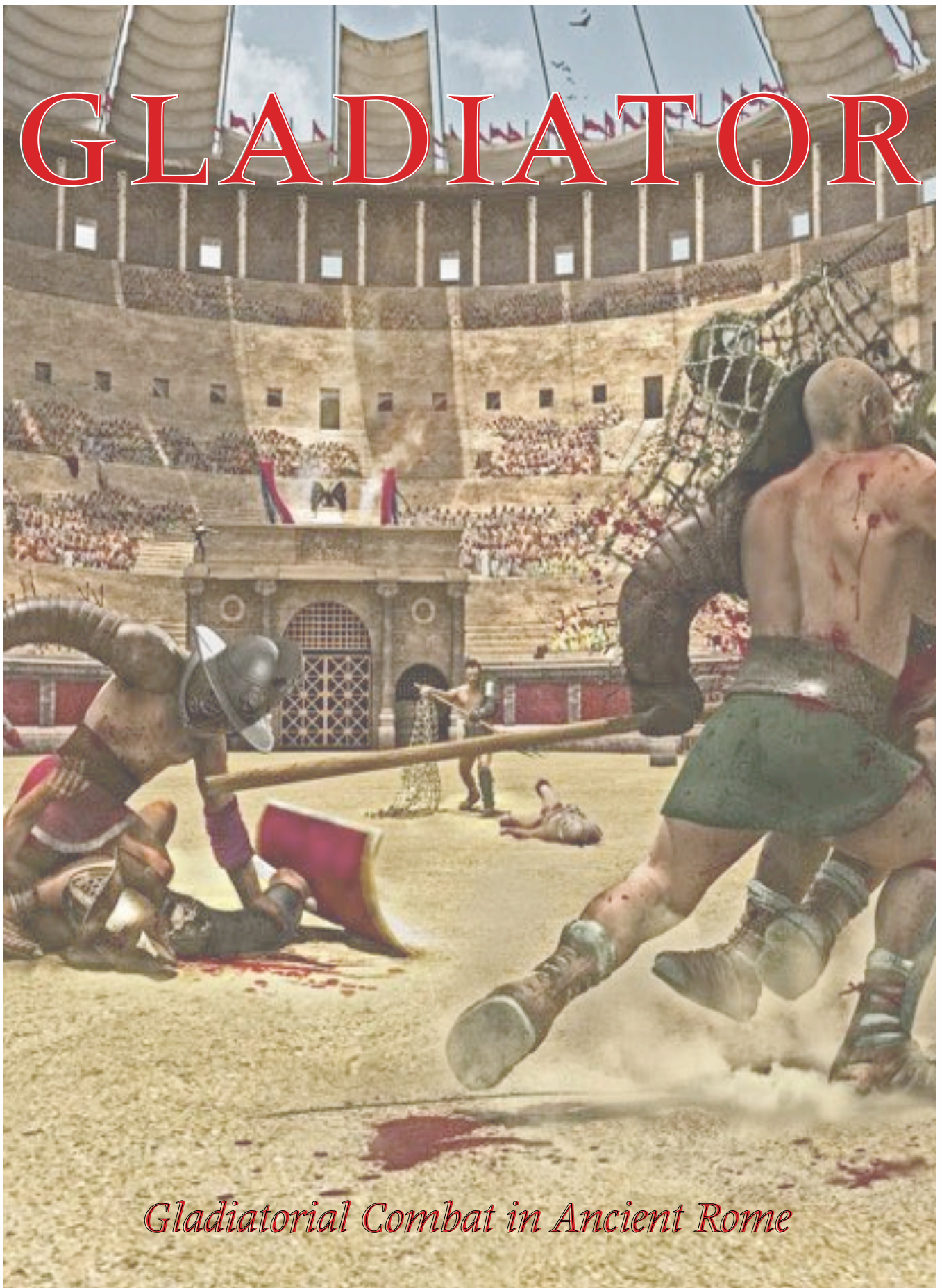# GLADIATOR

Gladiatorial Combat in Ancient Rome

For Holly, Ryan & Tristen

Mei gaudium, mei amor, mei vita!

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1. INTRODUCTION -

Welcome to the *Colosseum Edition* of *GLADIATOR*, the classic game of gladiatorial combat in ancient Rome.

The *Colosseum Edition* of *GLADIATOR* revises and expands many elements of the previous edition. Great efforts were made to streamline play and to include more historical aspects. *GLADIATOR* faithfully recreates this "sport" of the ancient world, with all of its bloody and vicarious thrills.

In *GLADIATOR*, each player assumes the role of a gladiator fighting in the Roman arena. Players secretly plot their gladiator's movement and combat actions in an effort to outmaneuver, and outfight their opponents.

Many of the concepts in *GLADIATOR* require experience gained only through repeated play. Therefore, the first few games should be played using only the Basic Rules, a sort of gladiatorial training school. After gaining some experience with the Basic Rules, players may add the Advanced and Campaign Rules to suit their taste. These rules add more options and realism, but at a cost of additional complexity.

Many combat variations are possible, allowing for individual matched pairs or multiple gladiator combats (team events) depending on the number of players present. Historical options are also included, such as different weapons, unique fighting styles, as well as mounted gladiators, and gladiator versus beast combat!

Just as the gladiators in the arena, it is your decisions and your actions that will determine the result, with your "gaming life" hanging in the balance. Fight well, or die well, now let the games begin!

*"Bene pugnare aut mori bene, et nunc incipiat ludos!"*

BASIC GAME

In the Basic Game, gladiator combats are limited to matched pairs of similarly armed gladiators. More rules and combat options are presented in the Advanced Game.

2. GAME COMPONENTS -
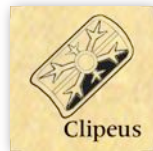
2.1 RULEBOOK: This booklet, containing the rules of play.

2.2 MAP BOARD: A map representing a typical Roman arena. Printed with a hex-grid to regulate movement, each hex is approximately one yard wide.

2.3 COUNTERS: Multiple sheets of self-cut, two-sided counters representing gladiators and discarded equipment.
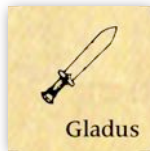
Gladus   Clipeus

2.3.1 Counters numbered 1 through 4 are lightly armored gladiators, 5 through 9 are medium armored gladiators, and 10 through 13 are heavily armored gladiators.

5B I Secutor   7A IV Retiarius

2.3.2 Each counter is also marked with the gladiator's combat "class". Class is used to "pair" or assign gladiators with opponents in the arena [*see Campaign Game 38*].

2.4 PLASTIC STANDS: Twelve plastic stands used to hold the gladiator counters so they stand erect on the map board.

2.5 DICE: Six six-sided dice (1 black, 2 white & 3 red) are required for play. Die rolls are referenced using D6 notation (2D6 = roll two dice). 1D3 means roll a single die and divide the result by 2 (round up).

2.6 LOG SHEETS: Two pads of Log Sheets (gladiator and beast) are used to record a gladiator's (or beast's) stats.

3. GLADIATOR LOG SHEET –

3.1 A Log Sheet must be prepared for each gladiator before the start of play. Each Log Sheet has the following sections.

3.2 NAME: Select a name and note the gladiator's counter ID # [*see Appendix*].

3.3 CV (COMBAT VALUE): A rating of a gladiator's skill and experience. It is used to establish odds and calculate their value [*see Campaign Game 39*].

3.4 PHYSICAL CHARACTERISTICS: Each gladiator has seven basic characteristics that define his abilities:

TR	Training	CN	Constitution
ST	Strength	CF	Combat Factor
AG	Agility	NF	Net Defense Factor
W	Wounds		

3.4.1 Roll 3D6 once on the Physical Characteristics table for each of the five characteristics (TR, ST, AG, CN and W).

PHYSICAL CHARACTERISTICS TABLE
Combat Factor (CF): TR + ST + AG
Net Defense Factor (NF): TR + AG

3D6 Roll	Physical Characteristic				
	TR	ST	AG	CN	W
3-4	7	–2	–3	1	9
5-6	7	–1	–2	2	9
7	8	0	–1	2	9
8	8	0	–1	3	10
9	9	1	0	3	10
10	9	1	0	3	11
11	10	2	1	4	11
12	10	2	1	4	12
13	11	3	2	4	12
14	11	3	2	4	13
15	12	4	3	5	13
16	12	4	3	5	14
17	13	5	4	6	14
18	13	5	4	6	15

3.4.2 A gladiator's *Combat Factor* (CF) is determined by adding his TR, ST and AG ratings.

3.4.3 AA gladiator's *Net Defense Factor* (NF) is determined by adding his TR and AG ratings.

NOTE: CF represents a gladiator's combat prowess and ability. NF represents a gladiator's ability to handle a net or lasso.

3.5 TALENTS: A record of any specialized training a gladiator has received [*see Campaign Game 31*].

3.6 LUCK: A measure of a gladiator's luck. Luck can be used to gain re-rolls for a gladiator [*see Campaign Game 34*].

3.7 PRESTIGE: The fame and notoriety of a gladiator. Prestige can save a gladiator's life, or intimidate opponents in combat [*see 18 & Campaign Game 35*].

3.8 XP (EXPERIENCE): A measure of knowledge learned in the arena. Experience may be used to improve a gladiator's abilities or learn new talents [*see Campaign Game 33*].

3.8.1 Record the gladiator's match record beside his XP.

NOTE: Roman match records used one of three letters to note a match result; 'V' = victory (won), 'S' = stans missus (tie), 'M' = missus (lost, but allowed to leave arena alive) [see 5.4.1 & 18].

3.9 BODY AREA WOUNDS: A separate record of wounds sustained by each body area. Each area can absorb a number of wounds equal to the gladiator's W rating.

3.9.1 Darken in all boxes in the top half of each area > the gladiator's W rating.

3.9.2 The bottom half of each area is split into larger boxes containing CF penalties suffered due to wounds [*see 10.3.1*].

3.10 MOVE: The movement rate of each gladiator in phases per turn; *light* gladiators move six phases per turn, *medium* gladiators move five, and *heavy* gladiators move four [*see 7.1*].

3.11 TYPE: Type of gladiator: *light*, *medium*, or *heavy*. Type determines the gladiator's movement (in phases per turn) and any armor worn [*see 3.12*].

3.12 ARMOR: Each gladiator wears armor based on their type. Roll 1D6 and refer to the applicable Armor table (light, medium, or heavy) to determine the armor worn.

LIGHT GLADIATOR ARMOR TABLE

| 1D6 | Body Area | | | | | Shield |
Roll	#1	#2	#3	#4	#5	Type
1	A2	--	--	--	C4	Large
2	C3	--	--	B5	--	Small
3	--	--	C	--	--	Small
4	--	--	--	--	--	Large
5	--	--	--	B4	C5	Small
6	A4	--	C	--	--	Small

MEDIUM GLADIATOR ARMOR TABLE

| 1D6 | Body Area | | | | | Shield |
Roll	#1	#2	#3	#4	#5	Type
1	A4	C	C	C5	C5	Small
2	A5	--	--	B4	A3	Large
3	A	--	C	C5	A4	Large
4	A	--	C	C	C5	Small
5	A	C3	--	C4	B4	Large
6	A4	B4	--	B5	C4	Large

HEAVY GLADIATOR ARMOR TABLE

| 1D6 | Body Area | | | | | Shield |
Roll	#1	#2	#3	#4	#5	Type
1	A4	B5	C	B4	B4	Large
2	A	B5	C	B4	B4	Large
3	A	B4	C	B4	A5	Large
4	A	B4	A2	B4	A4	Large
5	A	B4	C	B4	A4	Large
6	A	C4	C	B4	A4	Large

3.12.2 For each body area, armor ('A', 'B' or 'C'), or no armor ('--') is present. If the armor has a number, the coverage is partial [*see 10.2.2*]. Otherwise, the coverage is complete.

3.13 WEAPON: Record the gladiator's chosen weapon and stats [*see 9.45 & 13.3*].

3.14 SHIELD DAMAGE: All standard gladiators start each match with a large (*Clipeus*) or small (*Parma*) shield at full strength. Shields are subject to damage, which is recorded here by marking off shield boxes as it occurs [*see 12.2*].

3.15 COMBAT FACTORS: As the gladiator suffers wounds his CF may be reduced due to his injuries. When this occurs, the new CF total is entered in the box beneath the last entry.

3.15.1 The top box is used to record the Prestige CF bonus (PB) for the current match [*see Campaign Game 35*].

3.16 STUN FACTORS: A stunned gladiator suffers a temporary loss of CFs, which is entered here. This number is deducted from his current CF before allocating CFs for that gladiator's attacks and/or defense [*see 9.3.1*].

3.17 NET LOSS: Used when fighting against a *Retiarius*. A gladiator ensnared by a net is very vulnerable to attack, and may grant his opponent a CF bonus to attacks during that phase, which is recorded here. At the conclusion of the phase it is checked off [*see Advanced Game 20 & 21*].

3.18 ATTACK & DEFENSE ALLOCATIONS: Players spend their gladiator's CFs to attack or defend by allocating them to one or more body areas. Combat is resolved according to these written instructions [*see 9.3*].

3.19 TURN & PHASE PLOT RECORD: This section is used to record the movement of the gladiator phase-by-phase, and to note any CF loss due to endurance [*see 7.1 & 17*].

4. MATCH PREPARATION –

4.1 Before each game (match), layout the map board (arena) in the center of the play area.

4.2 Sort the counters and markers by type and set them beside the map board. Place the dice and reference sheets within reach.

4.3 Determine the size and configuration of the arena; place any obstacles as needed [*see Advanced Game 27*].

4.4 Prepare a Log Sheet for each gladiator or beast [*see 3.1 & Advanced Game 28*].

4.5 Place the gladiators and beasts in the center of the arena, four hexes apart and facing each other (five hexes total distance). Those who are about to die salute you!

"Ave, imperator, morituri te Salutant!"

5. SUMMARY OF PLAY –

5.1 GLADIATOR is played in turns, each representing forty-seconds of real time. Each turn is divided into eight movement phases which is subdivided into several steps.

5.2 TURN SEQUENCE: Each gladiator plots his movement each phase, keeping in mind that his movement is limited to a set number of phases each turn depending on their type [*see 3.11 see 17*]. Each of the eight movement phases are written and resolved separately, using the following steps:

5.2.1 PHASE PLOT: Each gladiator notes his movement orders for this phase. A gladiator cannot plot movement if he has used all of his movement capabilities for that turn [*Exception: see 17.3*].

5.2.1.1 A *Retiarius* must plot any net attacks he will attempt this phase [*see Advanced Game 20*].

5.2.2 MOVEMENT: Each player reveals his movement orders for this phase, and moves his gladiator.

5.2.2.1 Check for *Fall Prone* and *Stumble* results [*see 15.1.1*].

5.2.2.2 Gladiators that end their movement in the same hex, suffer a *collision*. Gladiators that cross paths, roll for possible *collision* [*see 8.1*].

5.2.3 RECOVERY FROM STUN: Gladiators currently suffering from Stun may attempt to recover from that Stun [*see 11.5*].

5.2.4 ACTION RESOLUTION: Gladiators resolve any attempts to *Throw*, *Recover*, or *Kick* an item [*see 13.3, 13.4 & 13.5*].

5.2.5 NET ATTACKS: A *Retiarius* resolves any net attacks he plotted this phase [*see Advanced Game 20*].

5.2.5.1 Ensnared or *Grappled* gladiators may attempt escape [*see Advanced Game 20, 21 & 22*].

5.2.6 COMBAT RESOLUTION: Gladiators in position to attack an enemy, resolves combat using the following procedure:

5.2.6.1 Determine the total CFs available to each gladiator for combat during that phase [*see 9.3.1*].

5.2.6.2 Allocate CFs for attack and defense, secretly marking the number of CFs used to attack or defend each body area on the Attack & Defense Allocations display [*see 9.3.2 & 9.3.3*). Gladiators may allocate CFs for Special Attacks or Defenses [*see Advanced Game 23*].

5.2.6.3 Determine the Attack Sequence, and resolve each attack in order. There are five attack rounds, each of which is resolved according to the rules of combat [*see 9.4*].

5.2.7 COMBAT EFFECTS: Make any adjustments on the gladiator Log Sheet required by the results of combat.

5.3 Repeat this turn sequence until one side has been defeated, or the last phase of the current turn is completed.

5.4 END TURN: At the end of each turn (eight movement phases), each gladiator must check for CF endurance loss due to overexertion [*see 17*].

5.4.1 Starting at the end of turn 3, check if the match is stopped as a draw (*stans missus*) by rolling 1D3 + the current turn number.

5.4.2 If the result is > '7' the match is stopped and play proceeds to the Moment of Truth [*see 18*].

6. FACING –

6.1 The front of each gladiator counter must always face a hex-side. During combat, a gladiator's front is defined as the three hexes adjacent to his front.

NOTE: If the facing of a gladiator is ambiguous, the opposing player determines the correct facing.

6.1.1 This front is increased for multi-hex ranged weapons [*see Advanced Game 20 & 21*].
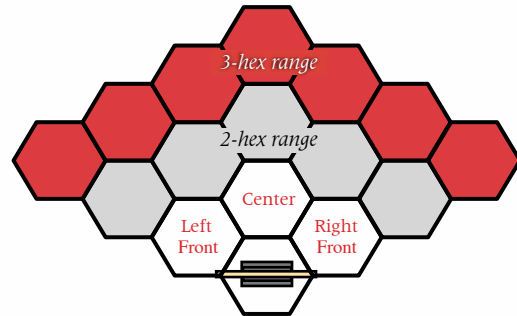
15-hex Combat Front

7. MOVEMENT –

7.1 TURN PLOT: Each gladiator has his own movement rate, expressed in the number of phases per turn he can plot movement, depending on gladiator type [*see 3.6*].

7.2 PHASE PLOT: At the start of each new phase, each player secretly records up to *two* movement actions or *one* special action for the current phase in the appropriate phase box.

NOTE: If the current phase is a non moving phase, each player should do their best to conceal this fact from their opponents.

7.2.1 Record any facing changes in parenthesis (L or R) before or after any movement or special action. If a gladiator rotates first, base his movement action off the new facing.

7.3 MOVEMENT ACTIONS: There are 6 gladiator movement actions, as described below.

F *FORWARD:* The gladiator moves one hex forward, and may rotate one hex-side.

B *BACKWARD:* The gladiator moves one hex backward.
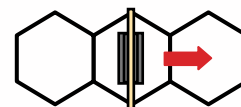
SFL *SIDESTEP FORWARD LEFT:* The gladiator moves forward one hex left, and may rotate one hex-side.
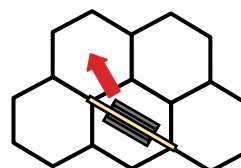
SFL *SIDESTEP FORWARD RIGHT:* The gladiator moves forward one hex right, and may rotate one hex-side.
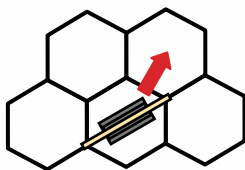
SBL *SIDESTEP BACKWARDS LEFT:* The gladiator moves back one hex left.
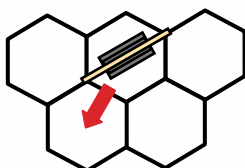
SBR *SIDESTEP BACKWARDS RIGHT:* The gladiator moves back one hex right.
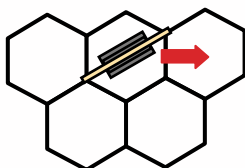
7.4 SPECIAL ACTIONS: There are 7 gladiator special actions, used in place of the standard actions, as described below.

C *CHARGE:* The gladiator moves forward three hexes.
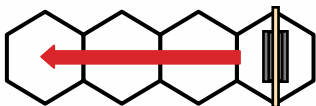
KN *KNEELING:* The gladiator replaces his counter with a *Kneeling* chit [*see 14.1*], and may rotate one hex-side. A *Prone* gladiator must perform a KN action before they can stand.

L *LEAP:* The gladiator leaps forward two hexes, avoiding all dropped items and obstacles in the first hex; but must check for *Stumble* in the second hex [*see Advanced Game 27*].

R *RECOVER:* The gladiator is taking great care to recover a weapon or shield from his current or adjacent hex. He remains in place, but may rotate one hex-side.

RO *ROLL:* Only a *Prone* gladiator may use a roll [*see 16.4*]. Record the direction of the roll as shown. The gladiator remains *Prone* during and after this action.

S *STUMBLE:* A gladiator must perform a *Stumble* action on his *next* movement phase as a result of tripping *this* movement phase [*see 15*]. The gladiator remains in place, but may rotate one hex-side.

X *PAUSE:* The gladiator remains in place, but may rotate to face any direction.

NOTE: Stumble & Pause actions do not count as movement for that phase, if the gladiator does not rotate.

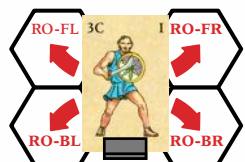7.5 REACTION TIME: Combat in the Roman arena was quick and deadly. To simulate this, players are allowed only 10 seconds to record their movement actions each phase.

NOTE: New players should ignore this rule until they gain sufficient familiarity with the game.

7.6 ILLEGAL MOVES: If a gladiator performs an illegal movement action, he must roll on the Stun section of the Wound & Stun Severity Table with a +1 DRM [*see 10.1*].

7.7 MAP EDGES: If a gladiator moves off a map edge, move the rest of gladiators three hexes back toward the center, preserving their relative position to each other. Immobile objects such as dropped items are not moved (note their map location).

7.7.1 In the Advanced Game, the map edges may reflect the actual walls of the arena, and can impede movement [*see Advanced Game 27*].

8. COLLISIONS –

8.1 Gladiators cannot occupy the same hex at the same time. If two gladiators end their movement in the same hex, they collide with each other.

8.1.1 If two gladiators pass through the same hex while moving, roll 1D6; if the result is a '6', a collision occurs.

8.2 When a collision occurs, both gladiators must stop all movement; any remaining movement beyond the point of collision is cancelled.

8.3 If a gladiator collides with a prone opponent who is not rolling [*see 7.4*], the opponent is at his mercy and must surrender and plea for *missus* [*see 18*].

8.4 IMPACT FACTOR: Each gladiator in a collision determines his Impact Factor by rolling 1D6 and adding all relevant die roll modifiers (DRMs) that apply from the chart below.

COLLISIONS
Atk *IF* – Def *IF* (roll on *Stun Severity Table* & *Stumble* check)
Impact Factor (IF): 1D6 + DRMs

DRM	Condition
+2	is a *Heavy* Gladiator
+1	is a *Medium* Gladiator
+2	has a *Large* Shield
–2	has *no* Shield
+1	per hex moved *forward* this phase
–1	per hex moved *backward* this phase
+4	used a *Leap* or *Roll* action
–2	is *Kneeling* or *Stumbling*
–3	used a *Recover* action or is *Ensnared*
–1	per Stun Factor in effect
+?	Strength & Agility factors
+?	Positional Advantage bonus

8.4.1 The gladiator with the highest Impact Factor is the attacker, the other is the defender. The attacker remains in the collision hex, while the defender is pushed one hex in the attacker's combat front [*see 6.1*].

