - 6 paces

Type - Heavy

An Ogre would probably be dressed in skins and be armed with a club or mace.

Weapons & Armour

Mace or axe

Wild Animals

Polar Bear

During the reign of Nero, a white bear is said to have appeared in an arena. Some writers have claimed this was a polar bear, whilst others say it was a Syrian bear or even a White Himalayan Bear. Romans traded with Scandinavia, and did import luxury items and rare animals from very distant locations. Silk was imported from China (a Roman trade mission visited China in 166 CE). Chimpanzees were imported regularly from Central Africa and were used as entertainment during the midday break. A white Siamese elephant that had been taught to carry a torch appeared in the arena, and references to an orange ape are thought to be an orangutang from Sumatra or Borneo.

A polar bear therefore is not so improbable as it may at first appear.

| D | F | P | A | W | C |
|---|---|---|-----|---|---|
| 7 | 8 | 7 | 1-3 | 6 | 5 |

Move - 7 paces

Value - Unique

Special Rules

Knock Down

The Polar Bear does not use the Bear Hug attack.

Unique The Polar Bear may only be used in level 4 games.

·DACIANS·AND·THRACIANS·

The Dacians and Thracians were two nations who shared a common ancestry.

The Dacians enjoyed a very advanced civilisation before their wars with Rome.

Thracians were said to be tattooed, although it is possible that only the female Thracians were.

They were both famous for two weapons. The Thracians used the sica sword, and the Dacians the sica sword and the terrible *falcata*.

It is possible that when the Romans first encountered the double-handed falx, or *falcata*, they experimented with various ways to counter it - using the skills of gladiators. An upgraded type of armour resulted which included reinforced helmets, greaves, and armour on the sword arm similar to that worn by gladiators.

This adaptation could be the basis of a scenario. The Dacian is a *noxius* but with a Patientia of 2 instead of 3 and is armed with a falx.

The opposing gladiator/legionary is the same as that given on page 47 of the *Gladiator* rulebook but has a Patientia value of 6.

Roxolani

The Roxolani were part of the Alans, a tribe of the Sarmation nation. The Sarmations were famous horsemen (and horsewomen). They inhabited an area that included the north of the Dacian's lands and provided cavalry support to the Dacian army in its wars against the Roman Emperor Trajan. The Roxolani were particularly famous for their very heavy cavalry or cataphracts.

Roxolani armour was often scalemail, which is heavier than either chain or laminated armour, and which covered their entire body. Their helmet was usually of the spangenhelm design, a tall conical shaped helmet composed of a framework of reinforced bars with metal sections in between, often with a neck protector and a face mask. It was said that the armour was so heavy that if a Roxolani fell over, he was unable to raise himself unassisted, a comment reminiscent of that made about the *cruppellarius* gladiator. On horse back he used a two-handed lance and so was unable to carry a shield.

When fighting on foot, he still had no shield but used a huge two-handed sword with a blade four feet long.

The Roxolani two-handed sword has a Weapon Strength of 4, enhanced to 5 by the normal rules for two-handed weapons.

A model carrying a two-handed weapon automatically suffers a -1 penalty to its dice roll when working out which side wins a fight, for example, a dice roll of 5 counts as a 4, a roll of 6 as a 5 and so on. The minimum roll possible is 1, so a roll of 1 still counts as a 1 and not a 0.

By way of compensation a gladiator fighting with a two-handed weapon adds +1 to his dice roll on the Wounds chart - a roll of 1 counts as 2, a 3 as a 4 and so on. If two rolls are normally required to inflict a wound (eg, 6/4+), the bonus is added to both rolls. The maximum score on a dice is 6, so a roll of 6 cannot be enhanced to a 7, it remains a 6.

Alternative weapons can be a mace or a narrow bladed battle axe.

If he stumbles to the ground, the gladiator may not stand up again but must continue to fight from the ground.

Dismounted Roxolani Cataphractus

Some gladiators appear by their weapons or armour to have been based on dismounted cavalry. The most obvious of these is the cataphractus. Although the name merely means 'armoured', the term is closely associated with cavalry.

In that event it seems appropriate that the original cataphractus should be allowed to appear in the arena.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 3 | 3 | 5 | 1 | 2 | 3 | 0 |

Move - 4 paces

Type - Very Heavy

Weapons & Armour

Two-handed sword

Characters

Hippolyta

Hippolyta was a famous Amazon queen. Her gladiator equivalent would be a gladiatrix hoplomachia - a female fighter wearing Greek style hoplomachus armour, entering the arena riding a horse. She would have worn a short tunic that left one shoulder and one breast bare. She would have had a large golden belt or balteus around the waist. Her helmet would be in the Greek style usual for a hoplomachus, a Thracian style, or a brow band with a crescent moon adorning the front. She may have been tattooed, possibly with a tattoo of a crescent moon. On entering the arena she would have ridden a white horse and on horseback would fight with a short stabbing spear.