8.4.2 In case of a tie, both gladiators are considered defenders, and are moved back to their last hex occupied before the collision, facing the collision hex.

8.4.3 Subtract the defender's Impact Factor from the attacker's Impact Factor, and add this to a 2D6 roll on the Stun column of the Wound & Stun Severity Table.

8.4.4 Assess any Stun and positional penalties on the defender and check for *Stumble* [*see 15.1.1*].

9. COMBAT –

9.1 A gladiator may attack any opponent in his combat front [*see 6.1*]. If two gladiators are facing so that neither lies within the combat front of the other, neither may attack.

9.1.1 If a gladiator attacks an opponent who is not within his own combat front, the defending gladiator is rotated to face his attacker, even if ensnared in a net [*see Advanced Game 20*]. Prior to this rotation, the attacker gains a positional advantage bonus [*see 9.2*].

9.1.2 After determining positional advantage, the attacker is rotated to place the defender in his center hex [*see 6.1*].

NOTE: The defender gets no positional advantage bonus, regardless of his attacker's facing [see 9.2].

9.2 *POSITIONAL ADVANTAGE BONUS*: An attacking gladiator may gain a CF bonus for positional advantage based on the hex occupied by the attacker in relation to the defender (per the diagram below).
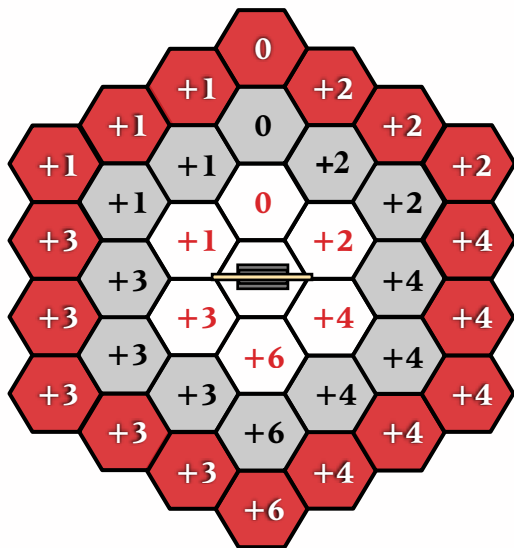
Positional Advantage Diagram

9.2.1 Gain an additional +2 positional advantage bonus if the defender used a *Stumble* special action [*see 15.5*].

9.2.2 Gain an additional +4 positional advantage bonus if the defender is *Prone* [*see 16.3*].

9.2.3 Gain an additional +4 positional advantage bonus if the defender is *Ensnared* in a net or lasso [*see Advanced Game 20 & 21*].

9.3 *COMBAT FACTOR ALLOCATION*: Each combat phase, gladiators allocate their CF for attack, defense, net attacks and escape [*see Advanced Game 20 & 21*]. Record CF allocations on the Attack and Defense Allocations display of the Log Sheet [*see 3.19*].

9.3.1 The total CF available to a gladiator is equal to his current CF plus any positional advantage bonus, minus any weapon DRM and Stun currently in effect [*see 9.3.1 & Advanced Game 21*].

9.3.2 Attack CF may be allocated to any combination of body areas, provided that no more than 8 CF are allocated to any single body area. Secretly note any attack CF in an available row and circle 'A' in the first column.

9.3.2.1 Note the order of attacks beside each Attack box.

9.3.2.2 Gladiators may also assign CF for Special Attacks [*see Advanced Game 23*].

9.3.2.3 A *Retiarius* may also allocate CF for net attacks [*see Advanced Game 20*].

9.3.3 Defense CF may be allocated to defend against attack or repel a net [*see Advanced Game 20*]. Secretly note any defense CF in an available row, and circle 'D' in the first column.

9.3.3.1 Gladiators may also assign CF for Special Defenses [*see Advanced Game 23*].

EXAMPLE: A gladiator with 10 CF (left illustration) allocates 8 CF to attack & 2 CF to defense.

The next phase, our gladiator has only 9 CF (right illustration) allocates 7 CF to attack (2 CF head attack & 4 CF Shield Bash) & 3 CF to defense (Back Step).

9.4 *ATTACK SEQUENCE*: Before resolving any attacks, it is important to determine the order in which all attacks occur, as combat results are immediate and can effect subsequent attacks and defenses that phase.

9.4.1 After recording CF allocations, players simultaneously reveal their attacks for that phase. Each body area with attack CF allocated is considered a separate attack.

9.4.2 Compare the number of attacks for each gladiator on the Attack Sequence Chart. Gladiators resolve their attacks during the attack round marked, and in the order noted on their Attack and Defense Allocations display [*see 9.3.2*].

NOTE: A gladiator may make up to 5 attacks per phase.

ATTACK SEQUENCE CHART

Attack Occurs In	Number of Planned Attacks				
	1	2	3	4	5
round 1	--	--	X	X	X
round 2	--	X	--	X	X
round 3	X	--	X	--	X
round 4	--	X	--	X	X
round 5	--	--	X	X	X

9.4.3 If opposing gladiators attack in the same attack round, the attack with the most CF is resolved first. If the attacks have equal CF, resolve the attacks simultaneously.

9.4.4 A gladiator using an optional weapon adjusts his attack round by the weapon's Spd [*see Advanced Game 21*].

9.4.4.1 It is possible for a weapon to attack before round 1 (round 0), or after round 5 (round 6 or 7).

EXAMPLE: A gladiator using an axe (+1 Spd) for two attacks would attack on rounds 3 & 5, instead of rounds 2 & 4. A gladiator using a dagger (−1 Spd) for two attacks would attack on rounds 1 & 3, instead of rounds 2 & 4.

9.4.5 Damage from attacks take effect immediately, and any CF lost are deducted from the gladiator's next unresolved attack. If this reduces attack's CF to '0', that attack is cancelled, but the Attack Sequence remains unchanged.

9.4.6 If a gladiator suffers a CF loss but has no unresolved attacks this phase, the CF loss reduces the defense CF allocation of his next body area attacked that phase (the result may be < '0'). If there are no further attacks this phase, there is no additional penalty.

EXAMPLE: A gladiator suffers a 3 CF loss. He has one attack remaining for 1 CF, and thus loses this attack. Since his attack did not absorb the total CF loss, he also suffers a −2 CF to the defense allocation of his next body area attacked this phase.

9.5 *ATTACK RESOLUTION*: Conduct each attack by declaring the target body area and the attack CF allocated, then subtract any defense CF allocated to the same body area (Modified CF) and roll 6D6 for the combat result (all the *WHITE*, *BLACK*, and *RED* dice).

NOTE: The RED dice (3D6) are used to determine the attack result on the CRT, the WHITE & BLACK dice together (3D6) are used for the Wound roll, the BLACK die is used for the Armor roll, and the WHITE dice (2D6) are used for any Critical Hit roll [see 10.2.2 & 10.4].

9.5.1 Total the *RED* dice, and consult the Combat Results Table (CRT) below for the combat result.

9.5.1.1 If using the Advanced Game, apply modifiers for any Special Attacks or Defenses used [*see Advanced Game 23*].

9.5.1.2 If the modified CF total is < '1', use the '1' column on the CRT with a −1 DRM per CF < '1'.

9.5.1.3 If the modified CF total is > '8', use the '8' column on the CRT with a +1 DRM per CF > '8'.

COMBAT RESULTS TABLE

3D6 Roll	Modified CF (Attack CF − Defense CF)							
	1	2	3	4	5	6	7	8
3-	F	F	F	--	S	S	S	S*
4	F	F	--	S	S	S	S*	P
5	F	--	S	S	S	S*	P	P
6	--	S	S	S	S*	P	P	P*
7	S	S	S	S*	P	P	P*	H
8	S	S	S*	P	P	P*	H	H
9	S	S*	P	P	P*	H	H	H+1
10	S*	P	P	P*	H	H	H+1	H+2
11	P	P	P*	H	H	H+1	H+2	H+3
12	P	P*	H	H	H+1	H+2	H+3	H+4
13	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18+	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+9

9.6 COMBAT RESULTS:

F = Fumble; attacker cancels all remaining attacks. If attacked again this phase, subtract 1D6 from the defense CF of his *next* body area attacked.

-- = Miss; no effect.

S = Shield Hit; check for shield damage [*see 12.1*]. If defender lacks shield, treat as a 'P' result.

S* = Shield Edge Hit; check for shield damage with a +1 DRM. Check for shield drop [*see 12.1 & 13.1*]. If the defender lacks shield, treat as a 'P' result.

P = Parried Weapon; check for weapon drop [*see 13.1*]. If the defender lacks a weapon, treat as an 'H' result.

P* = Parried Weapon *and* Shield; check for weapon drop [*see 13.1*]. If defender lacks *either* a weapon or a shield, treat as an 'H' result.

H = Body Hit; check for wounds with + DRM equal to any '+#' value [*see 10.1*].

10. WOUNDS –

10.1 Anytime a body hit ('H') occurs, apply any Body Hit DRM ('H' bonus) and/or Armor DRM to the total of the *WHITE & BLACK* dice (3D6) from the Combat roll. Then consult the Wound column of the Wound & Stun Severity Table for the number of wounds suffered.

WOUND & STUN SEVERITY TABLE

Roll	Wound (3D6)	Stun (2D6)			
8-	--	1			
9-10	1	2		*Armor*	*DRM*
				A	−8
11-12	2	3		B	−6
13-14	3	4		C	−3
15	4	5			
16	5	6		*Penetration*	
17	6	7 & Weapon Drop		*BLACK die*	
18	7	8 & Shield Drop		*> Armor #*	
19+	K*	9 & Fall Prone			

NOTE: A 'K' result kills the gladiator & causes cleaving effects (see Advanced Game 25).

10.2 ARMOR PROTECTION: Wound rolls can be modified if the body area struck contains armor.

10.2.1 Body areas with complete armor coverage apply a −8 DRM for 'A' armor; −6 DRM for 'B' armor; and −3 DRM for 'C' armor [*see 3.12.2*].

10.2.2 Body areas with partial armor protection have a number after the armor value. If the Combat roll *BLACK* die (1D6) is equal to or < the armor number, apply the Armor DRM. Otherwise, the attack strikes unprotected flesh (no Armor DRM) [*see 3.12.2*].

10.3 WOUND EFFECTS: Each wound result is checked off on the top half of the applicable body area on the defending gladiator's Body Area Wounds display. Wound boxes are checked off in descending order, from right to left [*see 3.9.1*].

10.3.1 Whenever a wound box is checked in a new CF penalty box on the bottom half of a Body Area Wounds display, subtract one from the gladiator's CF for the duration of the match.

10.3.1.1 The first wound in a body area always causes a loss of 1 CF.

EXAMPLE: A gladiator with a W of 12, is hit in the chest (body area 2) for two wounds. The player checks off boxes 11 and 12 on the chest wound record of his Log Sheet, causing a 1 CF loss. If he had been hit in the head (body area 1), the same two wounds would result in a 2 CF loss.

10.3.2 When all the wound boxes in one body area are checked off, the gladiator is killed and is placed *Prone* in his current hex (remove the counter's plastic stand) [*see 16.2*].

10.3.3 If a gladiator suffers Stun > his CF, he is knocked unconscious, and falls *Prone* in his hex [*see 16.2*].

10.3.4 Due to wounds in multiple body areas, a gladiator may be reduced to < 1 CF, and yet remain alive and conscious. A gladiator in this condition cannot attack without a positional advantage bonuses that raises his CF to a positive number for that phase [*see 9.2*].

10.3.4.1 Any CF awarded for positional advantage in this fashion must be used for attack only.

10.3.4.2 A gladiator with < 1 CF, must subtract his CF from all attacks against him, even if a positional advantage raises the gladiator CF above '0'.

EXAMPLE: A gladiator with 0 CF has gained a +3 positional advantage against his opponent. This gives him 3 CF for attack, but his opponent attacks first, resulting in a 1 CF loss. This loss reduces his planned 3 CF attack to 2 CF, and reduces his permanent CF for the match to '–1'. All subsequent attacks against our weakened gladiator are given a +1 DRM (–[–1]).

10.4 *CRITICAL HITS*: Whenever a gladiator suffers wounds from an attack, there is a chance of incurring serious, critical injury. Add the number of wounds suffered to the Combat roll *WHITE* dice (2D6), and compare this result with the wounded body area on the Critical Hit Table.

CRITICAL HIT TABLE

Area Hit	8-	9	10	11	12	13	14	15+
Head	--	V	S	HL	2x	2xM	3xM	K*
Chest	--	1	1	ST	2x	2x	3xM	K*
Groin	--	1	1	AG	AG	2x	2xM	3xM
Arms	--	--	1	ST	WD	SD	2x	SA
Legs	--	--	1	AG	LMP	STU	2x	SA

(2D6 (WHITE dice) + 1 per Wound)

10.5 *CRITICAL HIT RESULTS*

-- = No additional effect

1 = Deep Cut; increase total number of wounds of this attack by one.

V = Vision obstructed; reduce CF by one for the duration of the match.

S = Stunned; defender suffers Stun equal to a 2D6 roll minus CN, minimum of 1 Stun [*see 11.1*].

ST = Reduce ST rating by one.

AG = Reduce AG rating by one.

WD = Weapon dropped [*see 13.1*].

SD = Shield dropped [*see 13.1*].

2x = Multiple wounds; *double* the number of wounds suffered in this attack.

3x = Multiple wounds; *triple* the number of wounds suffered in this attack.

LMP = Limping; gladiator loses one phase of his movement rate [*see 3.6*].

STU = Stumbling; gladiator must roll 1D6 each phase he attempts to move out of his *current* hex. If he rolls a '1', the gladiator must disregard his movement and perform a *Stumble* action instead [*see 15.1*].

HL = Helmet lost; lose armor protection for *body area 1* (head). If the defender has no helmet, treat as 3xM. Helmets cannot be recovered.

SA = Severed Artery; gladiator suffers one additional wound to the same body area at the *end* of each *subsequent* phase, regardless of any action taken.

M = Mortal wound; used with multiple wounds (2xM or 3xM). Gladiator may continue match, but dies at the end of the match [*see Campaign Game*].

K = Killed instantly; causes cleaving effects [*see Advanced Game 25*].

NOTE: Critical hits are cumulative. Thus, a gladiator with two 'STU' results would roll 2D6 each phase for possible Stumble.

10.5.1 A reduction of a gladiator's ST or AG from a critical hit does not reduce his CF, but any AG reduction *does* reduce his NF [*see 3.4.2*].

11. STUN –

11.1 A gladiator may become *stunned* as a result of a collision [*see 8.4.3*], a critical hit to the head [*see 10.4*], a Shield Bash attack [*see Advanced Game 23*], or an unarmed attack [*see Advanced Game 22*].

11.2 Each point of Stun temporarily reduces the gladiator's CF. Record Stun in the next available Stun Factors box, noting the phase in which the Stun occurred. The amount of Stun is mentally subtracted from the CF display prior to the Attack & Defense Allocation step [*see 9.3.1*].

11.2.1 Note the turn and phase number the gladiator was Stunned beside the applicable Stun Factors box.

11.3 Stun takes effect immediately and reduces the CF available for other attacks and defenses that phase in the same manner as CF lost due to wounds [*see 9.4.6*].

11.4 If a gladiator suffers Stun > his CF, he is knocked unconscious, and is placed *Prone* in his current hex [*see 16.2*].

11.5 *RECOVERY FROM STUN*: After all movement, *stunned* gladiators that were not involved in a collision that phase may attempt to recover from Stun.

11.5.1 Roll 1D6 and subtract the result from the gladiator's CN (add the number of phases since the gladiator was last *stunned*). The result is the amount of Stun removed (ignore any negative results).

EXAMPLE: A gladiator with 4 Stun and a CN of '4', rolls a '2' for Stun recovery It was 2 phases since he was last Stunned; thus, he recovers 4 Stun [(4 + 2) – 2].

11.5.2 Record the new Stun total in the next box beneath the last Stun entry on the Log Sheet (same turn and phase number).

12. SHIELD DAMAGE –

Parma   **Clipeus**

12.1 A shield may suffer damage from repeated, heavy blows during a match. They can absorb only so much punishment before being battered into a useless condition.

NOTE: Gladiators start each match with a new shield.

12.2 When a gladiator suffers a shield hit ('S' or 'S*') from a non-net attack [*see 9.6*], add the Combat roll *WHITE* dice (2D6), the attacker's ST, and the modified CF (+1 DRM for an 'S*' result) for possible shield damage.

NOTE: CF gained from a Weakened Defender do not modify shield damage rolls [see 9.4.7].

12.2.1 Compare the result to the shield's damage points (highest unchecked box) on the Shield Damage display [*see 3.14*]. If the result is < the shield's damage points, check off a number of shield boxes (right to left) equal to the shield damage result, minus the shield's damage points [*see 3.18*].

12.2.2 If the shield edge ('S*') was hit [*see 9.6*], also add the Combat roll *WHITE* & *BLACK* dice (3D6) for shield drop.

12.3 When the last shield damage point is checked off, the shield is battered useless, and must be discarded [*see 13.1*].

12.3.1 If a 'P' or 'H' shield damage box is checked off, the defender suffers the appropriate CRT result [*see 9.6*].

13. WEAPON & SHIELD LOSS –

13.1 *WEAPON & SHIELD DROP*: Whenever a gladiator suffers an 'S*', 'P' or 'P*' result from a non-net attack, the defender may drop his weapon or shield. A weapon or shield may also be dropped as a result of a critical hit [*see 10.4*].

13.1.1 Add the Combat roll *WHITE* & *BLACK* dice (3D6), subtract the attacker's ST, any weapon DRM, the modified CF, and any CF lost from the defender's arms [*see 10.3*]. If the result is < '1' the defender drops his weapon ('P' or 'P*') or shield ('S*').

NOTE: A gladiator (ST 3) attacks his opponent with 4 CF. The defender has 2 CF allocated for defense. If the result is a 'P' or 'P' roll '5' or less would result in a weapon drop.*

13.2 *DROP LOCATION*: If an item is dropped, it will fall within five hexes of the defending gladiator.

13.2.1 First, roll 1D6 to determine the direction an item falls per the Dropped Object diagram.
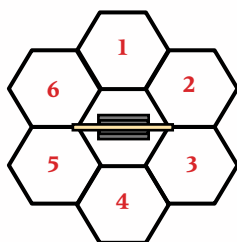
Dropped Object Diagram

13.2.2 Then, roll 1D6–1 to determine the number of hexes away the item falls. A modified result of '0' means the item falls in the same hex with the gladiator who dropped it.

13.2.3 Place an applicable weapon or shield marker in the proper hex. If a shield is battered useless, place the battered side of the shield counter face up [*see 12.3*].

13.3 *THROWING WEAPON & SHIELD*: A gladiator may voluntarily throw one item (weapon or shield), at any opponent in his combat front [*see 6.1*].

13.3.1 Throwing requires no CF, and has an unlimited range [*see 5.2.4*].

13.3.2 Roll 1D6–1 for throwing distance, then add the thrower's ST and the weapon's *Thr* value. If the result is > the range to the target, the item strikes the target.

13.3.2.1 Roll on the CRT using the weapon's *CRT* value as the attack CF (no defense CF); any 'H' result causes a check for wounds. Roll 1D6 for the body area hit ('6' = attacker's choice) [*see 9.5 & 10.1*].

NOTE: Swords and shields have a Thr value of '1'. Swords have a CRT value of '3', shields have a CRT value of '0'.

13.3.3 Otherwise, the item misses and is dropped around the target gladiator [*see 13.2*].

13.4 *WEAPON & SHIELD RECOVERY*: A dropped weapon or shield may be recovered by any gladiator within one hex of the item (even if the hex is occupied).

NOTE: A gladiator may never hold more than two items.

13.4.1 After movement, roll 1D6 and add the appropriate DRMs below. If the result is < '1' the item has been recovered; otherwise, the attempt fails.

WEAPON & SHIELD RECOVERY
1D6 + DRMs < 1

DRM	Condition
+1	is a *Heavy* Gladiator
−1	is a *Light* Gladiator
+2	Opponent *adjacent* to item
+1	Item in *adjacent* hex
−3	Item is a *net*
+1	per hex *moved* this phase
−6	used a *Recover* action
+4	*Collided* this phase (cancel *Recover* action)
−2	is *Kneeling*
+4	is *Stumbling*
+6	is *Ensnared*
+1	per Stun Factor in effect
−?	Agility factor

13.4.2 A recovered weapon may be used in the same phase it was recovered, but attacks at half CF (round down).

13.4.3 If two gladiators attempt to recover the same item, the one with the lowest result gains the item (re-roll ties).

13.5 *KICKING*: A gladiator may kick any dropped weapon or shield in his hex, but only if he did not move backwards this phase. One kick attempt is allowed per movement phase.

13.5.1 Roll 1D6 with a −1 DRM per hex moved that phase. If the result is > '0', the item is kicked, and lands at the unmodified distance indicated by the roll (gladiator choses direction).

14. KNEELING –

14.1 A gladiator must perform a KN special action to regain his feet from a *Prone* position. Indicate a *Kneeling* gladiator's position by placing a KN chit in the gladiator's hex.

14.1.1 Roll 1D6; on a roll of '1-4' place the KN chit in the hex containing the gladiator's torso, on a roll of '5-6' place the KN chit in the hex containing his legs.

14.2 Any non-net attack against the legs of a *Kneeling* gladiator is conducted at half CF (round down).

14.3 A *Kneeling* gladiator is in a defensive position, and any attacks he makes are conducted at half CF (round down).

15. STUMBLE –

15.1 A gladiator must perform a *Stumble* special action his *next* movement phase as a result of tripping *this* movement phase. Gladiators must check for *Stumble* if they use an 'L' special action [*see 7.4*], lose a *collision* [*see 8.1*], suffer a critical hit [*see 10.4*], incur a net or Sweep attack [*see Advanced Game 20 & 23*], or move into a hex with a *hazard* (body, item, blood or mud) [*see 13.2, 25 & 27*].

15.1.1 Roll 1D6–1, subtract any Stun, and subtract one per hex moved into containing a *hazard*. If the result is < '1' the gladiator has *Stumbled*.

15.2 A *Stumble* result has no effect on the current phase, but must be entered as a gladiator's special action for the next phase, regardless if he can move that phase or not [*see 7.1*].

15.2.1 The movement rate of the gladiator is not adjusted in any manner, and a *Stumble* special action does not count against a gladiator's movement rate if the gladiator does not rotate [*see 7.4*].

15.3 Any gladiator under the effects of a *Stumble* must check for *Fall Prone* at the beginning of the movement phase by rolling 2D6 and adding his AG rating. If the total is < '7' he has fallen *Prone* in his current hex [*see 16.2*].

15.4 If a *Stumbling* gladiator does not *Fall Prone*, he still suffers a –2 CF penalty during the ensuing combat phase.

15.5 Any *Stumbling* gladiator who is attacked automatically gives his opponent a +2 CF bonus for positional advantage. This bonus is replaced by the *Prone* positional advantage bonus should the gladiator fall *Prone* [*see 9.2.1*].

16. PRONE –

16.1 There is no special notation for the *Prone* position. It is the result of a *Stumble*, and its possessor's days are numbered if an opponent is within striking range.

16.2 *Prone* gladiators are laid flat in their current hex, facing up if their last move was backward, facing down if their last move was forward.

16.2.1 Gladiators must remain *Prone* for the remainder of the phase in which the *Prone* result occurred.

16.3 A gladiator in the *Prone* position may not attack, defends at half CF (round down), and gives his opponent a +4 CF bonus for positional advantage [*see 9.2.2*].

16.3.1 A *Prone* gladiator who is unable to move and in the combat front of an adjacent opponent (capable of attack) must surrender and plea for *missus* [*see 18*].

16.4 A *Prone* gladiator must select a KN or RO movement action next phase, and may not voluntarily Pause [*see 7.4*].

16.4.1 A *Prone*, unconscious gladiator is helpless and may not perform any action except Stun recovery [*see 11.5*].

17. ENDURANCE –

17.1 During a lengthy match, gladiators are subject to CF loss due to physical exertion. The heavier a gladiator (the more armor a gladiator had), the quicker he would tire.

17.2 Each gladiator must check for endurance loss at the end of each game turn.

17.2.1 Roll 1D6 and add the current turn number, then subtract this result from the gladiator's CN. If this result is < '0', subtract the result from the gladiator's CFs.

17.2.2 Record any CF lost on the Turn & Phase Plot Record of his Log Sheet [*see 3.19*]. CF losses due to endurance remain in effect for the duration of the current match.

17.3 A gladiator may exceed his movement rate by one. However, he must add 1 to the turn number for the Endurance Loss check that turn, and his movement rate for the next game turn is reduced by two [*see 3.10*].

18. MOMENT OF TRUTH –

18.1 In the arena, a fallen gladiator was often given the opportunity to plea to the crowd (*missus*) for his fate. Other times, a lengthy match would be stopped as a draw (*stans missus*), and the surviving gladiators judged for their effort. Those who fought bravely were often spared; those who did not were quickly dispatched by the victor.

18.2 *Missus* occurs whenever a gladiator starts a phase *Prone* in the combat front of an armed opponent and is either *Ensnared* [*see Advanced Game 20 & 21*], unable to move [*see 5.2.1*], or unconscious [*see 11.4*].

18.2.1 *Missus* is also caused by a collision between a standing gladiator and a *Prone*, non-rolling opponent [*see 8.3*], or if a match is stopped due to *stans missus* [*see 5.4.1*].

18.3 Each gladiator may plead for *missus* by rolling 2D6, adding the gladiator's Prestige [*see Campaign Game 35*] and Performance value.

NOTE: Performance value = (total attack CF used – total defense CF used) / 10

18.3.1 If the result is > '9', the downed gladiator is granted *missus*, and is allowed to leave the arena alive.

18.3.2 Otherwise, the downed gladiator is immediately killed by the victor.

18.4 An appeal for *missus* takes an entire phase during which the victor may neither attack nor be attacked. A gladiator must allow an appeal for *missus* unless matched against multiple opponents while other antagonists remain active.

ADVANCED GAME

The Advanced Game adds new options for play. Unlike the Basic Game, the Advanced Game rules are sectional, and may be used independently or all together, depending on the level of detail and complexity desired.

19. GLADIATOR FIGHTING STYLES -

19.1 In the Roman arena, many types of gladiators and fighting styles were explored. Each style focused on the use of specific weapons and fighting techniques. Most were based on Roman soldiers and the enemies they battled.

19.2 PARMULARIUS ("Small Shield"): A basic *light* gladiator.

19.2.1 DIMACHAERUS ("Two Weapon Man"): A specialized *light* gladiator armed with two weapons; a pair of *gladius'* was standard. They never carry a shield [*see 3.12 & 24*].

19.2.2 THRAEX ("Greek Warrior"): A specialized *light* gladiator armed with a *scimitar*. They always carry a small shield [*see 3.12 & 21.10*].

19.2.3 VELITE ("Skirmisher"): A specialized *light* gladiator armed with a sheath of *javelins*. They never roll for armor, but always carry a small shield. The lack of armor allows a *Velite* to move seven phases per turn [*see 3.10, 3.12 & 21.7*].

19.3 MYRMILLO ("Fisherman"): A basic *medium* gladiator.

19.3.1 HOPLOMACHUS ("Armed Fighter"): A specialized *medium* gladiator, armed with a *spear* and a *gladius* (in a sheath). They always carry a small shield [*see 3.12 & 21*].

19.3.2 RETIARIUS ("Net Fighter"): A specialized *medium* gladiator armed with a *net* and *trident*. They never wear a helmet ('--' for *body area 1*) or a shield. The lack of helmet and shield allows a *Retiarius* to move six phases per turn [*see 3.10, 3.12 & 21.7*].

19.3.3.1 Laqueraruis ("Rope-Wielding Fighter"): A variant of the *Retiarius* armed with a *lasso* and *gladius* [*see 21.7*].

19.3.3 SECUTOR ("Chaser"): A specialized *medium* gladiator. They always wear a unique helmet (with smooth shape and few eye holes), and carry a large shield [*see 3.12*].

19.3.3.1 The smooth helmet made it difficult to snag on a net or lasso, and gives the *Secutor* a +2 NF bonus [*see 3.12*]. Unfortunately, the limited eye holes restricted the *Secutor's* vision, and gives his opponents a +1 CF bonus for positional advantage [*see 3.12 & 9.2.2*].

19.4 PROVOCATOR ("Challenger"): A basic *heavy* gladiator.

19.4.1 CATAPHRACTARIUS ("Armored"): A specialized *heavy* gladiator, armed with a *pike*. They never carry a shield [*see 3.12 & 21.9*].

19.4.2 CRUPELLARIUS ("Heavily Armored"): A specialized *heavy* gladiator. They roll twice for armor, combining the best results [*see 3.12*]. Due to his heavy armor, a *Crupellarius* only moves three phases per turn, and must perform a *Fall Prone* check when performing a KN special action [*see 3.10, 3.12, 7.4 & 15.3*].

19.4.3 SCISSORES ("Cleaver"): A specialized *heavy* gladiator, armed with a *scissor*, and a *dagger*. They never carry a shield [*see 3.12 & 21*].

20. USE OF THE NET & TRIDENT -

Rete   Fucina
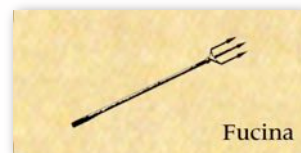
20.1 The net (*rete*) and trident (*fuscina*) are unique weapons, used exclusively by the *Retiarius* [*see 19.3.4*].

20.2 USE OF THE NET: Unlike other attacks, net attacks occur before combat, and are plotted with the *Retiarius'* movement actions. Thus the *Retiarius* must be free to move that phase [*see 7.2*].

20.2.1 The *Retiarius* may allocate CF for one net attack each phase [*see 9.3.2.3*]. Record this total in the 'A/D' box of the applicable Attack & Defense Allocations display [*see 3.18*].

TN *NET TOSS (6 CF)*: The *Retarius* tosses his net through the air to ensnare his opponent [see *20.4*].

SN *NET SWING (4 CF)*: The *Retarius* swings his net at his opponent's legs to trip him [see *20.7*].

LN# *NET LAY (2 CF)*: The *Retarius* lays his net on the ground to trip his opponent as he passes by. The exact hex must be recorded with the net attack ('1' = left front, '2' = center, '3' = right front) [see *20.8*].

NOTE: A lasso attack is performed same as a net toss [see 21.8].

20.2.2 If a *Retiarius* suffers a *collision* [*see 8.1*], cancel any net attack attempted that phase.

20.3 REPEL NET: A gladiator that anticipates a possible net attack may wish to sacrifice their next movement action to concentrate on avoiding or blocking it.

20.3.1 Repel net is considered a *special* action [*see 7.4*], and can only be made if a gladiator is free to move [*see 7.2*].

(RN) *REPEL NET*: The gladiator actively defends against a net attack. No movement or rotation is allowed.

20.4 NET TOSS: A net toss ensnares an opponent by tossing it over top of them. It requires 6 CF, and may be used against any opponent within the 15-hex combat front of the *Retiarius*.
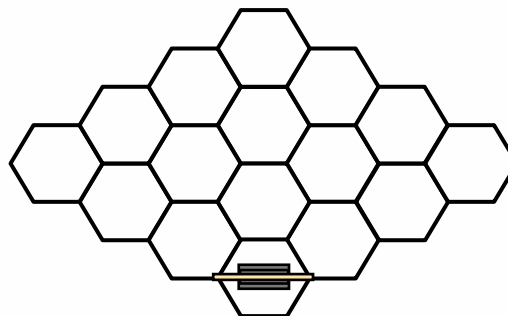
Net Toss Combat Front

20.4.1 The net toss can only be attempted once per three phases, and is resolved on the '1' column of the CRT.

20.4.1.1 An 'H' result *Ensnares* the target [*see 20.4.2*]; a 'P' result causes a check for *Stumble* [*see 15.1*]. All other results have no effect [*Exception: see 20.8*].

NET TOSS
3D6 + DRMs ('H' = Ensnare, 'P' or 'P*' = Stumble check)
Escape CF/CF Loss: 3D6 – Escape CF < 7 (+DRM vs attacks)
Drag Prone: 3D6 + Atk ST + Drag CF > 17

DRM	Condition
+1	Target is a *Heavy* Gladiator
–1	Target is a *Light* Gladiator
–2	Target is adjacent
+1	Target is two hexes away
+1	per hex Target moved *backward* this phase
+2	Target used a *Pause* action
+4	Target is *Kneeling*
–6	Target used a *Repel Net* action
+1	per CF loss to Target's legs (*body area 5*)
–2	per CF loss to *Retiarius*' arms (*body area 4*)
+?	*Retiarius*' NF factor – Target's NF factor
+?	Positional Advantage bonus

20.5 ENSNARED: An *Ensnared* gladiator may move, but not rotate, and may only allocate CF for defense or escape.

20.5.1 A *Prone* gladiator (*not* in the combat front of an opponent) may only allocate CF for escape, and may not move or rotate [*see 7.3 & 9.3*].

20.6 ESCAPE: Before combat, an *Ensnared* (or *Grappled*) gladiator may allocate CF to attempt escape. Record this total beside the 'A/D' box of the applicable Attack & Defense Allocations display [*see 3.18 & 23.4*].

*20.6.1* Roll 3D6 and subtract any escape CF. If the result is less than '7' the gladiator escapes, but must add any result > '0' to all attacks against him this combat phase. Record this value in the CF Loss display [*see 3.17*].

20.6.2 If an *Ensnared* gladiator does not escape, his opponent may immediately allocate CF to drag him *Prone* [*see 16.2*].

20.6.2.1 Roll 3D6, add the opponent's ST, and any drag CF. If the result is > '17', the *Ensnared* gladiator is dragged *Prone* and is at the mercy of his opponent as long as he has a weapon and at least 1 CF [*see 18.2*].

20.7 NET SWING: A net swing trips an opponent by wrapping it around his legs. It requires 4 CF, and may be used against any opponent within the 2-hex combat front of the *Retiarius*.
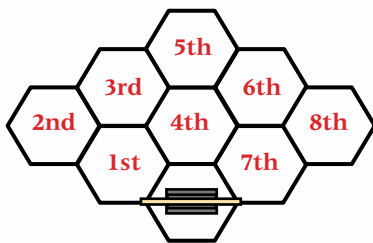
Net Swing Combat Front

20.7.1 A net swing attacks the first target (friend or foe), in the order noted above. It has no effect against a *Kneeling* or *Prone* gladiator [*see 14 & 15*].

20.7.2 The net swing can only be attempted once per two phases, and is resolved on the '1' column of the CRT.

20.7.2.1 An 'H' result causes a *Stumble*; a 'P' result causes a check for *Stumble* [*see 15.1*]. All other results have no effect [*Exception: see 20.8*].

NET SWING
3D6 + DRMs ('H' = Stumble, 'P' or 'P*' = Stumble check)

DRM	Condition
+1	Target is a *Heavy* Gladiator
–1	Target is a *Light* Gladiator
–2	Target is adjacent
+3	per hex Target moved *backward* this phase
+1	per hex Target moved *forward* this phase
+2	per hexside Target *rotated* in place this phase
–6	Target used a *Repel Net* action
+2	per CF loss to Target's legs (*body area 5*)
–2	per CF loss to *Retiarius*' arms (*body area 4*)
+?	*Retiarius*' NF factor – Target's NF factor
+?	Positional Advantage bonus

20.8 NET LAY: A net lay trips an opponent by laying the net in his path. It requires 2 CF, but can only be used against a plotted hex in the combat front of the *Retiarius*.

20.8.1 The net lay affects any opponent who moved into or through the target hex this phase.

20.8.2 The net lay can be attempted every phase, and is resolved on the '1' column of the CRT.

20.8.2.1 An 'H' result causes a *Stumble*; a 'P' result causes a check for *Stumble* [*see 15.1*]. All other results have no effect [*Exception: see 20.8*].

NET LAY
3D6 + DRMs ('H' = Stumble, 'P' or 'P*' = Stumble check)

DRM	Condition
+1	Target is a *Heavy* Gladiator
–1	Target is a *Light* Gladiator
+5	per hex Target moved *backward* this phase
+2	per hex Target moved *forward* this phase
–6	Target used a *Repel Net* action
+2	per CF loss to Target's legs (*body area 5*)
–2	per CF loss to *Retiarius*' arms (*body area 4*)
+?	*Retiarius*' NF factor – Target's NF factor
+?	Positional Advantage bonus

20.9 LOSS OF THE NET: The *Retiarius* keeps his net after each attack unless a fumble occurs ('F' on the CRT). In that case, his opponent grabs the net and they struggle for control.

20.9.1 Both gladiators roll 1D6 and add their ST; the higher result controls the net (*Retiarius* wins ties).

20.9.2 A non-*Retiarius* may wield a net with a –2 weapon DRM, but must drop his weapon or shield [*see 13.2*].

20.10 USE OF THE TRIDENT: A trident is used in the same manner as a sword [*see 9.3*], but may attack any target within the 2-hex combat front of the *Retiarius* [*see 6.2*].

20.10.1 If a *Retiarius* has his net, he wields the trident with only one hand, and all attacks are at half CF (round down).

20.10.2 A parry weapon and shield ('P*') CRT result requires a check to see if the trident is broken by the parry.

20.10.2.1 Roll 2D6 and add the ST of the opponent. A result of > '11' breaks the trident.

20.10.2.2 If a trident breaks, roll 1D6. A result of '5-6' allows the trident to be used, but only at 1-hex range. Otherwise, it is considered useless.

21. USE OF OPTIONAL WEAPONS -

21.1 A wide variety of weapons were used in the Roman arenas. The different weapons held much fascination for the Romans, and bets were wagered on the 'trident' or the 'sword' just as often as the 'Greek' or 'Numidian'.

21.1.1 Gladiators require the proper Weapon talent (*SL* 0) to properly use a weapon.

21.1.1.1 Any gladiator using an optional weapon of which they are not trained, suffers a –2 weapon DRM [*see 9.3, 13.2 & Campaign Game 31*].

NOTE: If not playing the Campaign Game, players may assume all gladiators are trained with optional weapons.

21.1.2 Some gladiators carry a second weapon in a sheath (a scabbard or quiver). Such a weapon may not be dropped, but does not count as a carried item as long as it remains in its sheath [*see 13*].

NOTE: A sheath was strapped to a gladiator's belt, allowing a gladiator to hold an extra weapon while keeping both hands free.

21.1.2.1 When a gladiator draws his weapon from a sheath, he must drop his other weapon or shield, and attacks at half CF (round down) for the duration of that phase [*see 13*].

21.1.2.2 A sheathed weapon may be *Recovered* from a fallen gladiator, as normal, but must it's considered drawn after *Recovery* [*see 13.4*].

NOTE: A sheath could not be quickly unstrapped during a match, but an opponent could still draw a weapon from a fallen foe.

21.2 AXE (*bullova*): A large, double-bladed axe. It grants a +2 bonus to all Wound rolls on the Wound & Stun Severity Table [*see 10.1*], but all attacks are +1 Spd [*see 9.4.5*].

21.3 BOW (*arcum*): A short bow with a sheath of 20 arrows; used exclusively by the *Sagittarius* [*see 30.2*].
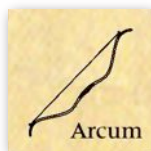
add arrow pic

21.3.1 A bow must be used with arrows [*see 13.4*].

21.3.2 A gladiator armed with a bow defends at half CF (round down), and does not allocate CF to attack.

21.3.2.1 Instead, he may "throw" one arrow per phase at any single target in his combat front, as normal [*see 13.3*].

21.3.3 A parry weapon and shield ('P*') CRT result requires a check to see if the bow is broken by the parry.

21.3.3.1 Roll 2D6 and add the ST of the opponent. A result of > '7' breaks the bow, making it useless [*see 20.9.2.2*].

21.3.4 A bow is a two-handed weapon, and may not be used with a shield.

21.4 DAGGER (*pugio*): A small throwing knife. It attacks with –1 Spd [*see 9.4.5*], but with half CF (round down).

21.4.1 As an option, a *Retiarius* may be armed with a dagger (in a sheath) as a second weapon [*see 19.3.2 & 21.1.2*].

21.5 FLAIL (*plaga*): A spiked ball chained to a long shaft. Any shield or parry hit (any 'S' or 'P' result) is increased by two steps, but all attacks are +1 Spd [*see 9.4.5*].

EXAMPLE: An 'S' result with a flail is increased to a 'P*' result, while a 'P*' result is increased to a 'H+1' result.*

21.6 JAVELIN (*veruta*): A light-weight throwing spear carried in a sheath of two to four (1D3+1). It attacks with –1 Spd [*see 9.4.5*], but with half CF (round down).
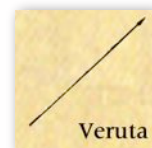
21.6.1 A parry weapon and shield ('P*') CRT result requires a check to see if the javelin is broken by the parry.

21.6.1.1 Roll 2D6 and add the ST of the opponent. A result of > '9' breaks the javelin, making it useless [*see 20.9.2.2*].

21.7 LASSO (*laqueum*): A coil of rope with a noose, used to snare an opponent, same as a net [*see 20.2*].

21.7.1 A lasso attack is treated as a net toss [*see 20.2 & 20.4*], except an 'H' *Ensnares* the target, and forces him to roll 2D6 on the Lasso Ensnare table.

LASSO ENSNARE TABLE

2D6	Ensnare Effect
2-4	Neck: roll for wounds; +4 Drag Prone DRM
5-7	Torso: Ensnared (same as a Net Toss)
8-9	Arm: drop weapon or shield; x1/2 CF
10-12	Leg: no movement; +8 Drag Prone DRM

NOTE: Immediately apply Ensnare effects; cancel actions as needed.

21.7.2 If a gladiator remains *Ensnared* for three consecutive phases, he is considered bound (tied up), and is at the mercy of the attacking gladiator [*see 18*].

21.7.3 A lasso is a two-handed weapon, and may not be used with a shield.

21.8 MAUL (*stipes*): A large war hammer. A maul may attack any target within the gladiator's 2-hex combat front and grants +3 ST bonus to all CRT results, but all attacks are +2 Spd [*see 6.2 & 9.4.5*].

Stipes

21.8.1 If a maul attack hits (any 'H' result), the target must roll 2D6 on the Stun section of the Wound & Stun Severity Table, in addition to any wounds suffered [*see 10.1*].

21.8.2 A maul is a two-handed weapon. If used with a shield, all attacks are at half CF (round down).

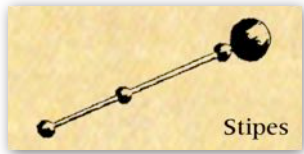*21.9 PIKE* (*pilum*): A long metal spear. A pike may attack any target within the gladiator's 15-hex combat front, but may not attack from the 1-hex range and all attacks are +1 Spd [*see 6.2 & 9.4.5*].

Pilum

21.9.1 If a pike strikes a target's shield (any 'S' result), add +6 to the shield damage roll [*see 12.2*].

21.9.2 A pike is a two-handed weapon. If used with a shield, all attacks are at half CF (round down).

21.10 SCIMITAR (*sica*): A long sword with a curved tip. A scimitar may attack any target within the gladiator's 2-hex combat front, but all attacks are +1 Spd [*see 6.2 & 9.4.5*].


Sica

21.10.1 All attacks with a scimitar from the 2-hex range are at half CF (round down).

21.11 SCISSOR (*scissor*): A half-moon shaped blade, attached to a metal tube and worn on the gladiator's arm ('A3' for *body area 4*).

21.11.1 A *scissor* attacks as normal, but grants a +4 drop DRM [*see 13.2*].

21.11.2 A *scissor* may never be dropped or recovered, and the wearing gladiator may never use that hand to hold another weapon or shield [*see 13*].

21.12 SPEAR (*hasta*): A long wooden shaft with a metal 'leaf' tip, used exclusively in the 'hunts' (*venationes*) [*see 28*].

Hasta
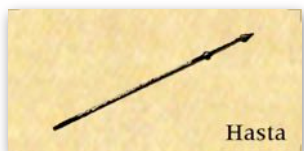
21.12.1 A spear is a two-handed weapon. If used with a shield, all attacks are at half CF (round down).

OPTIONAL WEAPONS
Untrained: –2 Weapon DRM

Weapon	Spd	Rch	Thr	CRT	Notes
Axe	+1	1-hex	2	3	+2 Wounds
Bow	--	Unlim	5	5	2H, Brk (7), Special
Dagger	–1	1-hex	2	2	½ CF
Flail	+1	1-hex	–1	1	+2 to 'S' & 'P'
Javelin	–1	2-hex	3	7	½ CF, Brk (9), Multi (6)
Maul	+2	2-hex	–1	1	2H, +3 ST, 2D6 Stun
Pike	+1	3-hex	0	5	2H, +6 Shield dam
Scimitar	+1	2-hex	0	3	½ CF at 2-hex range
Scissor	--	1-hex	--	--	+4 Drop DRM
Spear	--	2-hex	3	4	2H
Sword	--	1-hex	1	3	--
Trident	--	2-hex	2	5	2H, Brk (11)

22. UNARMED COMBAT -

22.1 Any gladiator with a free hand (holding only a weapon or shield) may attempt an unarmed attack (strike).

NOTE: Unarmed strikes are very risky for the attacker, and were usually only attempted if the gladiator had no choice.

22.2 STRIKES: A unarmed strike is conducted as a normal attack [*see 9.3*] but at half CF (round down), and +1 Spd [*see 9.4.5*].

22.2.1 Ignore shield hits (any 'S' result) and parry hits (any 'P' result) force an arms (*body area 4*) wound check on the unarmed gladiator [*see 10.1*].