When she dismounted she would have used a double-headed labrys axe. Her shield would have been either the normal round hoplon or, more accurately, a crescent shaped Amazon shield.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 5 | 3 | 3 | 1 | 2 | 5 | 3 |

Move - 6 paces

Type - Light

Weapons & Armour

Short spear

Labrys axe

Shield - small +1

·JUDAEANS·

Sicarii

*Sicarii were a particularly famous group of zealots who fought against Rome in the Jewish wars. They are often termed 'Dagger men', but the word *sicarii* is derived from the sica. Josephus in *Bellum Judaicum* (The Jewish Wars), describes them as 'brigands who took their name from the dagger carried in their bosoms'. He thought of them as being assassins, murderers, rebels and terrorists. They presumably thought of themselves as resistance fighters.*

The *sica* referred to was the Dacian curved dagger. The *sica* that is invariably referred to as being used by the Thracian style gladiator was a sword and should perhaps more accurately be referred to as a *sica* sword or a *falx*. The *sica* used by the Greek hero Perseus, and by characters acting as him, was the similar Greek *harpe*.

The *sicarii* however were more than assassins, they were a large and formidable army that fought against the Romans and had seized and held the fortress of Masada from 66 to 73 CE. There they obtained arms stored there by Herod the Great.

After the fall of Masada, some of the *sicarii* escaped to Alexandria. There some 600 *sicarii* were captured. Others escaped further into Egypt to Thebes, but were arrested and tortured to death. Even then there was a brief *sicarii* uprising in neighbouring Cyrene led by Jonathan the Weaver that was used by the Governor Catullus as an excuse to murder 3,000 leading Jews.

Clearly they used more than just a curved dagger, especially after locating Herod's weapons in Masada.

Sicarii



It would be unusual for sicarii to appear in any arena, as they preferred death even by suicide to being taken alive by the Romans.

Weapons are speculative.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 2 | 3 | 3 | 1 | 2 | 5 | 0 |

Move - 6 paces

Type - Light

Weapons & Armour

Sica sword or falx

Sica dagger

Shield - small +1

·AFRICANS·

The Berbers of the north African Barbary coastal areas of Mauritania and Numidia were very well known to the Romans.

They were famous for the high quality of their horses and their horsemanship. Any Berber in the arena will have +1 to all horse riding and chariot racing abilities.

The Barb Horse

The Barb horse has an equal Disciplina and Constantia value. A roll on a D6 under this value will allow the rider to perform extraordinary feats on his horse such as to ride near to an elephant, jump through fire or call his horse to return to him if he is unseated. It can gallop at 12 paces for two consecutive rounds.

| D | F | P | A | W | C |
|---|---|---|---|---|---|
| 4 | 6 | 3 | 0 | 3 | 4 |

Move - 6 paces

Value - HS 8000

Its value is twice that of other horses.

Characters

'Africa' or 'Cyre'

The Romans personified some nations with female figures. Britannia is an example of this. Africa was personified as a tall black woman wearing a very distinctive headdress. 'Africa' is derived from Ifri, a Berber Goddess. This was in the shape of an elephant's head with the two tusks protruding on either side of her face and the trunk rising as if the elephant was trumpeting over the top of her head. This image could be the basis of a Gladiatrix character. She would be dressed in a lion or leopard skin costume and carry a +1 shield and a spear. An alternative name could be 'Cyre' if she is of Berber origin. The character would be more likened to a Venatore.

| D | F | P | A | W | C | CV |
|------|---|---|---|---|---|----|
| 3+/5 | 4 | 4 | 1 | 2 | 5 | 1 |

Move - 7 paces

Type - Light

Weapons & Armour

Hunting spear

Shield - small +1

Pygmies

The pygmies of Central Africa were known to the ancient Greeks, Egyptians and Romans. The Greek writer Herodotus describes 'little men of less than middle height. The speech of these dwarves was unintelligible'. They lived in 'a town, all the inhabitants of which were of the same small stature, and all black. A great river with crocodiles in it flowed past the town from west to east.'

The Egyptians had pygmies as entertainers and dancers, and there are illustrations of pygmies in several of the houses in Pompeii. Pygmies in the arena would probably have appeared as entertainment, being too rare and valuable to risk in combat, if they ever appeared at all.