22.2.2 Body hits ('H') yield no damage. Instead, the defender must roll 2D6, plus attacker ST and any 'H' bonus, on the Stun section of the Wound & Stun Severity Table [*see 10.1*].

22.3 CRITICAL HITS: Check for critical hits if a defender suffers any Stun from a strike, but with a +1 DRM for each point of Stun sustained [*see 10.4*].

22.3.1 Critical hits cause actual damage (not Stun).

22.3.2 An 'H', 'M' or 'K' critical hit result forces the defending gladiator to perform a *Fall Prone* check with a –3 DRM [*see 15.3*].

22.3.3 An '2x', '3x' or 'SA' critical hit result allows the attacker the option to *grapple* the defender's body area.

22.3.3.1 To *grapple*, a gladiator must have both arms free and have lost no more than 3 CF from his arms.

22.4 GRAPPLING: A *grappled* defender is immediately immobilized by the attacker, and may not move or rotate [*see 7.2.1*].

22.4.1 Before combat, the attacker may allocate CF to hold the grapple, and the *grappled* defender may allocate CF to attempt escape [*see 20.6*].

22.4.2 If the *grappled* defender does not escape, the attacker may immediately inflict Stun on the defender equal to 1D3 plus the attacker's ST (ignore armor). Check for critical hit to the targeted body area, same as a strike.

22.4.3 A *grappled* defender may only allocate CF for defense or escape. Any damage or Stun inflicted on the attacker allows the *grappled* defender to immediately escape (no CF Loss) [*see 20.6*].

23. SPECIAL ATTACKS & DEFENSES -

23.1 Special attacks and defenses are advanced combat actions that grant unique bonuses and different options. Each gladiator may select one special attack and one special defense each phase, along with their normal CF allocations [*see 9.3*].

23.2 A gladiator may select one special attack in place of a normal attack. Record the code letter and the CF allocated on the Attack and Defense Allocations display of the Log Sheet [*see 3.18*].

A *DISARM*: Conduct as an attack to the arms (*body area 4*), but a body hit ('H') becomes a parry ('P') with a drop DRM equal to 8 plus any 'H' bonus [*see 13.2*].

F *FEINT*: The attacker must be on his feet. Conduct as an attack to any body area, but a body hit ('H') yields no damage. Instead, the attacker may immediate counter-attack the body area of his choice (noting defender CF allocations), with 4 CF plus any 'H' bonus.

S *SWEEP*: Conduct as an attack to the legs (*body area 5*). A body hit ('H') yields half damage, but the defender must check for *Stumble* with a negative DRM equal to any 'H' bonus +1 [*see 15*].

H *SHIELD BASH*: The attacker must have a shield. Conduct as an attack to the chest (*body area 2*), but a body hit ('H') yields half damage, and the defender must roll 2D6 (plus any 'H' bonus) on the Stun section of the Wound & Stun Severity Table [*see 10.1*].

T *SAND*: The attacker kicks sand in the defenders face. The defender must be within the 2-hex combat front of the attacker [*see 6.2*]. Conduct as an attack to the head (*body area 1*), but a body hit ('H') yields no damage. Instead, the attacker suffers a 2D3 CF loss (plus any 'H' bonus) for the duration of this phase [*see 9.4*]. All other CRT results have no effect.

23.3 A gladiator may select one special defense in place of a normal defense. All special defenses cost 3 CF. Record the code letter in the appropriate defense block during the Combat Factor Allocation step [*see 9.3*].

D *DUCK*: The defender may not be s*tunned* [*see 11*]. It yields an automatic '--' CRT result versus any attack to the defender's head (*body area 1*).

B *BLOCK*: The defender must have a shield. It yields an automatic 'S' CRT result versus any attack to the defender's chest (*body area 2*). Check for shield damage as normal [*see 12.2*].

K *BACK STEP*: The defender must be on his feet, and not *Stumbling*. It yields an automatic '--' CRT result versus any attack to the defender's groin (*body area 3*).

P *PARRY*: The defender must have a weapon, and lost no > 3 CF from his arms. It yields an automatic 'P' CRT result versus any attack to the defender's arms (*body area 4*). Check for weapon drop as normal [*see 13.2*].

J *JUMP*: The defender must be on his feet and lost no > 3 CFs from his legs or from endurance loss [*see 17.2*]. It yields an automatic '--' CRT result versus any attack to the defender's legs (*body area 5*).

24. TWO-HANDED FIGHTING -

24.1 A gladiator who has lost their shield, may forgo their shield and pick up another weapon, fighting with a weapon in each hand (two-handed).

24.1.1 Any gladiator may fight two-handed, but a *Dimachaerus* is specially trained to *effectively* fight two-handed [*see 19.3.3*].

24.2 A *Dimachaerus* using two of the same weapon gains a +4 CF bonus, with –1 Spd [*see 9.4.5*]. If using two dissimilar weapons, he gains only a +2 CF bonus.

24.2.1 A non-*Dimachaerus* fighting two-handed must use two of the same weapon with only a +2 CF bonus, and suffers a –2 drop DRM [*see 13.2*].

24.3 When fighting two-handed, shield hits (any 'S' result) are converted into parry hits ('P'), and parry weapon & shield hits ('P*') are converted into body hits ('H').

24.4 Two-handed weapons and flails may not be used with two-handed fighting [*see 21*].

25. CLEAVING -

25.1 A cleaving blow (any 'K' result) would often sever head or limb, resulting in copious amounts of blood and carnage.

25.1.1 A gladiator is cleaved if they suffer a 'K' result on the Wound & Stun Severity Table or as a critical hit result. Drop 1D3 Blood counters around the downed gladiator [*see 13.2*].

25.2 Any gladiator that enters a hex with a Blood counter must immediately check for *Stumble* [*see 15.2*].

26. TEAM COMBAT -

26.1 Any time a single gladiator is attacked simultaneously by two or more opponents, the following rules take effect.

26.2 After movement, any single gladiator in the combat front of multiple opponents must pivot to place all opponents in his combat front.

26.2.1 If this is not possible, he must position himself to yield his opponents the smallest possible positional advantage [*see 9.2*].

26.3 The attack sequence is determined as normal, except an adjacent, unattacked opponent always attacks before a single gladiator (regardless of the CF allocated) [*see 9.4*].

26.3.1 A single gladiator must announce how many attacks he is making at each opponent.

26.4 Attack CF against a single gladiator are not combined. The defense CF of the single gladiator is applied against all attacks, except those from the gladiator's three rear hexes.

26.5 Any opponent *not* in the combat front of the single gladiator may add his positional advantage modifier directly to any single attack. This is the only instance where more than 8 CFs can be used in one attack [*see 9.3.2*].

EXAMPLE: A gladiator attacking in a two vs. one situation has a +3 positional advantage. Thus, he may add this modifier to an 8 CF attack, resulting in a large 11 CF attack.

26.6 During Team combats (*catervarii*), no communication of any kind is allowed in the arena, even between members of the same gladiatorial team.

NOTE: The noise and chaos of the arena made it next to impossible for gladiators to communicate.

26.7 In the Roman arenas, most team combats were recreations of classic Roman battles. They would start off as brawls, but then team members would pair off in one-on-one confrontations all around the arena. Sometimes winners were allowed to help their teammates, other times not.

26.7.1 Team Matches usually lasted a predetermined time, with the winning side being the one with the most gladiators left standing. On rare occasions, team combats were fought to the death (last team member standing). These death matches were usually held only on very special occasions.

27. ARENAS & OBSTACLES -

27.1 Gladiators fought in arenas of all shapes and sizes throughout ancient Rome, from fighting pits to the massive Colosseum in Rome. Arenas were often staged with various obstacles to create hazards for the gladiators, and to increase the suspense for the crowds.

27.2 *ARENA SETUP*: Before starting a series of matches, follow the setup procedure below to determine the size and configuration of the arena.

27.2.1 Roll 2D3–1 to determine the Arena Size.

27.2.1.1 If the Arena Size = '1', the match is held in the Colosseum in Rome. Matches held on the Colosseum earn *lanistas* more *denarii* per match [see *Campaign Game 39*].

27.2.1.2 If the Arena Size = '5', the match is held in a Fighting Pit. Do not roll for walls; the edges of the map are automatically considered walls [see 27.4].

27.2.2 Roll 1D6 and subtract the Arena Size. The result is the number of obstacles in the arena.

NOTE: The size of the arena would often dictate the number of obstacles present. A larger arena would have more obstacles to force the gladiators closer together, encouraging them to fight.

27.2.2.1 Take the obstacle counters in hand, and drop them from 1' above the map board. Place the counters in the closest hexes from where they fell. If they fall off the map, re-drop them as needed.

27.3 *COLLISIONS*: A gladiator that moves into an obstacle that blocks movement (wall, pillar, or rock), suffers a *collision* and must stop all movement [see 8.2].

27.3.1 Roll 2D6, add the Collision with Obstacle DRMs, and consult the Stun section of the Wound & Stun Severity Table [see 10.1].

COLLISION WITH OBSTACLE
2D6 + DRMs (roll on Stun Severity Table)

DRM	Condition
+2	per hex moved *forward* this phase
+4	*pushed* into an Obstacle by a collision
–?	Agility factor

27.4 *WALLS*: A wall represents the edge of the arena; it blocks movement and combat.

27.4.1 During a match, if a gladiator moves off the edge of the map, roll 1D6 and add the arena's Size value. If the result is > '5' the fight has edged close to a wall. Mark that map edge with a wall marker, and adjust the map as normal [see 7.7].

27.4.2 If the opposite edge of the map already has a wall marker, remove it instead of rolling for another wall.

27.4.3 A gladiator that attempts to move off the edge of the map with a wall marker suffers a *collision*.

27.5 *PILLARS*: Pillars are solid marble columns. They block movement and combat, same as a wall.
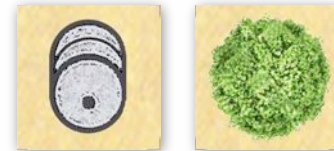
27.5.1 Any gladiator that attempts to move through a pillar hex suffers a *collision*.

27.6 *TREES*: Trees represent 8' to 10' tall tress. They block combat, but not movement.

27.6.1 If a gladiator suffers an 'F' CRT result while adjacent to a tree, he accidentally strikes the tree and must drop his weapon [see 13.2].

27.7 *MUD*: Mud represents small puddles of water with a muddy bottom. They do not block movement or combat.

27.7.1 Any gladiator that moves through a mud hex must immediately check for *Stumble* [see 15.2].
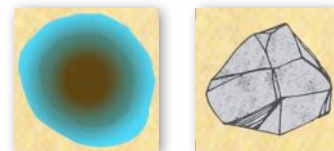
27.8 *ROCKS*: Rocks are large boulders that block movement and combat, same as a wall.

27.8.1 Any gladiator that attempts to move through a rock hex suffers a *collision*.

27.8.2 A gladiator that starts his movement adjacent to a rock hex, may perform a single (F) movement action (no turning) to climb on top of the rock (no *collision*).

27.8.2.1 A gladiator attacking from atop a rock treats all opponents on the ground as if they were *Kneeling* [see 14]

27.8.2.2 A gladiator attacking an opponent on a rock is at half CF, but if the opponent is struck he must check for *Stumble* [see 15.1] with a negative DRM equal to the amount of wounds suffered before modifying for armor [see 10.2].

28. GLADIATOR VS BEAST -

28.1 All manner of rare and unique beasts fought in the arenas of Rome. These hunts (*venationes*) were very popular and were an integral part of most spectacles.

28.1.1 Traditionally, two types of gladiators fought against beasts, a *heavy* gladiator (*Bestiarii*) armed with a weapon and shield, and a *light* gladiator (*Venatores*) armed with a spear and *no* shield [*see 19*].

28.2 Unlike gladiator counters, beast counters occupy three hexes and have their combat front on the counter edge, toward the head of the beast [*see 6.2*].
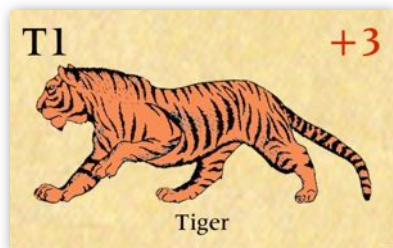
Beast Counter

NOTE: The wolf and boar only occupy two hexes.

28.2.1 Place beast counters centered in their hex.

28.3 BEAST LOG SHEET: A Log Sheet must be prepared for each beast, same as a gladiator [*see 3.1*].

28.3.1 TYPE/ID: Note the type of beast (*bear, boar, elephant, gazelle, leopard, lion, rhino, wolf,* or *zebra*) and the beast's counter ID [*see 2.3.1*].

28.3.2 ATTACK CF: When beasts are close enough to strike, randomly allocate their CF to attack one or more body areas of the defending gladiator [*see 9.3*].

28.3.3 BEAST CHARACTERISTICS: These six values comprise each beast's physical characteristics, as referenced using the Beast Characteristics Table.

ST	Strength	CF	Combat Factor
CN	Constitution	HI	Hide
W	Wounds	CU	Cunning

BEAST CHARACTERISTICS

Type	ST	CN	W	CF	HI	CU
Bear	9	4	18	12	−3	+3
Boar	5	1	14	8	−1	−2
Elephant	20	4	32	6	−2	−2
Gazelle	2	1	4	4	0	−3
Leopard	3	2	10	10	0	+1
Lion	9	3	14	14	0	+2
Rhino	13	2	24	6	−3	−1
Tiger	11	4	16	16	0	+3
Wolf	1	1	6	8	0	+1
Zebra	3	1	6	4	0	−3

28.3.3.1 Hide acts as an Armor DRM. Assume a beast's hide provides complete Armor coverage [*see 10.2*].

28.3.3.2 Cunning acts as a DRM on the Beast Action Table.

28.3.4 BODY AREA WOUNDS: A separate record of wounds sustained by the beast for each body area [*see 3.13*].

28.3.5 END LOSS: A record of any CF loss by the beast due to endurance [*see 17*].

28.3.6 COMBAT FACTORS: As the beast suffers wounds their CF may be reduced, same as a gladiator [*see 9.3.1*].

28.3.7 STUN FACTORS: A stunned beast suffers a temporary loss of CF, same as a gladiator [*see 9.3.1*].

28.4 PHASE PLOT: Beasts never plot movement. When fighting a beast, gladiators must always plot their movement before determining beast movement.

28.5 MOVEMENT: Each beast determines their movement each phase by rolling 2D6 on the Beast Action Table.

EXCEPTION: Wolves hunt in packs, thus roll only once for Beast Action and apply the result to all wolves.

BEAST ACTION TABLE

2D6 + Beast CU (+3 if 'Feed' with last action)
Wolves: Roll once & apply result to all Wolves
Panic: Move 2D3 random hexes (+6 End Loss DRM)

2D6	Beast Action
1-	Beast *Panics* (stop Beast Actions)
2-3	Move 1D3 hexes *away* from closest gladiator
4-6	Move 1D3 hexes in *random* direction
7-8	*Stay* in place & turn *toward* closest gladiator
9-12	Move 1D3 hexes *toward* closest gladiator
13+	Move 3 hexes *toward* closest body & *Feed* upon it

28.5.1 Beasts have a movement rate of 8, and automatically turn to face their direction of movement.

28.5.2 If *Panicked*, the beast moves 2D3 hexes in a random direction each phase, and no longer rolls for Beast Action for the rest of the match.

28.5.2.1 Add +6 to the Turn number when rolling for endurance loss on a *Panicked* beast [*see 17.2*].

28.6 COLLISIONS: A collision occurs anytime a beast's movement crosses a hex occupied by a gladiator [*see 8.1.1*]. Resolve collisions as normal [*see 8.4*], *except* the beast also applies any applicable Collision with Beast DRM below.

28.6.1 If a collision occurs with a *Panicked* beast, the gladiator is *trampled*, and suffers a body hit with a DRM equal to the amount of Stun suffered [*see 10.1*].

COLLISION WITH BEAST

Panic: Tramples gladiator ('H' with DRM = *Stun* suffered)

DRM	Condition
+8	Beast is an *Elephant* or *Rhino*
+5	Beast is a *Tiger* or *Zebra*
+3	Beast is a *Bear* or *Lion*
+1	Beast is a *Leopard* or *Boar*
+2	per hex Beast moved this phase

28.7 *COMBAT*: Beasts attack as normal [*see 9*], except gladiators must allocate all CF first.

28.7.1 Use the Beast Positional Advantage diagram when fighting against a beast. Ignore one of the side grey hexes when fighting a wolf or boar [*see 9.2*].
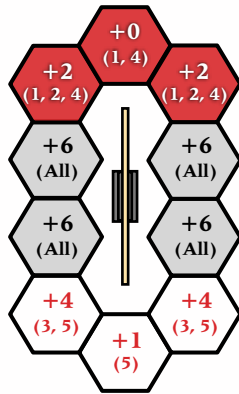
Beast Positional Advantage Diagram

28.7.1.2 The RED hexes represent a beast's combat front.

28.7.1.2 The lower values represent the body areas a gladiator is allowed to strike on a beast.

28.7.2 A beast will attack any gladiator in its 3-hex combat front, and never turns to face their attackers [*see 6.2 & 9.1.2*].

28.7.3 Roll 1D3 for the number of attacks (divide CF equally), and 1D6 for location (re-roll any '6'). A beast never allocates defense CF [*see 9.3.3*].

28.7.3.1 All Shield and Parry hits (any 'S' or 'P' result) *against* a beast are converted to body hits ('H').

28.7.3.2 Parry hits (any 'P' result) from an attack *by* a beast, force a *body area 4* (Fore) wound check on the beast and a weapon drop check by the gladiator [*see 13.2*].

28.7.4 Bears *rear up* (stand on their hind legs) when attacking and can only attack body areas 1, 2 and 4, but receive a +4 CF bonus and are treated like gladiators for positional advantage [*see 9.2*].

28.7.5 If a beast receives a wound, use the Beast Critical Hit Table to resolve any additional injury [*see 10.4*].

BEAST CRITICAL HIT TABLE

Area Hit	2D6 (WHITE dice) + 1 per Wound							
	8-	9	10	11	12	13	14	15+
Head	--	1	V	S	2xS	2x	3xM	K*
Chest	--	1	1	1	1	ST	2xM	K*
Groin	--	1	ST	2x	2x	2xM	3xM	K*
Fore	--	1	1	ST	ST	*ST*	LMP	2xM
Hind	--	1	1	ST	ST	LMP	LMP	2xM

29. SOLITAIRE GLADIATOR -

29.1 GLADIATOR may be adapted for cooperative or solitaire play by using non-player gladiators called centurions. Centurion movement and combat actions are controlled randomly using the following charts and tables.

29.2 Centurions are generated by rolling D66 on the Random Centurion Table, then roll an additional 1D3–2 to determine their Fighting Spirit (FS).

29.2.1 FS represents a centurion's willingness to fight, and modifies movement and combat actions [*see 29.3 & 29.4*].

NOTE: Players may also roll for centurion Prestige [see 35].

RANDOM CENTURION TABLE

Starting FS: 1D3–2 (DRM for *movement & combat* actions)
Starting PR: 1D3 – 1D3 (*optional*)

D66 Roll	Physical Characteristic				
	TR	ST	AG	CN	W
11	8	–2	4	4	11
12	7	1	3	3	12
13	9	0	1	3	9
14	8	0	1	4	11
15	8	1	0	4	10
16	7	–1	4	3	12
21	9	0	2	3	9
22	9	2	–1	3	12
23	10	1	–1	3	9
24	8	3	0	4	11
25	9	2	0	4	10
26	11	0	0	3	12
31	8	1	2	3	10
32	9	3	–1	4	14
33	11	–2	1	3	12
34	7	0	3	3	11
35	11	1	0	4	10
36	8	4	–1	2	9
41	10	3	–1	4	10
42	12	–2	1	1	14
43	10	3	–2	4	12
44	7	2	1	3	11
45	10	–1	1	4	10
46	13	1	0	2	9
51	10	2	–2	5	10
52	13	0	0	3	10
53	12	1	0	3	9
54	9	3	–1	4	9
55	11	0	1	3	12
56	10	0	3	2	15
61	12	–1	1	2	14
62	12	1	0	3	9
63	8	5	–2	5	10
64	10	–1	2	4	14
65	12	2	–3	3	13
66	7	5	1	4	13

29.3 PHASE PLOT: Centurions never plot movement. When fighting a centurion, gladiators must always plot their movement before determining centurion movement.

29.4 MOVEMENT: Each centurion determines their movement each phase by rolling D66 (*RED* die & *WHITE* die), and applying the results below.

29.4.1 SPECIAL ACTIONS: Check if the centurion performs a *Prone*, *Recover* (R), or *Pause* (X) action (in order).

29.4.1.1 *Prone* centurions must add the Movement roll and range to the *closest* opponent. If the result is < '10' he uses a RO action, rolling away from his opponent [*see 7.4*]. Otherwise, he uses a KN action [*see 15*], and rotates one hex-side toward his *closest* opponent.

29.4.1.2 A centurion performs an R action if not *Prone* and *within* one hex of a *needed* weapon or shield [*see 7.4*].

29.4.1.3 Otherwise, if the centurion does not perform a *Prone* or R action, add the Movement roll and Pause DRMs. If the result is < '1' the centurion *Pauses*, and does not move or rotate [*see 7.4*].

CENTURION PAUSE ACTION
2D6 (Movement roll) + DRMs < 1

DRM	Condition
−1	per 3-hex range to *Opponent*
−?	# of Pauses remaining (+ current Phase #)
+?	Opponent's Positional Advantage bonus

29.4.2 RANDOM MOVEMENT CHART (RMC): If the centurion did not perform a *Prone*, *Recover* (R), or *Pause* (X) action; use the RMC to determine his movement.

29.4.2.1 Align the arrow on the RMC in the direction of the centurion's *closest* opponent.
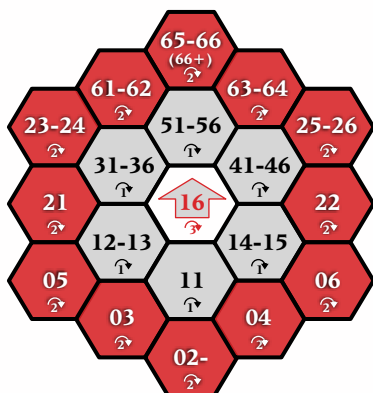
Random Movement Chart

29.4.2.2 Apply the Movement roll (*RED* die as the 'tens' digit, *WHITE* die as the 'ones' digit), to the RMC, and move the centurion to the indicated hex (do not adjust facing). Apply the Position DRMs to the 'tens' (*RED*) die.

CENTURION POSITION
D66 + DRMs (apply DRMs to *RED* die)
No Shield / Weapon: Shift 1 / 2 hexes (on RMC) toward *item*
Kick Item: If in hex & Movement roll + range to *Opponent* < 10
No Rotation: if face *opposite* of RMC arrow & *Movement* roll > '22'
Mounted: Face RMC arrow *before* movement (no *final facing*)

DRM	Condition
−1	per 3 Stun Factor in effect (*round down*)
+1	per 3 hex range to *Opponent* (n/a if *Retiarius*)
+?	Positional Advantage bonus
+?	Fighting Spirit (+2 if *Mounted*)

29.4.2.3 If the RMC result is '66' or greater and the centurion's *center* facing is aligned with the RMC arrow, the centurion performs a C action [*see 7.4*].

29.4.2.4 A centurion *without* a shield shifts one hex (on the RMC) toward the *closest* discarded shield.

29.4.2.5 A centurion *without* a weapon shifts two hexes (on the RMC) toward the *closest* discarded weapon.

29.4.2.6 If a centurion's passes through a hex with a discarded item, add the Movement roll and range to the *closest* opponent. If the result is < '10' the centurion stops and *Kicks* the item away from his opponent [*see 13.5*].

29.4.3 Rotate the centurion a number of hex-sides (toward his *closest* opponent) equal to the rotation value (↻) at the bottom of his RMC hex.

29.4.3.1 The centurion may *not* rotate, if facing opposite of the RMC arrow and the adjusted Movement roll is > '22'.

NOTE: If a Centurion moves, mark an 'M' in the appropriate phase box; an exact plot is not required [see 29.3].

29.4.4 Each centurion must check for endurance loss at the end of each game turn, same a gladiator [*see 17.2*].

29.5 COLLISIONS: Movement collisions are determined as normal. Randomly determine a centurion's exact movement path if needed [*see 8*].

29.6 RETIARIUS ACTIONS: If either the centurion or gladiator is a *Retiarius (*or *Laquearius*), apply the following rules below.

29.6.1 If the centurion is *fighting* a *Retiarius*, check for an RN action each movement phase the *Retiarius'* net is available for use, and he did not perform a *Prone*, R, or X action.

29.6.1.1 Add the Movement roll and range to the *Retiarius*. If the result is < '10' the centurion uses an RN action, and may not move or rotate [*see 20.3*].

29.6.1.2 If the centurion is *Ensnared* by a *Retiarius*, roll 2D3 for every 6 available CFs (round up) and allocate the result as Escape CF [*see 3.18 & 20.5*].

29.6.2 If the centurion *is* a *Retiarius*, roll 1D6 on the Centurion Net Attack Table each phase his net is available for use [*see 20.4, 20.6 & 20.7*].

CENTURION NET ATTACK TABLE

1D6	Net Attack Performed
1-3	Net Lay ('1' = left, '2' = center, '3' = right)
4-5	Net Swing (net *unavailable next* phase)
6	Net Toss (net *unavailable* next *two* phases)

29.7 COMBAT: During combat, gladiators must allocate all CF first. Centurion CF are allocated using the sequence below.

29.7.1 Roll 1D6 for every 6 full CF available, and subtract the centurion's FS from each roll (+2 FS if centurion is *Heavy*, +1 FS if *Medium*). The result is the number of defense CF; any remaining CF are allocated for attack.

29.7.2 Once the attack and defense CF are determined, follow the steps below to allocate each CF.

29.7.2.1 Roll 1d6 per defense CF for the *body area* allocated; '6' = Special Defense. If a Special Defense is already assigned, re-roll *body area*.

29.7.2.2 Roll 1d6 per 1D6 attack CF for the *body area* allocated; '6' = Special Attack. If a Special Attack is already assigned, allocate CF to the target *body area* with the *weakest* armor (no > 8 CF).

30. MOUNTED CENTURIONS -

30.1 Gladiators on horseback (mounted) were fairly common in the Roman arenas. They often fought at the beginning of the days events, and were used to recreate famous battles.

30.2 Traditionally, there were two type of mounted gladiators, a medium gladiator (*Sagittarius*), armed with a bow, *gladius* (as a second weapon), and no shield; and a light gladiator (*Eques*), armed with a spear, scimitar (as a second weapon), and a large shield [*see 19 & 21*].

30.2.1 Only centurions may fight while mounted [*see 29*]. Such gladiators were considered elite, as their skills required specialized training.

NOTE: Mounted gladiators were always free men (rudiarius), since their weapons posed a danger to the spectators.
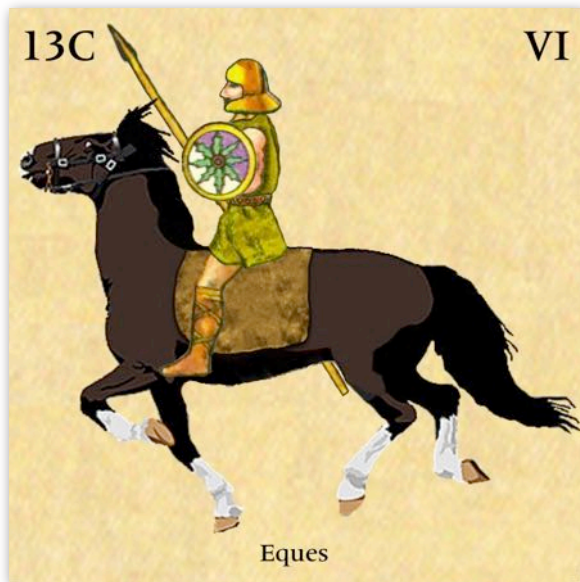
Eques Counter

30.3 COUNTERS: While mounted, *Eques* and *Sagittarius* counters occupy three hexes. They have their combat front on the front counter edge [*see 29.2*].

30.3.1 If a mounted centurion dismounts, his counter is replaced by a *light* gladiator counter (if *Eques*) or a *medium* gladiator counter (if *Sagittarius*) [*see 2.3.1*].

30.4 MOVEMENT: Mounted centurions roll for movement as normal [*see 29.3*], with the following exceptions.

30.4.1 They turn to face the RMC arrow, *before* movement [*see 29.4.2*], and do not rotate after [*see 29.4.3*].

30.4.2 They may not *Kick* or *Recover* any dropped item [*see 29.4.1.2 & 29.4.2.6*].

30.4.3 They do not roll for endurance loss while mounted [*see 29.4.4*].

30.5 COLLISIONS: A mounted centurion is treated as a beast (*zebra*), except if the defender has the lowest Impact Factor, he has been *trampled* by the horse [*see 28.5 & 28.6.2*].

30.5.1 If the defender has the highest Impact Factor, he has dodged the horse, and suffers no damage, but must still vacate the contested hex [*see 8.4.1*].

NOTE: A mounted centurion is always considered the attacker in a collision, regardless of its IF.

30.6 COMBAT: During combat gladiators must allocate all CF first, as normal [*see 29.7*], with the following exceptions.

30.6.1 Mounted centurions use the Mounted Positional Advantage Diagram.
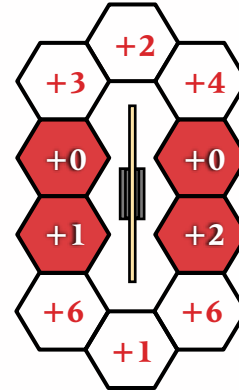
Mounted Positional Advantage Diagram

NOTE: The RED hexes above represent a mounted centurion's combat front [see 6.2].

30.6.2 Mounted centurions never roll for Special Attacks or Defenses [*see 29.7.2.1 & 29.7.2.2*], and are treated as a *Heavy* gladiator when rolling for defensive CF [*see 29.7.2.1*].

30.6.3 Mounted centurions treat all opponents on the ground as if they were *Kneeling* [*see 14*]

30.6.4 If a mounted centurion is hit (any 'H' result) he must check for *Stumble* [*see 15.2*] with a negative DRM equal to any 'H' bonus [*see 10.2*]. A *Stumbling* mounted centurion may not move next phase.

NOTE: It is assumed the Stumbling centurion is struggling to stay seated and control his mount.

30.6.4.1 Apply a –2 *Fall Prone* DRM while mounted.

30.6.5 Mounted centurions are unhorsed (knocked off or fall from their mount) if they *Fall Prone* [*see 15.3*].

30.6.5.1 Mounted centurions that *Fall Prone* must roll 2D6 on the Stun section of the Wound & Stun Severity Table, with a +3 DRM [*see 10.1*].

30.6.5.2 An unhorsed centurion lands *Prone* in a random hex beside the mount [*see 16.2*].

30.6.6 A mount may be attacked, instead of the rider. Treat the mount as a beast (*zebra*), with the following exceptions.

30.6.6.1 A mount never attacks, rolls for Beast Action, or *Panics* while mounted [*see 28.5*].

30.6.6.2 The mount gains defensive CF equal to its movement (in hexes) x2 while mounted.

NOTE: A mount is assumed to be guided by the rider and moving fast, making it difficult to obtain an effective hit.

CAMPAIGN GAME

In the Campaign Game, players assume the role of a gladiator fighting in the arenas. They keep their gladiator from match to match, struggling to survive in the arenas. Their goal is to win ten matches and become the Emperor's Champion, winning their freedom.

The winner is the first player to score ten victories with the same gladiator. Should the gladiator suffer a mortal wound in his last match, but still wins the match, he dies a free man and wins the game.

31. TALENTS -

31.1 Talents represent additional fighting skills or specialized combat training. Gladiators may start their career with a few *talents*, or learn them by spending XP [*see 34.3*].

31.1.1 All gladiators start the Campaign Game with the WP 0 (Sword) *talent*, in addition to any *talents* rolled below.

NOTE: All gladiators are trained in the basic use of sword and shield at their ludi.

31.2 When creating a gladiator in the Campaign Game, roll D66 (*RED* die as the 'tens' digit, *WHITE* die as the 'ones' digit) on the Talents Table for every 3 points of their TR rating (round down).

TALENTS TABLE
Starting Talents: 1 roll per 3 TR (round down)

D66	Code	Talents	Notes
11-26	--	None	--
31-36	WP	Weapon	+1 CF & DRM per *SL*
41-42	TH	Throwing	+1 *Thr* value per *SL*
43-44	GP	Grappling	+1 CF per *SL* (see rules)
45-46	HG	Hold Ground	+1 Collision DRM per *SL*
51-53	RE	*Retiarius* *	Fight as a *Retiarius*
54-56	DI	*Dimachaerus* *	Fight as a *Dimachaeri*
61-62	FA	Fast Attack *	−1 Spd for 1st attack
63	BR	Bravado *	+2 PR & +1 PR change
64	TG	Toughness *	Ignore CF loss (see rules)
65	SP	Sprinting *	3 Moves (see rules)
66	FB	Fatal Blow *	− *Def* CF (see rules)
71+	--	Pick any *talent*	--

31.3 Some *talents* have skill levels (*SL*). Each *SL* grants additional bonuses, but no *talent* may have a *SL* > 3.

31.3.1 Talents marked with a "*" may only be learned once (count as *SL* 1). If the same "*" *talent* is rolled again, shift up one row to the next *talent*.

NOTE: When a new WP is rolled, Gladiators may increase one of their current WP talents, or select a new one at SL 0.

WP *WEAPON*: Start at *SL* 0 (trained in basic use); and select one weapon type: axe, dagger (scissor), flail, lasso, maul, pike, spear (javelin), or sword (scimitar).
Each additional *SL* adds +1 CF and weapon DRM.

TH *THROWING*: +1 weapon *Thr* value per *SL* [*see 13.3*].

GP *GRAPPLING*: Gladiator may perform unarmed strikes at *full* CF (+1 CF per *SL*), with *no* Spd delay [*see 22*].

HG *HOLD GROUND*: +1 Collision DRM per *SL* [*see 8.4*].

RE *RETIARIUS* *: Gladiator may fight as a *Retarius* or *Laquearius* [*see 19.3.2*].

DI *DIMACHAERUS* *: Gladiator may fight as a *Dimachaerus*, using two weapons [*see 19.3.3*].

FA *FAST ATTACK* *: −1 Spd to the first attack each phase [*see 9.4.5*].

BR *BRAVADO* *: Gain +2 PR, and a +1 DRM when rolling for PR change [*see 35*].

TG *TOUGHNESS* *: Gladiator may ignore the first CF loss to each unwounded body area [*see 10.3.1*].

SP *SPRINTING* *: Gladiator may plot any *three* F, SFL, or SFR movement actions per phase [*see 7.4*]. Check for *Stumble* with a −1 DRM [*see 15.2*].

FB *FATAL BLOW* *: Gladiator may forfeit one (planned) attack to reduce the defense CF of the next body area attacked that phase by 1D3, +1 per 3 TR.

NOTE: In the Campaign Game, only gladiators with the RE or DI talent my fight as a Retiarius or Dimachaerus.

32. INJURIES -

32.1 Most wounds sustained during a match are considered fully healed before the next match, but some severe wounds may leave lasting, crippling effects.

32.2 After a match, each gladiator rolls 2D6 for each body area wounded, and subtract the number of wounds suffered in that body area. If the result is < '0', the gladiator's wounds have left long-lasting, crippling effects.

32.2.1 Deduct the amount of a failed Head (*body area 1*) injury roll from the gladiator's CN rating.

32.2.2 Deduct the amount of a failed Chest and Groin (*body areas 2 & 3*) injury roll from the gladiator's W rating.

32.2.3 Deduct the amount of a failed Arms (*body area 4*) injury roll from the gladiator's ST rating.

32.2.4 Deduct the amount of a failed Legs (*body area 5*) injury roll from the gladiator's AG rating.

33. EXPERIENCE -

33.1 Experience represents the knowledge and wisdom earned while fighting in the arena. The harder a gladiator fights and the longer he survives, the more experience (XP) he earns.

33.2 XP EARNED: After a match, each gladiator subtracts his total defense CF spent from his total attack CF spent during the match. Divide this result by 3 (round down) for the base amount of XP earned (ignore any negative values).

33.2.1 Each gladiator earns an additional 3 XP per *thrown* weapon that strikes an *opponent* [*see 18*].

33.2.2 Each gladiator who is granted *missus* earns an additional 5 XP [*see 18*].

33.2.3 Each gladiator whose *opponent* is granted *missus* earns an additional 15 XP [*see 18*].

33.2.4 Each gladiator who scores a *kill*, earns an additional 10 XP, plus a bonus depending on whether it was a slow kill, a quick kill, or against a *beast*.

33.1.3.1 A slow kill is the gradual elimination of a single body area by two or more separate attacks. Score a +20 XP bonus if it occurs in the 1st turn, +15 points in the 2nd turn, +10 points in the 3rd turn, and +5 points in the 4th turn.

33.1.3.2 A quick kill is when the first wounding attack to a body area results in a kill or the Moment of Truth [*see 18*]. Score a +12 XP bonus if it occurs in the 1st turn, +9 points in the 2nd turn, +6 points in the 3rd turn, and +3 points in the 4th turn.

33.1.3.3 A kill against a *beast* scores a bonus equal to the W rating of the beast [*see 28*].

33.2 SPENDING XP: XP may be saved or spent after each match to increase a gladiator's physical characteristics, buy new *talent* rolls, or increase a *talent* skill level [*see 3.12 & 31*].

33.2.1 ST, AG, and CN may only be increased by one point between matches; up to a maximum value of '7'.

33.2.2 TR and W may be increased by two points between matches; up to a maximum value of '18'.

EXPERIENCE CHART

Base XP: (Total *Atk* CF − Total *Def* CF) / 3
Throwing Bonus: +3 per *thrown* strike against *Opponent*
Missus Bonus: +5 if *granted*; +15 if *Opponent* granted
Kill Bonus: 10 + [(5 − Turn #) x5 if *Slow*, x3 if *Quick*] or 10 + *Beast* W rating

XP	Improvement
20 x *SL*	+1 *Talent* skill level (*SL*)
20	+1 *Talent* roll (+1 to *RED* die per +10 XP)
35	+1 TR, ST, or AG
50	+1 CN or W

34. LUCK -

34.1 Luck represents a gladiator's ability to avoid trouble; call it Fate or favor of the Gods. Luck may be spent to grant a gladiator a chance to re-roll any die roll during a match.

34.2 When creating a gladiator, determine his Luck (LK) by rolling 2D3+1.

34.3 DIVINE FAVOR: After any roll, a gladiator may attempt to invoke divine favor by rolling 2D6. If the result is < or equal to his LK value, he is smiled upon by the gods and may re-roll the original die roll.

NOTE: Most Romans believed in an entire pantheon of gods, and frequently made pleas to these gods for divine favor.

34.3.1 The gladiator may accept either die roll result, in case the original result is more advantageous.

34.3.2 Reduce the gladiator's LK value by the result of his divine favor roll, but only for the duration of the match.

34.3.3 If the result is > his LK value, the gods do not favor him, and his original die roll stands as is. Do not reduce his LK value.

34.4 LUCK CHANGE: After a match, each surviving gladiator rolls 2D6 and subtracts two for each divine favor roll attempted during the match. If the result is > his LK value, increase his LK by one point.

34.4.1 If the result is < '0', reduce his LK by one point.

35. PRESTIGE -

35.1 As gladiators win matches, they become well known among the crowds. This popularity is called Prestige, and it can be used by gladiators to intimidate their opponents or garner crowd support when appealing for *missus* [*see 18*].

35.2 When creating a gladiator, determine his Prestige (PR) by rolling 1D3 − 1D3.

35.3 CROWD FAVOR: A Gladiator's PR acts as a DRM when appealing for *missus* [*see 18.3*].

35.4 INTIMIDATION: Gladiators may use their PR to intimidate their opponents. Before a match, each side rolls 1D3, and adds their highest PR rating. The side with the lower result is intimidated, and grants their opponents a PR CF bonus equal to the difference between PR rolls.

35.4.1 A PR CF bonus (PB) may only be used from a gladiator's combat front [*see 6.2*]. Record the PB in the top box of the Combat Factor display [*see 3.14.1*].

35.5 PRESTIGE CHANGE: After a match, each surviving gladiator rolls 1D6−3, adding one for each beast or opponent defeated (+2 if his opponent had a higher PR). If the result is > his PR value, increase his PR by one point.

35.5.1 Certain arena events cause an automatic PR change.

33.5.1.1 If a gladiator is granted *missus*, he must lower his PR by one point [*see 18.3*].

33.5.1.2 If a gladiator *cleaved* an opponent, he raises his PR by one point [*see 25*].

33.5.1.3 If a gladiator defeated a *Notorious* opponent, he raises his PR by one point [*see 35.6*].

35.6 NOTORIOUS: If a gladiator's PR drops below zero, he becomes *Notorious*; very unpopular with the crowds.

35.6.1 A *Notorious* gladiator must reverse all modifiers when rolling for PR change, as long as his PR remains below zero [*see 35.5*].

NOTE: Notorious gladiator was hated by the crowd. This is reflected in the reverse PR change modifiers above.

35.6.2 If a *Notorious* gladiator defeats another *Notorious* gladiator, he add +2 to his PR (instead of +1 PR).

36. SOCIAL ORIGIN -

36.1 Gladiators came from all levels of Roman society. When creating a gladiator, players may chose to roll for their gladiator's social origin. Apply any DRMs to all gladiator creation rolls [*see 3.12 & 35.2*].

SOCIAL ORIGIN TABLE

2D6 Roll	Social Origin	Physical Characteristic					
		TR	ST	AG	CN	W	PR
2-5	Criminal	--	+1	--	−1	--	−2
6-7	Slave	+1	+2	−1	--	−1	−1
8	Soldier	+2	+1	--	−1	−1	--
9	Foreigner	--	--	--	--	--	+1
10-11	Freeman	--	--	--	+1	+2	--
12	Senator	−1	--	--	+2	+1	+2

NOTE: Regardless of their origin, all gladiators are considered slaves in the arena.

37. CUSTOMIZED ARMOR -

37.1 Players have the option to customize their gladiator's armor, instead of rolling for it randomly.

ARMOR COVERAGE

Armor	Armor Coverage					Denarii	
Type	2	3	4	5	Full	per Gladiator	
A	1	2	2	3	4	Light	4
B	1	2	2	2	3	Medium	8
C	1	1	1	2	2	Heavy	11

NOTE: Specialized gladiators never customize their armor.

37.2 Each player is allowed an amount of *denarii*, a unit of Roman currency, to buy armor for their gladiator. These *denarii* may not be saved; any *denarii* left unspent are lost.

37.3 If using *lanistas* [*see 39*], players must pay for armor out of their own pool of *denarii*.

38. ARRANGING MATCHES -

38.1 Gladiator matches were traditionally arranged as a sequence of games (*munis*). Each *munis* was composed of animal hunts and beast matches (*venationes*) in the morning, executions and comedic fights (*ludi meridiani*) at midday, and gladiator matches (*gladiatores*) in the afternoon.

38.2 MATCH TYPE: Each gladiator follows the sequence below to determine the particulars of their match.

NOTE: Each gladiator fights in only one match per munis.

38.2.1 Roll D66 (*RED* die as the 'tens' digit, *WHITE* die as the 'ones' digit) on the Random Match Table below.

RANDOM MATCH TABLE
Death Match: 1D6 *> Death #*

D66	Match Type	Death	Notes
11-32	Matched Pair	5	1v1 match
33-34	Two on One	5	vs 2 Opponents at once
35-36	Consecutive	2	vs 1D3+1 Opponents
41-42	Champion	4	vs *Champion* (+100 XP)
43-44	Two Pairs	5	2v2 Team combat
45-46	Three Pairs	5	3v3 Team combat
51-53	Battle	3	*special* Team combat
54-61	*Venatores (Light)*	--	vs 1D3 *random* Beasts
62-65	*Bestiarii (Heavy)*	--	vs 1D3 *random* Beasts
66	Unique Match	4	Special *(see rules)*

38.2.3 Each type of match is described in detail below:

MATCHED PAIR (ordinarii): A standard 1v1 match.

TWO on ONE (duo versus unum): One gladiator fights two opponents at once [*see 26*].

CONSECUTIVE (continuus): A gladiator fights 1D3+1 opponents continuously, one at a time. Each new fight is started immediately after the last.

CHAMPION (praescriptio): A standard match, except the opponent gains a +300 XP bonus [*see 33*].

TWO or THREE PAIRS (catervarii): A team combat, with two or three gladiators per team [*see 26*].

BATTLE (bellum): A battle reenactment (team combat), with 2D3 gladiators per team [*see 26*].

VENATORES or BESTIARII: A beast combat using the applicable fighting style [*see 28*]. Roll 1D3 for the number of random beasts fought. Do not roll for Death Match or Pairing [*see 38.4*].

UNIQUE MATCH: A special reenactment or match. Players may select any combination of the matches above, or create their own custom battle.

38.3 MISSUS CONDITIONS: Roll 1D6 to determine if *Missus* is allowed during the match.

38.3.1 If the result if > the Death value on the Random Match Table, the match is a death match *(sine missione)*. No *stans missus* or *missus* is allowed [*see 5.4 & 18*].

38.4 PAIRING: Determine each gladiator's challenger (opponent) based on their combat class, and the type of match being fought.

NOTE: Usually gladiators were paired to opponents of equal skill and equipment. Balanced matches tended to last longer, which would increase the excitement and draw in larger crowds.