Pygmy

Pygmies are shown wearing loincloths and wearing strange small conical metal helmets. They carry small shields and are armed with spears.

| D | F | P | A | W | C | CV |
|---|---|---|---|---|---|----|
| 4 | 3 | 2 | 1 | 2 | 3 | 0 |

Move - 5 paces

Type - Very Light

Weapons & Armour

Spear

Shield - small +1

·EGYPTIANS·AND·ETHIOPIANS·

Egypt was of special importance to the Romans and very well known to its inhabitants, with Alexandria being the second city of the Empire. One of the gladiators whose remains were found in a mass grave in York originated from Egypt so there were Egyptian gladiators even in Britain.

The lands to the south were less well understood. Such areas as Aethiopia as it was known to the Greeks, or Kush to the Egyptians, was the gateway to a land full of strangeness; dog headed men, men whose heads grew below their shoulders, and men who only had a single giant foot. Many thought the Aethiopians lived in holes in the ground. Ogres and cannibals were believed to be found there also.

Camels

There are two species of camel and both were known to the Romans. Camels were used throughout the Empire and camel bones dating from the Roman period have even been found in London.

Wild Animals

African Buffalo

Bulls were available throughout the Empire so there was little advantage in importing buffalo. However there is some evidence that King Herod the Great imported African Buffalo to Judea for displays he put on for important visiting guests.

The Arabian Camel

The Arabian riding camel or dromedary is also known as the single hump or true camel.

This has a Movement rate of 8 paces a round and can carry two people, who may be armed with bows, lances or swords, although one rider was the norm. The most famous camel breeders were the Blemmye of Egypt. Camels are taller than horses and so have the height advantage over opponents both on foot and on horseback. They have an In the Way value of +3.

The Bactrian Camel

Although the Bactrian Camel was known, it was still rare and valuable as a status symbol. They would only be used in pairs in the arena to pull the editor's chariot in the opening *Pompa* parade.

| D | F | P | A | W | C |
|---|---|---|---|---|---|
| 5 | 7 | 8 | 2 | 5 | 8 |

Move - 6 paces

Value - HS 6,000

Special Rules

Knock Down

Characters

Anubis

Anubis was an Egyptian god of Death and associated with Hermes Psychopompus. As the latter was a frequent feature in the arena it is not inappropriate for the former to appear. Most Romanised images of Anubis show him dressed as Hermes as in the statue from Hadrian's Villa at Tivoli. However a figure from a tomb in Kom el-Shuqafa in Alexandria shows Anubis dressed as a Roman legionary with a scutum shield and pilum (actually an officer as the sword is on his left hip). This unique figure may be based on an actual character - possibly a gladiator.

The character would be most suitable for a gladiator who was from Aegyptus or Cyrenaica. The gladiator would have had a helmet formed into the shape of a jackal or dog's head.

| D | F | P | A | W | C | CV |
|------|---|---|---|---|---|----|
| 4+/5 | 4 | 5 | 1 | 3 | 4 | 4 |

Weapons & Armour

Javelin

Shield - large +2

Move - 5 paces

Type - Heavy

Busarius

Another Egyptian character could be Busarius, an Egyptian king sometimes described as an ogre who sacrificed victims to Zeus. Use the Ogre profile on page 9 to represent Busarius on the tabletop.

·A·GREEK·LEGEND·

There is in Halicarnassus a bas relief showing two gladiatrice fighting. Their names are given as Achillia and Amazonia. The name Achillia is quite specific, - she is obviously the character Achilles cast as a gladiatrix. Achilles however, was the king of the Myrmidons, a tribe who fought for the Greeks in the Trojan War. One of Achilles' deeds was to fight and kill the Amazon Queen Penthesilea who was the daughter of the Greek god Ares (Roman Mars). The Amazons fought in the Trojan War on the side of the Trojans.

In the Roman arena a gladiatrix never fought a male gladiator as this would have been considered an unfair match.



It seems almost certain therefore that what the Halicarnassus relief shows is the re-enactment in an arena of a Greek legend with two gladiatrice appearing as the Greek hero Achilles (although convention dictated this had to be a woman) and the Amazon Queen Penthesilea.

To recreate this actual fight two gladiatrice of the same rank are required.

Achillia can be a *myrmillo*, and Amazonia (Penthesilea) will be armed as a *hoplomachus*. Alternatively both can be either *hoplomachii* or *myrmillos*. In the bas relief it appears possible that the latter was the case in the original fight in Halicarnassus.

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