38.4.1 Roll D66 (*RED* die as the 'tens' digit, *WHITE* die as the 'ones' digit) on the Pairing Table below.

PAIRING TABLE
XP: (1D6–4 + *Opponent's record*) x 25 (+300 if *Champion*)
Any: Roll 1D6, '1-4' = class VI (Mounted)

Player	Challenger Class (D66)					
Class	I	II	III	IV	V	Any *
I	11-14	15-23	24-25	26-31	--	32-33
II	34-35	--	36-41	42	--	43-44
III	45	46	51	52	--	53
IV	54	55	56-61	--	62-63	64
V	--	--	--	65	--	66

NOTE: Player gladiators can never be Mounted (class VI).

38.4.2 Select a fighting style for each gladiator and challenger based on their class.

NOTE: As an option, players may select a challenger (of the appropriate class) from the stable of an opposing ludi (see 39).

38.5 CHALLENGER GENERATION: Generate each challenger per the Advanced and Campaign Rules [*see 29.2 & 35.2*], with the following exceptions.

38.5.1 Each challenger has experience equal to 1D6–4 plus their opponent's match record (add V, S, and M), multiplied by 25.

38.5.2 If fighting a Champion, add a +300 XP bonus to the experience above.

38.5.3 Challenger experience is spent (at random) to improve his characteristics and/or abilities before the match, as normal [*see 33*].

38.6 MATCH DETAILS: Once all challengers have been determined, complete the final details for the match following the steps below.

38.6.1 Determine the Arena Size, and if any obstacles are present [*see 27.2*]. Place obstacles as needed.

38.6.2 Place the gladiators and challengers in the center of the arena, five hexes apart, and start the match [*see 4.5*].

The match is now ready to begin.

39. LANISTAS -

39.1 In the ancient world, gladiators and the wagering on their matches was a major element of Roman society. Wealthy Romans (*lanistas*) kept "stables" of gladiators in special training schools (*ludus*). To experience this aspect of ancient Roman culture, players may assume the role of a *lanista* running their own *ludi*.
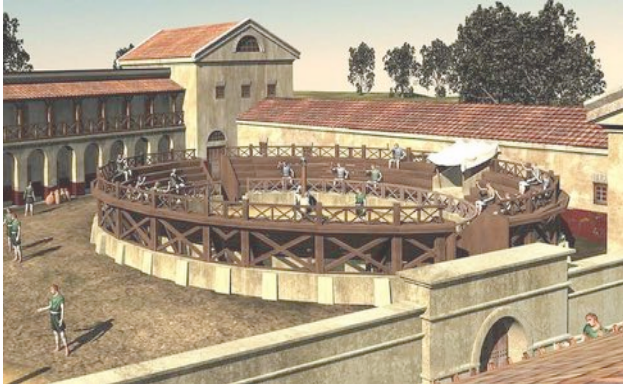
39.2 MONEY: Many types of coin and currency was used in Roman society, depending on the era and current Caesar.

39.2.1 In *GLADIATOR*, only one form of Roman currency is used, the *denarii*.

NOTE: One denarii was about one day's wage for the average Roman laborer.

39.3 COMBAT VALUE: All gladiators are rated by Combat Value (CV), a measure of their skill and experience. It is used to establish odds and calculate their monetary value.

39.3.1 Compute each gladiator's CV by adding all his physical characteristics (TR, ST, AG, CN, and W), add +2 for each *talent SL*, then subtract 25 from this result.

39.4 STABLE: Each *lanista* starts with a *ludi* of five gladiators and 40 *denarii*.

NOTE: Each lanista should record the detail for the ludi on a separate sheet (codice).

39.4.1 Generate each gladiator as normal, using the Advanced and Campaign Rules [*see 29.2 & 35.2*]. Calculate each gladiator's CV.

39.4.2 Each *ludi* has a Reputation (REP), which represents its renown and popularity with the crowds. Each *ludi* starts with a REP of '0'.

39.5 CAMPAIGN TURNS: *Lanistas* manage their *ludi* in one month intervals between matches, called Campaign Turns. Each Campaign Turn follows the sequence below.

39.5.1 ASSIGN EDITOR: Each *lanista* rolls 2d6, the highest result is the *Editor* for this month.

NOTE: An Editor is the local host or promoter for a set of gladiator matches.

39.5.1.1 A *lanista* may not be the *Editor* for two consecutive months. If this occurs, the next highest 2D6 result becomes the *Editor* for this month.

39.5.2 RANDOM EVENTS: The *Editor* rolls D66 on the Random Events Table, and applies the result.

RANDOM EVENTS TABLE

D66	Random Event
11-13	*Plague*: Roll 1D6 + CN for each gladiator; if the result is < '6', he dies from plague
14-16	*Imperial Edict*: No matches allowed this month
21-23	*Trainer*: A random *ludi* may –5 to all XP costs
24-26	*Champion*: Each *ludi* may make a bid for a professional gladiator (2D6 + 6 CV); the winner buys the gladiator for one month
31-33	*Barley Harvest*: 20 XP per +1 TR (instead of 25 XP)
34-36	*Feast*: Roll 1D6 – CN for each gladiator; the result is the amount of CF lost due to overindulgence
41-43	*Taxes*: Each *ludi* must pay 5 *denarii* for each gladiator in their stable
44-46	*Low Stock*: x2 Stock cost due to low supply
51-52	No *event* this month
53-54	*Poor Stock*: –1 Stock Quality DRM
55-56	*Good Stock*: +1 Stock Quality DRM
62-63	*Windfall*: A random *ludi* gains 1D6 *denarii*
64-65	*Investor*: Each *ludi* is offered a 25 *denarii* loan; if accepted, pay 15 *denarii* per month for 2 months
66	*Revolt*: Roll 2D6 for each gladiator (–1 DRM per +10 *denarii* spent); if the result if > '7', the gladiator joins the revolt and leaves the *ludi*

39.5.3 AUCTION: Each *ludi* may buy or sell gladiators or new stock (untrained gladiators) at the local auction, following the steps below.

39.5.3.1 *Ludus* may *buy* and *sell* gladiators among each other for any agreed upon price.

39.5.3.2 After selling to each other, *Ludus* may also *buy* or *sell* gladiators at the Stock Auction. Refer to the Stock Auction Table for the price of each new stock.

STOCK AUCTION TABLE
2D6 + DRMs
Selling: CV + 1D6 – 1D6 in *denarii*
Buying: CV in *denarii* (maximum CV = 10)

2D6	Stock Quality
3-	Pathetic: CV = 1 (regardless of cost)
4-5	Poor: –1D3 CV
6-8	Average: exactly as purchased
9-10	Good: +1 CV
11-12	Excellent: +1D3 CV
13+	Superb: +1D6 CV

39.5.3.3 After *all* buying is complete, roll Stock Quality for each new stock, and generate a *new* gladiator with an XP bonus equal to his CV x 25 XP [*see 29.2, 33.3 & 35.2*].

39.5.4 CONDUCT MUNIS: The *Editor* rolls 2D3–1 to determine the *quality* of the games offered this month.

39.5.4.1 Each *ludi* may participate in a number of matches equal to the *munis quality*.

39.5.4.2 Each *ludi* pays 1D3 *denarii* for each gladiator sent to the *munis*.

NOTE: The Editor does not pay to send gladiators, because the munis is held in his home province.

39.5.4.3 *Lanistas* may wager (bet) on each match with each other, and are free to establish odds amongst themselves.

39.5.4.4 *Lanistas* may also wager with the bank. Establish odds by directly comparing the gladiators CV ratings, and reducing them to the smallest values (round up).

39.5.4.5 Arrange and conduct the gladiator matches as normal [*see 38*]. If a *munis* is held in the Colosseum in Rome, each *ludi* earns a 10 *denarii* bonus [*see 27.2.1.1*].

38.5.5 *EXPERIENCE*: Each gladiator that participated in a match gains experience, as normal [*see 33*].

38.5.5.1 A gladiator who wins a match held in the Colosseum in Rome, automatically gains +1 PR [*see 35.5*].

38.5.5.2 A gladiator who becomes the Emperor's Champion (10 wins) must be released from their *ludi*.

39.5.5.3 Each *ludi* adds +1 REP for each match its gladiators earned a victory ('V') or *stans missus* ('S') result [*see 5.4.1*].

38.5.6 *SETTLE WAGERS*: Each *lanista* that placed a winning wager on the match gains *denarii* from the losers based on the agreed upon betting odds.

EXAMPLE: A lanista wins a wager at 2:5 odds. His opponent (with the better odds) must pay him 5x the amount of the wager in denarii. If his opponent wins, he must pay him 2x the amount of the wager in denarii.

38.5.7 *EARNINGS*: Each *ludi* earns *denarii* for each of their gladiators that participated in the *munis*, equal to the *munis* quality plus the gladiator's CV and PR.

38.5.7.1 Add 2D6 *denarii* if the gladiator won his match (earned a victory result).

38.5.7.2 Add 20 *denarii* if the gladiator became the Emperor's Champion.

38.5.8 *TRAIN*: Each gladiator that did not participate in the *munis* may train, earning +1D6 XP.

38.5.9 *UPKEEP*: At the end of the month, each *ludi* must pay their monthly upkeep expenses.

38.5.9.1 Pay *denarii* for every gladiator in the *ludi* equal to x$\frac{1}{2}$ their CV and PR values.

38.5.9.2 Pay *denarii* equal to the REP of the *ludi*.

38.6 *ELIMINATION*: A *lanista* must pay all debts, selling off gladiators as needed. They are eliminated from the game if they do not have enough money to back their wagers, or if they no longer own a surviving gladiator.

38.7 *VICTORY*: The winner is the *lanista* with the most *denarii* at the end of a set number of matches, or the last *lanista* left in the game with stable of at least five gladiators.

APPENDIX

Few periods in history have received more attention than the Roman Republic. For over half a century, it stood as the most powerful empire known to man. It is certainly one of the most colorful and awesome eras of mankind's history. An interesting and unique segment of that era was the glory and spectacle of the gladiatorial games.

GLADIATOR HISTORY -

The first Roman exhibition of gladiatorial combat was held in 264 B.C. as a funeral celebration. The sons of *Brutus Pera* gave a spectacle of three duels in his honor during his funeral ceremony.

The actual games originated in Etruria, in central Italy. The Romans were introduced to gladiatorial combat by the Etruscans, their most formidable opponents in the conquest of Italy. To the Etruscans, gladiatorial combat was a form of human sacrifice associated with the solemn ritual surrounding death *(munera)*. However, once the games were transferred to Rome they lost their religious significance. Under the Roman social system, they were transformed in to a very different purpose, the gratification of the enormous urban proletariat, which demanded that it be amused.

Although many arenas were built throughout the empire, none can compare to the *Colosseum*. Some historians feel the *Colosseum's* name originated from the colossal statue of Nero, which stood nearby. Most, however, feel that it was a tribute to the amphitheater's gigantic size. Began in the year 72, the inaugural festivities were held in the year 80, but it was not actually finished until the year 96. This massive structure stands today as a testament to strength and glory of the Roman Empire.

The statistics of the *Colosseum* are truly astounding. Occupying six acres, the elliptical structure was over 150 feet high, measuring 620 by 513 feet and enclosing an oval arena 287 feet long by 180 feet wide. Most historians estimate that between 45,000 and 50,000 spectators were accommodated in the *Colosseum*. Around the arena was a spacious marble terrace behind a lofty 13-foot protective wall where ornate marble seats were reserved for senators, priests and high officials. Above the terrace was the high lodge *(suggestrum)* where the emperor and empress sat on thrones of ivory and gold. Above them rose tiers of marble seats divided into two main zones: the first for distinguished private citizens, the second for members of the middle class. A third zone was allocated to the foreigners and slaves, and a fourth to women and the poor. On the roof, Roman sailors were tasked to attend the massive colored awning *(velarium)* that protected the audience against sun and rain. Scattered fountains threw up jets of scented water to cool the air.
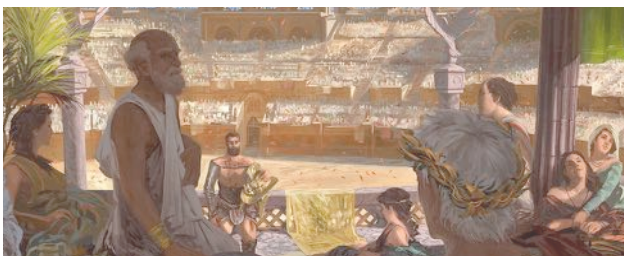
At noon, most of the spectators hurried below to eat lunch, where concessionaires sold food, sweets and drinks. If contests were held at night, a circle of lights could be lowered over the arena. Often, bands of musicians performed in the interludes and accompanied the climaxes of the combat with exciting crescendo.

From the first modest Roman spectacles, the games often reached awesome proportions. *Gaius Julius Caesar* exhibited contests of such incredible proportions that the Senate was impelled to limit the number of contestants, although this ruling did not prevent him from exhibiting 300 pairs on one occasion. In 46 B.C., after *Caesar's* defeat of *Pompey*, he presented a miniature holocaust scene with 1,000 ordinary gladiators, 60 mounted men and 40 elephants.

A popular spectacle was the hunts *(venations)*, where wild beasts fought men, or each other. The dictator *Sulla* (93 B.C.) once exhibited 100 lions in the arena; *Julius Caesar* had 400. In one day under *Nero*, 400 tigers fought with bulls and elephants. On another day, under *Caligula*, 400 bears were slain. *Pompey* once had a spectacle with 600 lions, 20 elephants and 410 leopards. *Claudius* made a division of the Praetorian Guard fight panthers; *Nero* made them fight 400 bears and 300 lions. After *Trajan's* victory over the Dacians, he had 11,000 animals killed in the arena, 3,000 in two days.

Many animals were introduced to the arena: elephants, rhinoceroses, tigers, lions, leopards, panthers, bulls, bears, hippopotami, boars, crocodiles and pythons. The *Colosseum* was sometimes transformed into a jungle scene by adding trees, rocks and other props for these battles. Just about any conceivable match was explored. At times, the restricted arena was filled with a variety of beasts. Specially trained gladiators called *Venatores* and *Bestiarii* were often matched against the animals.

Before the *Venationes* were abolished in the sixth century, many species of wild animals vanished from the Roman Empire: North Africa lost its elephants, Nubia its hippopotami, Mesopotamia its lions, and Hyrcania its famous Caspian tigers.

From the first gladiatorial games in 264 B.C. until their abolishment by Emperor *Honorius* in 404 A.D., the nature of the conflict underwent substantial evolution. At its highest level, the matches were exhibitions between highly skilled, professional gladiators, and were more of a sport.

The gladiators were extensively trained in special schools *(ludi)*, and fatalities were relatively rare and *missus* often granted. Often draws were declared and both opponents were allowed to withdraw. At its lowest level, the games degenerated to death matches between untrained opponents. Sometimes the victor was forced to continue combat with a fresh gladiator until only one was left at the end of the day, and he (if a criminal) was often still executed. The following descriptions reflect the pomp and ceremony of the games in their heyday.

A blast of the war trumpet heralded the beginning of the main performance (*pompa*). The spectacle opened with a parade of chariots carrying the contestants, robed in purple and gold-embroidered cloaks. The gladiators would dismount and circle the arena. Behind the contestants came slaves displaying each gladiator's helmet and weapons. The helmets were especially splendid pieces of workmanship, with full visors covering the face, a wide brim, and a lofty ridge on top adorned with a crest of ostrich or peacock plumes. Forced gladiators were often escorted into the arena by a troop of trainers brandishing whips and/or hot irons.

As the procession reached the emperor's box, each gladiator stopped, extended his right arm and uttered the proud, defiant cry: *"Ave, imperator, morituri te Salutant!"* (Hail, Emperor, men soon to die, salute thee!). The Gladiatorial Corps, largely criminals and POWs, had a strong sense of professional dignity. Opponents were often selected in a formal drawing of lots, followed by a weapon inspection ceremony, and finally the initiation of combat.

The rituals following combat are even more interesting. A defeated but surviving gladiator could appeal to the crowd for mercy by throwing away his shield and raising a finger of his left hand. Then, unless the emperor himself was present, his victorious adversary either spared or condemned him based on the encouragement of the crowd. Going against the crowd was a very bad idea, as the crowd would remember such a transgression when that gladiator ultimately faced his own Moment of Truth.

In the sovereign's presence, the crowd advised the ruler by waving cloths and displaying up turned thumbs, shouting "*Mitte!*" (let him go free), or down turned thumbs and "*Jugula!*" (cut his throat). The ruler would decide the gladiator's fate by granting his plea, or ordering his immediate execution. An individual costumed as *Hermes* (messenger of the gods) verified death by prodding the fallen gladiator with a red-hot caduceus. Afterwards, an attendant dressed as *Charon* (Etruscan minister of fate) took possession of the soul by administering a crushing blow to the head with his emblematic hammer.

At the end of a *munis*, lists were prepared: 'P' meant perished; 'V' meant vanquished his foe; 'M' meant *missus* (sent off), indicating that he had lost but was allowed to live. The triumphant survivor of many fights became a hero and often received rewards ranging from cheers and applause, a palm branch or crown, or a silver dish heaped with prize money. In fact, some gladiators complained that they were not allowed to fight often enough!

The life expectancy and the chance for freedom for a gladiator varied with the era in which the games were conducted. Freedom could be granted at any time by the emperor for a particularly outstanding feat. More commonly, the gladiators had to survive a required time or series of combats to gain freeman status. These requirements seemed to vary with the period. A common prerequisite was three years' survival in the ring, followed by two years of slavery, after which freedom was granted. In the age of *Nero* and *Claudius*, a gladiator trying for freedom had to survive one last duel, single combat with an elephant!

It is difficult to be certain how many times a gladiator faced death. Some games lasted several days, others as long as a month. It appears that gladiators were only required to engage in combat several times a year. Many killed between age 20 and 25, fought only seven times, but rarely did a gladiator reach the age of thirty without at least twenty victories to his credit. One such gladiator, named *Flamma*, had the following record: 21 wins, 9 '*stans missus*' (draw), and 4 *missus* (lost, but granted mercy); owing his life to the generosity of the crowd.

The games went through many changes in the 700 years of their existence. Hopefully, this history will make the game more colorful, and help keep your face out of the sand. Let the games begin!

COMMON ROMAN NAMES -

A	D	H	N	S
Achilles	Daedalus	Hadrian	Natalis	Saturius
Adaucius	Dacian	Hector	Nemonius	Scapula
Aelius	Damocles	Hermes	Neratius	Scipio
Aetius	Darius	Helvidius	Neratius	Scribonius
Agrippa	Decimius	Homullus	Nero	Secundus
Antonius	Decrius	Honorius	Nerva	Seneca
Apuleius	Diocletian	Horatius	Nestorius	Septimius
Aelius	Didius		Noricus	Sergius
Anicius	Domitius	I	Novanus	Severus
Aquila	Drusus	Ianus		Sextilius
Arcanus	Duilius	Icarus	O	Silvanus
Artorius		Iulianus	Octavius	Socellius
Atilius	E	Iuvenalis	Olcinius	Statorius
Augustus	Egnatius		Oppius	
Aurelius	Ennio	J	Ostorius	T
Avitus	Elias	Jacobus	Otho	Tacitus
	Ephesius	Januarius	Ovidius	Tabellius
B	Eprius	Janus		Tadius
Balbinus	Erasinus	Julius	P	Tarquinius
Balbus	Exomnius	Junius	Paetus	Tatius
Bacchus			Paetus	Terentius
Baltar	F	L	Paulinus	Thoranius
Balthasar	Fabius	Laelius	Petillius	Thurinus
Basilus	Fabricius	Larcius	Petronius	Tiberius
Bassus	Faustus	Latinius	Pius	Titius
Bellicianus	Favonius	Laurentus	Plautius	Trebellius
Betto	Felix	Leonidas	Priscus	Tuccius
Blandinus	Festus	Liburnius	Pompeius	Tycho
Blasius	Flavius	Licinius	Pontius	
Bricius	Flavian	Livius	Porcius	U
Brutus	Florian	Longinus	Proclus	Ulysses
	Frontinus	Lucius	Publius	Uranus
C	Fulvio	Lucretius		Urias
Caelius	Fuscus		Q	
Caesar		M	Quadratus	V
Caius	G	Macrinus	Quintillus	Valens
Calidius	Gaius	Magnus	Quietus	Valerius
Cassian	Gallienus	Marcellus	Quintas	Varius
Cassius	Gallus	Manlius		Velius
Cato	Gargilius	Marcellus	R	Venator
Cicero	Germanus	Marcus	Remus	Veranius
Claudius	Geta	Marius	Regulus	Verginius
Commodus	Glaucio	Masala	Robertus	Vesnius
Cornelius	Gnaeus	Messorius	Romanus	Vibius
Corvinus	Gordianus	Maritimus	Roscius	Victor
Crispus	Gracchus	Martialis	Rufinus	Virilis
Crixus	Gratianus	Maximus	Rusticus	Vitalis
Cyrus	Gregorius	Mercatius	Rutilius	Vitellius

PRINTING NOTES -

Print counters on card stock or chipboard, and cut along the corner trim lines. Players will need to provide their own plastic stands for the gladiator, beast, and centurion counters.

Print two copies of the arena board. One side of the arena board has half hexes, allowing two pieces to be placed together to form the complete map board.

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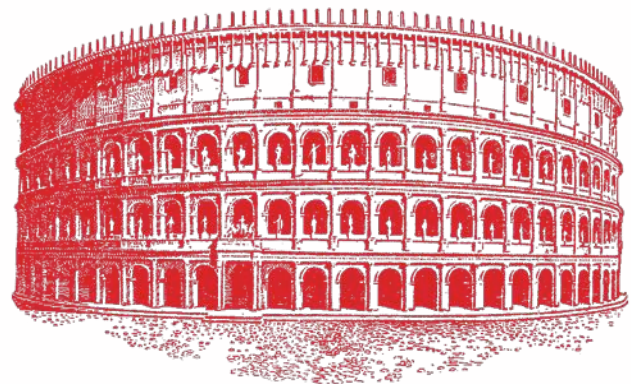
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MOVEMENT TABLES

GLADIATOR ACTIONS [*see 7.3, 7.4, 20.2 & 20.3*]
Plot up to 2 movement actions or 1 (special) action per phase

Code	Movement Actions	Rotate	Code	Special Actions	Rotate	Code	Net/Lasso Actions
F	Forward	1	C	Charge	0	TN	Net/Lasso Toss (6 CF)
B	Backward	0	KN	Kneeling	1	SN	Net Swing (4 CF)
SFL	Sidestep Forward Left	1	L	Leap (check for *Stumble*)	0	LN#	Net Lay (2 CF)
SFR	Sidestep Forward Right	1	R	Recover	1	RN	Repel Net (*special* action)
SBL	Sidestep Backward Left	0	RO	Roll	0		
SBR	Sidestep Backward Right	0	S	Stumble	1		
			X	Pause	3		

MAP EDGE [*see 7.7 & 27.3*]
Wall: 1D6 + Arena Size < 5 (n/a if *Wall* on *opposite* edge)

STUMBLE [*see 15*]
Fall Prone: 2D6 + AG < 7
Stumble: 1D6 – *Stun* – 1 p/hex containing *Stumble* hazard < 1
Stumble hazard = body, dropped item, blood, or mud

COLLISIONS [*see 8*]
Atk *IF* – Def *IF* (roll on *Stun Severity Table & Stumble* check)
Impact Factor (IF): 1D6 + DRMs

DRM	Condition
+2	is a *Heavy* Gladiator
+1	is a *Medium* Gladiator
+2	has a *Large* Shield
–2	has *no* Shield
+1	per hex moved *forward* this phase
–1	per hex moved *backward* this phase
+4	used a *Leap* or *Roll* action
–2	is *Kneeling* or *Stumbling*
–3	used a *Recover* action or is *Ensnared*
–1	per Stun Factor in effect
+?	*Strength & Agility* factors
+?	*Positional Advantage* bonus

COLLISION WITH OBSTACLE [*see 27.8*]
2D6 + DRMs (roll on *Stun Severity Table*)

DRM	Condition
+2	per hex moved *forward* this phase
+4	*pushed* into an Obstacle by a collision
–?	*Agility* factor

RECOVERY FROM STUN [*see 11.5*]
Stun Recovery: CN – 1D6 – # of phases since last *Stunned*

WEAPON & SHIELD RECOVERY [*see 13.4*]
1D6 + DRMs < 1

DRM	Condition
+1	is a *Heavy* Gladiator
–1	is a *Light* Gladiator
+2	Opponent *adjacent* to item
+1	Item in *adjacent* hex
–3	Item is a *net*
+1	per hex *moved* this phase
–6	used a *Recover* action
+4	*Collided* this phase (cancel *Recover* action)
–2	is *Kneeling*
+4	is *Stumbling*
+6	is *Ensnared*
+1	per Stun Factor in effect
–?	*Agility* factor

KICKING WEAPON OR SHIELD [*see 13.5*]
Distance: 1D6 – 1 p/hex moved this phase (no *Backward*)

NET/LASSO TOSS [*see 20.4 & 21.7*]
3D6 + DRMs ('*H*' = *Ensnare*, '*P*' or '*P**' = *Stumble* check)
Escape CF/CF Loss: 3D6 – Escape CF < 7 (+DRM vs attacks)
Drag Prone: 3D6 + Atk ST + *Drag* CF > 17

DRM	Condition
+1	Target is a *Heavy* Gladiator
–1	Target is a *Light* Gladiator
–2	Target is adjacent
+1	Target is two hexes away
+1	per hex Target moved *backward* this phase
+2	Target used a *Pause* action
+4	Target is *Kneeling*
–6	Target used a *Repel Net* action
+1	per CF loss to Target's legs (*body area 5*)
–2	per CF loss to *Retiarius*' arms (*body area 4*)
+?	*Retiarius*' NF factor – Target's NF factor
+?	*Positional Advantage* bonus

LASSO ENSNARE TABLE [*see 21.7*]

2D6	Ensnare Effect
2-4	*Neck*: roll for wounds; +4 *Drag Prone* DRM
5-7	*Torso*: Ensnared (same as a Net Toss)
8-9	*Arm*: drop weapon or shield; x½ CF
10-12	*Leg*: no movement; +8 *Drag Prone* DRM

NET SWING [*see 20.6*]
3D6 + DRMs ('*H*' = *Stumble*, '*P*' or '*P**' = *Stumble* check)

DRM	Condition
+1	Target is a *Heavy* Gladiator
–1	Target is a *Light* Gladiator
–2	Target is adjacent
+3	per hex Target moved *backward* this phase
+1	per hex Target moved *forward* this phase
+2	per hexside Target *rotated* in place this phase
–6	Target used a *Repel Net* action
+2	per CF loss to Target's legs (*body area 5*)
–2	per CF loss to *Retiarius*' arms (*body area 4*)
+?	*Retiarius*' NF factor – Target's NF factor
+?	*Positional Advantage* bonus

NET LAY [*see 20.7*]
3D6 + DRMs ('*H*' = *Stumble*, '*P*' or '*P**' = *Stumble* check)

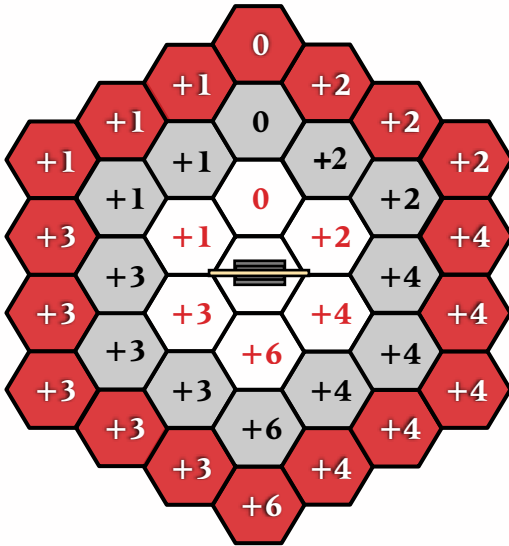| DRM	Condition
+1	Target is a *Heavy* Gladiator
–1	Target is a *Light* Gladiator
+5	per hex Target moved *backward* this phase
+2	per hex Target moved *forward* this phase
–6	Target used a *Repel Net* action
+2	per CF loss to Target's legs (*body area 5*)
–2	per CF loss to *Retiarius*' arms (*body area 4*)
+?	*Retiarius*' NF factor – Target's NF factor
+?	*Positional Advantage* bonus

POSITIONAL ADVANTAGE DIAGRAM [*see 9.2*]

Opponent Status: +2 if *Stumbling*, +4 if *Prone* or *Ensnared*

ATTACK SEQUENCE CHART [*see 9.4*]

Attack Occurs In	Number of Planned Attacks				
	1	2	3	4	5
round 1	--	--	X	X	X
round 2	--	X	--	X	X
round 3	X	--	X	--	X
round 4	--	X	--	X	X
round 5	--	--	X	X	X

COMBAT RESULTS TABLE [*see 9.5*]

3D6 Roll	Modified CF (Attack CF − Defense CF)							
	1	2	3	4	5	6	7	8
3-	F	F	F	--	S	S	S	S*
4	F	F	--	S	S	S	S*	P
5	F	--	S	S	S	S*	P	P
6	--	S	S	S	S*	P	P	P*
7	S	S	S	S*	P	P	P*	H
8	S	S	S*	P	P	P*	H	H
9	S	S*	P	P	P*	H	H	H+1
10	S*	P	P	P*	H	H	H+1	H+2
11	P	P	P*	H	H	H+1	H+2	H+3
12	P	P*	H	H	H+1	H+2	H+3	H+4
13	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18+	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+9

COMBAT RESULTS [*see 9.6*]

Fumble (F): Lose attacks; −1D6 Def CF from *next* area attacked
Grab Net (F): 1D6 + *Atk* ST vs 1D6 + *Def* ST

Shield Damage (S or S):* 2D6 + Atk ST + *Mod* CF (+1 if 'S*')

Drop (S, P or P*):* 3D6 − Atk ST − *Mod* CF − *Weapon* DRM
− Def *Arm* CF loss *< 1*

Bow / Javelin / Trident Break (P):* 2D6 + Atk ST *> Brk #*
(*Trident* is useable on 1D6 = '5-6')

THROWING [*see 13.3*]

Distance (to Hit): 1D6 − 1 + Atk ST + Weapon *Thr* *> Range*
Damage: Roll on *Wound Severity Table* (use Weapon *CRT* column)

WOUND & STUN SEVERITY TABLE [*see 10.1.1 & 25*]

Roll	Wound (3D6)	Stun (2D6)
8-	--	1
9-10	1	2
11-12	2	3
13-14	3	4
15	4	5
16	5	6
17	6	7 & Weapon Drop
18	7	8 & Shield Drop
19+	K*	9 & Fall Prone

Armor	DRM
A	−8
B	−6
C	−3

Penetration
BLACK die
> Armor #

CRITICAL HIT TABLE [*see 10.4*]

Area Hit	2D6 (WHITE dice) + 1 per Wound							
	8-	9	10	11	12	13	14	15+
Head	--	V	S	HL	2x	2xM	3xM	K*
Chest	--	1	1	ST	2x	2x	3xM	K*
Groin	--	1	1	AG	AG	2x	2xM	3xM
Arms	--	--	1	ST	WD	SD	2x	SAM
Legs	--	--	1	AG	LMP	STU	2x	SA

CRITICAL HIT RESULTS [*see 10.5*]

(V): −1 CF;   *(1):* +1 wound   *(S):* +2D6 Stun − CN
(ST or AG): −1 ST or AG   *(HL):* lose *Head* armor; if none, '3xM'
(WD or SD): weapon or shield drop   *(LMP):* −1 Move Rate
(2x or 3x): x2 or x3 wounds   *(M):* Mortal wound
(STU): 1D6 each *phase* gladiator moves out of his hex
'1' = disregard move & perform *Stumble*
(SA): +1 wound at the end of each *phase*
(K):* Killed; drop 1D3 Blood chits around body

KNEELING & PRONE [*see 14 & 16*]

Kneeling: x1/2 Atk CF & any attack vs *Legs* is x1/2 CF
Prone: no Atk CF & x1/2 Def CF

UNARMED ATTACKS [*see 22*]

Strike: x1/2 CF & +1 Spd; ignore 'S' or 'S*' & 'P' or 'P*' = *Arm* hit
'H' = 2D6 Stun + Atk ST + 'H#'

Critical Hit: +1 per Stun; 'HL', 'M' or 'K' = −3 Fall Prone DRM
'2x', '3x' or 'SA' = Grappled

Grappling: Auto inflict wounds = 1D3 + Atk ST (ignore armor)
Atk needs 2H & < 3 *Arm* CF loss; *Def* may not move or attack
Any damage to *Atk* = Escape (no *Def* CF loss)

TWO-HANDED FIGHTING [*see 24*]

Dimachaerus: +4 CF & −1 Spd (different weapons, +2 CF only)
Non-Dimachaerus: +2 CF & −2 Drop DRM (same weapon only)

SPECIAL ATTACKS [*see 23.2*]

Disarm (A): Arm attack; 'H' = 'P'; −Drop DRM = 8 + 'H#'
Feint (F): Any attack (no Prone); 'H' = Free attack (4 CF + 'H#')
Sweep (S): Leg attack; 'H' = x1/2 Dam & −'H#' Stumble DRM
Shield Bash (H): Chest attack; 'H' = x1/2 Dam & 2D6 Stun +'H#'
Sand (T): Head attack (Rch = 2-hex); 'H' = −2D3 CF + 'H#'

SPECIAL DEFENSE [*see 23.3*]

Duck (D): Auto '--' vs *Head* attack (no Stun)
Block (B): Auto 'S' vs *Chest* attack (need Shield)
Back Step (K): Auto '--' vs *Groin* attack (no *Stumble* or *Prone*)
Parry (P): Auto 'P' vs *Arm* attack (no Prone & < 3 *Arm* CF loss)
Leap (L): Auto '--' vs *Leg* attack (no Prone & < 3 *Leg* CF loss)

END TURN [*see 17 & 18*]

End Loss: CN − (1D6 − Turn # − 1 if *exceeded* Move Rate) *< 0*
Missus: 2D6 + *Performance Value* + PR *> 9*
Performance Value: (Total Atk CF − Total Def CF) / 10

BEAST CHARACTERISTICS [*see 28.3.5*]

Type	ST	CN	W	CF	HI	CU
Bear	9	4	18	12	–3	+3
Boar	5	1	14	8	–1	–2
Elephant	20	4	32	6	–2	–2
Gazelle	2	1	4	4	0	–3
Leopard	3	2	10	10	0	+1
Lion	9	3	14	14	0	+2
Rhino	13	2	24	6	–3	–1
Tiger	11	4	16	16	0	+3
Wolf	1	1	6	8	0	+1
Zebra	3	1	6	4	0	–3

BEAST ACTION TABLE [*see 28.4*]

2D6 + Beast CU (+3 if 'Feed' with last action)
Wolves: Roll once & apply result to all *Wolves*
*Panic:* Move 2D3 random hexes (+6 *End Loss* DRM)

2D6	Beast Action
1-	Beast *Panics* (stop Beast Actions)
2-3	*Move* 1D3 hexes *away* from closest gladiator
4-6	*Move* 1D3 hexes in *random* direction
7-8	*Stay* in place & turn *toward* closest gladiator
9-12	*Move* 1D3 hexes *toward* closest gladiator
13+	*Move* 3 hexes *toward* closest body & *Feed* upon it

COLLISION WITH BEAST [*see 28.5*]

Panic: Tramples gladiator ('H' with DRM = *Stun* suffered)

DRM	Condition
+8	Beast is an *Elephant* or *Rhino*
+5	Beast is a *Tiger* or *Zebra*
+3	Beast is a *Bear* or *Lion*
+1	Beast is a *Leopard* or *Boar*
+2	per hex Beast moved this phase

BEAST / MOUNTED POSITIONAL ADVANTAGE

Beast   *Mounted*
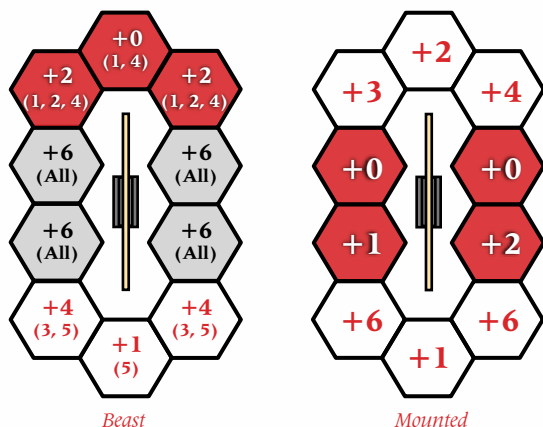
BEAST COMBAT [*see 28.6*]

Perform 1D3 attacks each phase (random body area); *no* Def CF
Any '*S*' or '*P*' against a Beast = Beast body hit ('H')
'*P*' or '*P**' from a Beast attack = Beast *Fore* hit & check for *Drop*

BEAST CRITICAL HIT TABLE [*see 28.6.4*]

Area Hit	2D6 (WHITE dice) + 1 per Wound							
	8-	9	10	11	12	13	14	15+
Head	--	1	V	S	2xS	2x	3xM	K*
Chest	--	1	1	1	1	ST	2xM	K*
Groin	--	1	ST	2x	2x	2xM	3xM	K*
Fore	--	1	1	ST	ST	ST	LMP	2xM
Hind	--	1	1	ST	ST	LMP	LMP	2xM

CENTURION PRONE & RECOVER ACTIONS [*see 29.4*]

Prone: RO if Movement roll + range to *Opponent* < 10 ; else KN
Recover (R): Must *need* Item (weapon or shield) within 1-hex

CENTURION PAUSE ACTION [*see 29.4*]

2D6 (Movement roll) + DRMs < 1

DRM	Condition
–1	per 3-hex range to *Opponent*
–?	# of Pauses remaining (+ current Phase #)
+?	Opponent's Positional Advantage bonus

RETIARIUS ACTIONS [*see 29.6*]

Repel Net (RN): Movement roll + range to Retiarius < 10
Escape CF: 1D6 Escape CFs per 6 available CFs (round up)

CENTURION NET ATTACK TABLE [*see 29.6*]

1D6	Net Attack Performed
1-3	Net Lay ('1' = left, '2' = center, '3' = right)
4-5	Net Swing (net *unavailable next* phase)
6	Net Toss (net *unavailable next two* phases)

RANDOM MOVEMENT CHART [*see 29.4.2*]
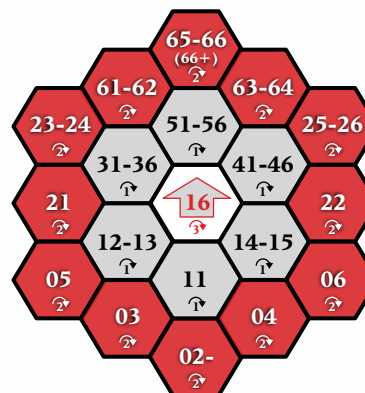
CENTURION POSITION [*see 29.4 & 30.4*]

D66 + DRMs (apply DRMs to *RED* die)
No Shield / Weapon: Shift 1 / 2 hexes (on RMC) toward *item*
Kick Item: If in hex & Movement roll + range to *Opponent* < 10
No Rotation: if face *opposite* of RMC arrow & *Movement* roll > '22'
Mounted: Face RMC arrow *before* movement (no *final facing*)

DRM	Condition
–1	per 3 Stun Factor in effect (*round down*)
+1	per 3 hex range to *Opponent* (n/a if *Retiarius*)
+?	Positional Advantage bonus
+?	Fighting Spirit (+2 if *Mounted*)

CENTURION COMBAT [*see 29.7*]

Def CF: 1D6 (per 6 CF) – FS (+2 if Hvy/Mounted, +1 if Med)
1D6 per CF for body area; '6' = Special Defense, else re-roll
Atk CF (Total CF – Def CF): 1D6 per CF for *body area*
'6' = Special Attack; else allocate CF to *weakest* armor

MOUNTED CENTURIONS [*see 30.5*]

Movement: May not use *Kick* or *Recover* (R) action
Move Rate = 8 & no End Loss while mounted
Collision: If lose, no *Stun* & *Def* leaves hex, else *Trample* defender
Combat: Treat *Opponents* as *Kneeling*; no *Special Attack/Defense*
Stumble: If hit with 'H' result = check for *Stumble*
(–'H#' Stumble DRM)
Fall Prone: Land in random hex by *mount* (–2 Fall Prone DRM)
Roll on *Stun Severity Table* with +3 DRM
Mount: Treat as *zebra*, but no *Panic* or attack while mounted
Def CF = move x2 while mounted

PHYSICAL CHARACTERISTICS TABLE [see 3.14]

Combat Factor (CF): TR + ST + AG
Net Defense Factor (NF): TR + AG

3D6 Roll	TR	ST	AG	CN	W
3-4	7	−2	−3	1	9
5-6	7	−1	−2	2	9
7	8	0	−1	2	9
8	8	0	−1	3	10
9	9	1	0	3	10
10	9	1	0	3	11
11	10	2	1	4	11
12	10	2	1	4	12
13	11	3	2	4	12
14	11	3	2	4	13
15	12	4	3	5	13
16	12	4	3	5	14
17	13	5	4	6	14
18	13	5	4	6	15

PRESTIGE (PR) [see 35]

Starting PR: 1D3 − 1D3
CF Bonus: (Atk PR + 1D3) − (Def PR + 1D3)
PR Change: 1D6−3 +1 per Opponent defeated
+2 per Opponent with higher PR
−1 PR if granted Missus, +1 PR if cleaved Opponent,
+1 PR if Opponent is Notorious

LIGHT GLADIATOR ARMOR TABLE [see 3.12]

1D6 Roll	#1	#2	#3	#4	#5	Shield Type
1	A2	--	--	--	C4	Large
2	C3	--	--	B5	--	Small
3	--	--	C	--	--	Small
4	--	--	--	--	--	Large
5	--	--	--	B4	C5	Small
6	A4	--	C	--	--	Small

MEDIUM GLADIATOR ARMOR TABLE [see 3.12]

1D6 Roll	#1	#2	#3	#4	#5	Shield Type
1	A4	C	C	C5	C5	Small
2	A5	--	--	B4	A3	Large
3	A	--	C	C5	A4	Large
4	A	--	C	C	C5	Small
5	A	C3	--	C4	B4	Large
6	A4	B4	--	B5	C4	Large

HEAVY GLADIATOR ARMOR TABLE [see 3.12]

1D6 Roll	#1	#2	#3	#4	#5	Shield Type
1	A4	B5	C	B4	B4	Large
2	A	B5	C	B4	B4	Large
3	A	B4	C	B4	A5	Large
4	A	B4	A2	B4	A4	Large
5	A	B4	C	B4	A4	Large
6	A	C4	C	B4	A4	Large

LUCK (LK) [see 34]

Starting LK: 2D3+2
Divine Favor: 2D6 < LK = Re-roll (subtract result from LK)
LK Change: +1 if 2D6 − (2 per Divine Favor) > LK
−1 if 2D6 − (2 per Divine Favor) < 0

RANDOM CENTURION TABLE [see 29.2 & 35]

Starting FS: 1D3−2 (DRM for movement & combat actions)
Starting PR: 1D3 − 1D3 (optional)

D66 Roll	TR	ST	AG	CN	W
11	8	−2	4	4	11
12	7	1	3	3	12
13	9	0	1	3	9
14	8	0	1	4	11
15	8	1	0	4	10
16	7	−1	4	3	12
21	9	0	2	3	9
22	9	2	−1	3	12
23	10	1	−1	3	9
24	8	3	0	4	11
25	9	2	0	4	10
26	11	0	0	3	12
31	8	1	2	3	10
32	9	3	−1	4	14
33	11	−2	1	3	12
34	7	0	3	3	11
35	11	1	0	4	10
36	8	4	−1	2	9
41	10	3	−1	4	10
42	12	−2	1	1	14
43	10	3	−2	4	12
44	7	2	1	3	11
45	10	−1	1	4	10
46	13	1	0	2	9
51	10	2	−2	5	10
52	13	0	0	3	10
53	12	1	0	3	9
54	9	3	−1	4	9
55	11	0	1	3	12
56	10	0	3	2	15
61	12	−1	1	2	14
62	12	1	0	3	9
63	8	5	−2	5	10
64	10	−1	2	4	14
65	12	2	−3	3	13
66	7	5	1	4	13

OPTIONAL WEAPONS [see 21]

Untrained: −2 Weapon DRM

Weapon	Spd	Rch	Thr	CRT	Notes
Axe	+1	1-hex	2	3	+2 Wounds
Bow	--	Unlim	5	5	2H, Brk (7), Special
Dagger	−1	1-hex	2	2	½ CF
Flail	+1	1-hex	−1	1	+2 to 'S' & 'P'
Javelin	−1	2-hex	3	7	½ CF, Brk (9), Multi (6)
Maul	+2	2-hex	−1	1	2H, +3 ST, 2D6 Stun
Pike	+1	3-hex	0	5	2H, +6 Shield dam
Scimitar	+1	2-hex	0	3	½ CF at 2-hex range
Scissor	--	1-hex	--	--	+4 Drop DRM
Spear	--	2-hex	3	4	2H
Sword	--	1-hex	1	3	--
Trident	--	2-hex	2	5	2H, Brk (11)

TALENTS TABLE [see 31]

Starting Talents: 1 roll per 3 TR (round down)

D66	Code	Talents	Notes
11-26	--	None	--
31-36	WP	Weapon	+1 CF & DRM per *SL*
41-42	TH	Throwing	+1 *Thr* value per *SL*
43-44	GP	Grappling	+1 CF per *SL* (see rules)
45-46	HG	Hold Ground	+1 Collision DRM per *SL*
51-53	RE	*Retiarius* *	Fight as a *Retiarius*
54-56	DI	*Dimachaerus* *	Fight as a *Dimachaeri*
61-62	FA	Fast Attack *	−1 Spd for 1st attack
63	BR	Bravado *	+2 PR & +1 PR change
64	TG	Toughness *	Ignore CF loss (see rules)
65	SP	Sprinting *	3 Moves (see rules)
66	FB	Fatal Blow *	− *Def* CF (see rules)
71+	--	Pick any *talent*	--

INJURIES [see 32]

2D6 – number of wounds (per *body area*) < 0

Head (*body area* 1) = − CN; *Chest & Groin* (*body areas* 2 & 3) = − W

Arms (*body area* 4) = − ST; *Legs* (*body area* 5) = − AG

EXPERIENCE CHART [see 33]

Base XP: (Total *Atk* CF − Total *Def* CF) / 3

Throwing Bonus: +3 per *thrown* strike against *Opponent*

Missus Bonus: +5 if *granted*; +15 if *Opponent* granted

Kill Bonus: 10 + [(5 − Turn #) x5 if *Slow*, x3 if *Quick*] or
10 + *Beast* W rating

XP	Improvement
20 x SL	+1 *Talent* skill level (*SL*)
20	+1 *Talent* roll (+1 to *RED* die per +10 XP)
35	+1 TR, ST, or AG
50	+1 CN or W

SOCIAL ORIGIN TABLE [see 36]

2D6 Roll	Social Origin	TR	ST	AG	CN	W	PR
2-5	Criminal	--	+1	--	−1	--	−2
6-7	Slave	+1	+2	−1	--	−1	−1
8	Soldier	+2	+1	--	−1	−1	--
9	Foreigner	--	--	--	--	--	+1
10-11	Freeman	--	--	--	+1	+2	--
12	Senator	−1	--	--	+2	+1	+2

ARMOR COVERAGE [see 37]

Armor Type	Armor Coverage					Denarii per Gladiator	
	2	3	4	5	Full		
A	1	2	2	3	4	Light	4
B	1	2	2	2	3	Medium	8
C	1	1	1	2	2	Heavy	11

RANDOM MATCH TABLE [see 38.2]

Death Match: 1D6 > *Death #*

D66	Match Type	Death	Notes
11-32	Matched Pair	5	1v1 match
33-34	Two on One	5	vs 2 Opponents at once
35-36	Consecutive	2	vs 1D3+1 Opponents
41-42	Champion	4	vs *Champion* (+100 XP)
43-44	Two Pairs	5	2v2 Team combat
45-46	Three Pairs	5	3v3 Team combat
51-53	Battle	3	*special* Team combat
54-61	*Venatores (Light)*	--	vs 1D3 *random* Beasts
62-65	*Bestiarii (Heavy)*	--	vs 1D3 *random* Beasts
66	Unique Match	4	Special (see rules)

PAIRING TABLE [see 38.4]

XP: (1D6−4 + Opponent's record) x 25 (+300 if *Champion*)

Any: Roll 1D6, '1-4' = class VI (Mounted)

Player Class	Challenger Class (D66)					
	I	II	III	IV	V	Any *
I	11-14	15-23	24-25	26-31	--	32-33
II	34-35	--	36-41	42	--	43-44
III	45	46	51	52	--	53
IV	54	55	56-61	--	62-63	64
V	--	--	--	65	--	66

ARENAS [see 27]

Arena Size: 2D3−1 ('1' = Colosseum in Rome, '5' = Fighting Pit)

Obstacles: 1D6 – Arena Size (drop from 1' above mapboard)

Type	Obstacle Effect
Wall	Block movement & combat
Pillar	Block movement & combat
Tree	Block combat ('F' result = weapon drop)
Mud	Roll for *Stumble* with −1 DRM
Rocks	Block movement & combat *Climb* with F action (treat *Opponents* as *Kneeling*) 'H' result = *Fall Prone* check (−'H#' DRM)

RANDOM EVENTS TABLE [see 39.6.2]

D66	Random Event
11-13	*Plague*: Roll 1D6 + CN for each gladiator; if the result is < '6', he dies from plague
14-16	*Imperial Edict*: No matches allowed this month
21-23	*Trainer*: A random *ludi* may −5 to all XP costs
24-26	*Champion*: Each *ludi* may make a bid for a professional gladiator (2D6 + 6 CV); the winner buys the gladiator for one month
31-33	*Barley Harvest*: 20 XP per +1 TR (instead of 25 XP)
34-36	*Feast*: Roll 1D6 − CN for each gladiator; the result is the amount of CF lost due to overindulgence
41-43	*Taxes*: Each *ludi* must pay 5 denarii for each gladiator in their stable
44-46	*Low Stock*: x2 Stock cost due to low supply
51-52	No *event* this month
53-54	*Poor Stock*: −1 Stock Quality DRM
55-56	*Good Stock*: +1 Stock Quality DRM
62-63	*Windfall*: A random *ludi* gains 1D6 *denarii*
64-65	*Investor*: Each *ludi* is offered a 25 denarii loan; if accepted, pay 15 denarii per month for 2 months
66	*Revolt*: Roll 2D6 for each gladiator (−1 DRM per +10 denarii spent); if the result if > '7', the gladiator joins the revolt and leaves the *ludi*

STOCK AUCTION TABLE [see 39.6.3]

2D6 + DRMs

Selling: CV + 1D6 − 1D6 in *denarii*

Buying: CV in *denarii* (maximum CV = 10)

2D6	Stock Quality
3-	Pathetic: CV = 1 (regardless of cost)
4-5	Poor: −1D3 CV
6-8	Average: exactly as purchased
9-10	Good: +1 CV
11-12	Excellent: +1D3 CV
13+	Superb: +1D6 CV

– MATCH PLAY –

TURN SEQUENCE: Each gladiator plots their movement each phase, noting their movement is limited to a set number of phases each turn depending on their type. Each of the eight movement phases are written and resolved separately.

PHASE PLOT: Each gladiator notes their movement orders for this phase. A gladiator cannot plot movement if he has used all of his movement capabilities for that turn [*Exception: see 17.4*].

A *Retiarius* must plot any net attacks he will attempt this phase [*see Advanced Game 20*].

MOVEMENT: Each player reveals his movement orders for this phase, and moves his gladiator.

Check for *Fall Prone* and *Stumble* results [*see 15.1*].

Gladiators that end their movement in the same hex, suffer a *collision*. Gladiators that cross paths, roll for *collision* [*see 8.1*].

RECOVERY FROM STUN: Gladiators suffering from Stun may attempt to recover from that Stun [*see 11.5*].

ACTION RESOLUTION: Gladiators resolve any attempts to *Throw*, *Recover*, or *Kick* an item [*see 13.3, 13.4 & 13.5*].

NET ATTACKS: A *Retiarius* resolves any net attacks he plotted this phase [*see Advanced Game 20*].

Ensnared or *grappled* gladiators may attempt escape [*see Advanced Game 20, 21 & 22*].

COMBAT RESOLUTION: Gladiators in position to attack an enemy resolves combat using the following procedure:

Determine the total CF available to each gladiator for combat during that phase [*see 9.3*].

Allocate CF for attack and defense, secretly marking the number of CF used to attack or defend each body area on the Attack & Defense Allocations display [*see 9.3.1 & 9.3.2*]. Gladiators may allocate CF for Special Attacks or Defenses [*see Advanced Game 23*].

Determine the Attack Sequence, and resolve each attack in order. There are five attack rounds, each of which is resolved according to the rules of combat [*see 9.4*].

COMBAT EFFECTS: Make any adjustments on the gladiator Log Sheet required by the results of combat.

END TURN: At the end of each turn (eight movement phases), each gladiator must check for CF endurance loss due to overexertion [*see 17*].

Starting at the end of turn 3, check if the match is stopped as a draw (*stans missus*) by rolling 1D6 + the current turn number. If the result is > '8' the match is stopped and play proceeds to the Moment of Truth [*see 18*].

– CAMPAIGN PLAY –

CAMPAIGN TURNS: Each Campaign Turn represents one month of real time, and is divided into eight steps.

ASSIGN EDITOR: Each *lanista* rolls 2D6, the highest result is the *Editor* for this month.

A *lanista* may not be the *Editor* for two consecutive months. If this occurs, select the next highest result.

RANDOM EVENTS: The *Editor* rolls D66 on the Random Events Table, and applies the result.

AUCTION: Each *ludi* may buy or sell gladiators or new stock (untrained gladiators) among each other, or at auction (refer to Stock Auction Table).

After all buying is complete, roll for Stock Quality for each new stock purchase, and generate new gladiator (XP bonus equal to his CV x 25 XP) [*see 33.3*].

CONDUCT MUNIS: The *Editor* rolls 2D3–1 to determine the *quality* of the games offered this month.

Each *ludi* may participate in a number of matches equal to the *munis quality*.

–1D3 *denarii* per gladiator sent (n/a if *Editor*).

+10 *denarii* if *munis* is held in the Colosseum in Rome.

Establish betting odds by comparing gladiator CV values (round up).

Arrange and conduct the gladiator matches.

EXPERIENCE: Each gladiator that participated in a match gains experience [*see 33*].

+1 PR if gladiator won in the Colosseum in Rome.

A gladiator who becomes the Emperor's Champion (10 wins) must be released from their *ludi*.

+1 *ludi* REP per victory or *stans missus* [*see 5.4.1*].

SETTLE WAGERS: Each *lanista* that placed a winning wager gains *denarii* from the losers based on the agreed upon betting odds.

EARNINGS: Each *ludi* earns *denarii* equal to each participating gladiator's CV and PR, plus the *munis quality*.

+2D6 *denarii* if gladiator won.

+20 *denarii* if gladiator became the Emperor's Champion.

TRAIN: +1D6 XP per gladiator that did not participate.

UPKEEP: At the end of the month, each *ludi* must pay their monthly upkeep expenses.

– ½ (CV + PR) in *denarii*, per gladiator in the *ludi*

–1 per *ludi* REP in *denarii*

ELIMINATION: A *lanista* must pay all debts. They are eliminated if they do not have enough money to back their wagers, or if they no longer own a surviving gladiator.

VICTORY: The winner is the *lanista* with the most *denarii* at the end of a set number of matches, or the last *lanista* left in the game with stable of at least five gladiators.

GLADIATOR LOG SHEET

1. Name/ID: _____

2. CV [ ]

4. Talents: _____

5. Luck: _____ **6. Prestige:** _____ **7. XP** [ ]

3. Physical Characteristics

TR	ST	AG	CN	W	CF	NF

V: _____ S: _____ M: _____

8. Body Area Wounds

Head *Area 1*	K -1	1	2	3	4	5	6 -1	7	8	9	10	11	12	13	14	15	16	17	18
Chest *Area 2*	K -1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17 -1	18
Groin *Area 3*	K -1	1	2	3	4	5	6	7	8	9	10	11 -1	12	13	14 -1	15	16	17	18
Arms *Area 4*	K -1	1	2	3	4 -1	5	6	7	8	9	10 -1	11	12	13 -1	14	15	16	17	18
Legs *Area 5*	K -1	1	2	3	4	5	6	7	8	9	10 -1	11	12	13	14	15	16	17 -1	18

9. Move [ ]

10. Type (FS): _____ Spd ___ Thr ___ CRT ___

11. Armor

1	2	3	4	5

12. Weapon: _____

13. Shield Damage

| Small | H | P* | P | | | | | | | | | | | | |
| Large | H | P* | P | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

P*: 4 5 6 7 8 9 10 11 12
P: 1 2 3 4 5 6 7 8 9 10 11 12

14. Combat Factors

PB						

15. Stun Factors

16. CF Loss [ ]

17. Attack & Defense Allocations

A/D	1 2 3 4 5	A/D	1 2 3 4 5	A/D	1 2 3 4 5
A/D	1 2 3 4 5	A/D	1 2 3 4 5	A/D	1 2 3 4 5
A/D	1 2 3 4 5	A/D	1 2 3 4 5	A/D	1 2 3 4 5
A/D		A/D		A/D	

18. Turn & Phase Plot Record

	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7	Phase 8	End
1									
2									
3									
4									
5									
6									
7									

BEAST LOG SHEET

1. Type/ID: _____

2. Beast Characteristics

ST	CN	W	CF	HI	CU

3. Body Area Wounds

Head	Area 1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		K	-1				-1				-1				-1				-1
Chest	Area 2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		K	-1				-1				-1				-1				-1
Groin	Area 3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		K	-1				-1				-1				-1				-1
Fore	Area 4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		K	-1				-1				-1				-1				-1
Hind	Area 5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		K	-1				-1				-1				-1				-1

4. Attack CF

1
2
3
4
5

5. End Loss +6

6. Combat Factors

7. Stun Factors

1A   **I**

Parmularius

1B   **I**

Parmularius

1C   **I**

Parmularius

2A   **I**

Dimachaerus

2B   **I**

Dimachaerus

2C   **I**

Dimachaerus

3A   **II**

Thraex

3B   **II**

Thraex

3C   **II**

Thraex

4A   **I**

Velite

4B   **I**

Velite

4C   **I**

Velite
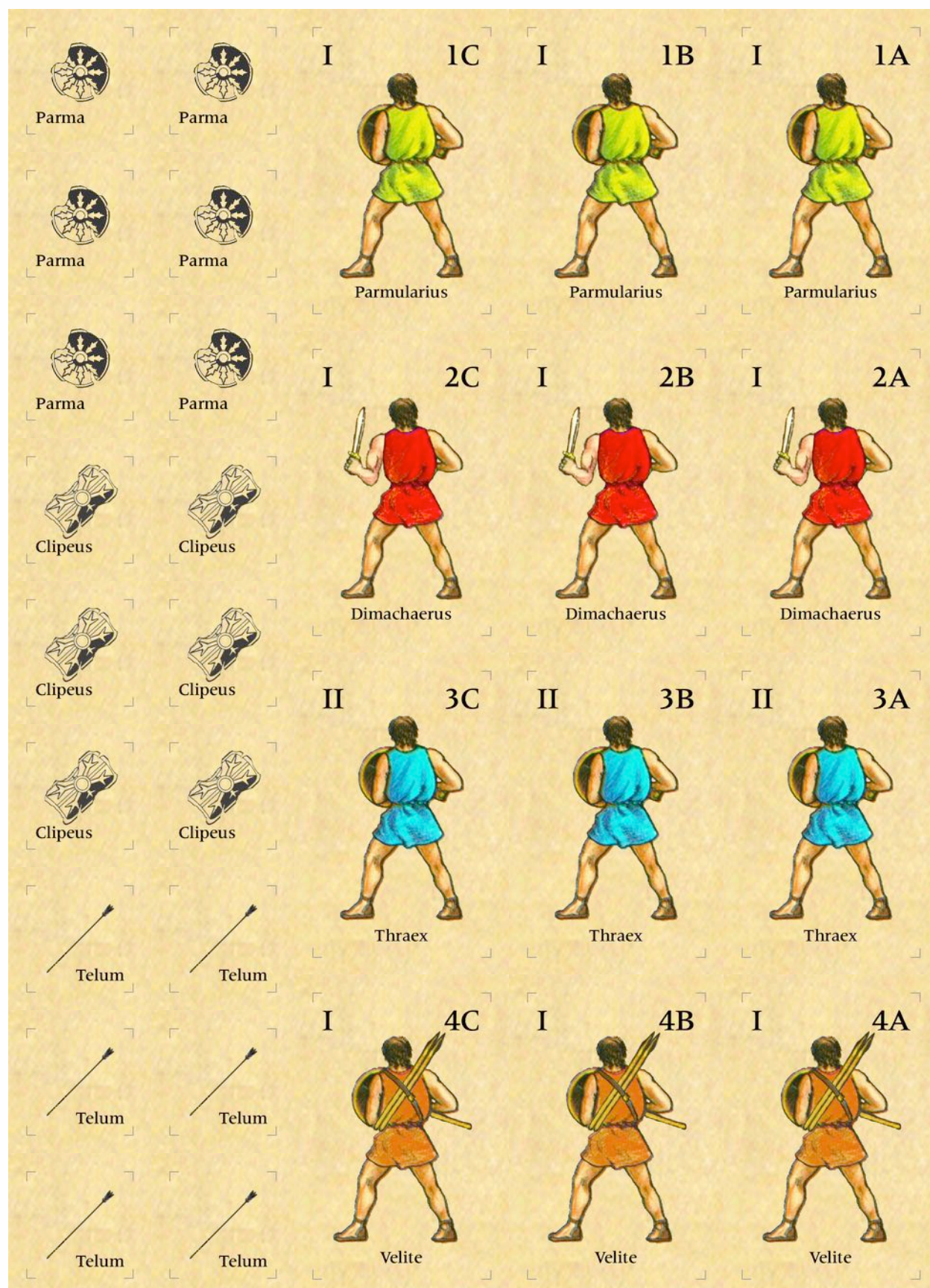
Parma   Parma

Parma   Parma

Parma   Parma

Clipeus   Clipeus

Clipeus   Clipeus

Clipeus   Clipeus

Gladus   Gladus

Gladus   Gladus

Gladus   Gladus

Parma   Parma

Parma   Parma

Parma   Parma

Clipeus   Clipeus

Clipeus   Clipeus

Clipeus   Clipeus

Telum   Telum

Telum   Telum

Telum   Telum

I	1C	I	1B	I	1A
Parmularius		Parmularius		Parmularius	

I	2C	I	2B	I	2A
Dimachaerus		Dimachaerus		Dimachaerus	

II	3C	II	3B	II	3A
Thraex		Thraex		Thraex	

I	4C	I	4B	I	4A
Velite		Velite		Velite	
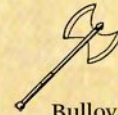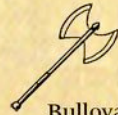
5A II	5B II	5C II	Gladus	Gladus
Myrmillo	Myrmillo	Myrmillo	Bullova	Gladus
6A II	6B II	6C II	Bullova	Bullova
Hoplomachus	Hoplomachus	Hoplomachus	Pugio	Pugio
7A IV	7B IV	7C IV	Pugio	Fucina
Retiarius	Retiarius	Retiarius	Fucina	Fucina
			Laqueum	Laqueum
8A V	8B V	8C V	Laqueum	Sica
Secutor	Secutor	Secutor	Sica	Sica
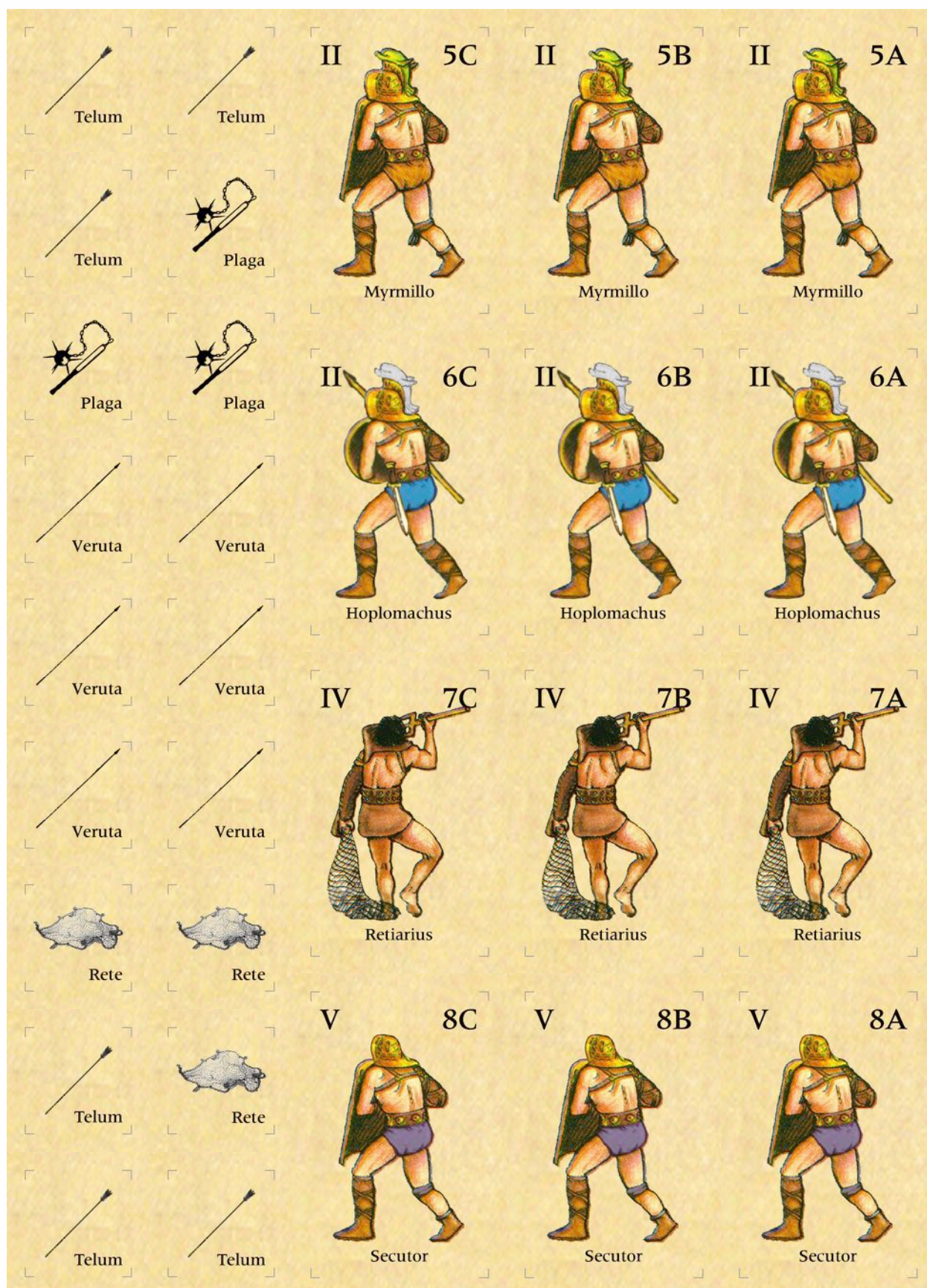
Telum

Telum

Telum

Plaga

Plaga

Plaga

Veruta

Veruta

Veruta

Veruta

Veruta

Veruta

Rete

Rete

Telum

Rete

Telum

Telum

II 5C

Myrmillo

II 5B

Myrmillo

II 5A

Myrmillo

II 6C

Hoplomachus

II 6B

Hoplomachus

II 6A

Hoplomachus

IV 7C

Retiarius

IV 7B

Retiarius

IV 7A

Retiarius

V 8C

Secutor

V 8B

Secutor

V 8A

Secutor

9A	II	9B	II	9C	II	Stipes	Stipes
Gallus		Gallus		Gallus			

10A	III	10B	III	10C	III	Stipes	Fucina
Cataphractarius		Cataphractarius		Cataphractarius			

11A	III	11B	III	11C	III	Fucina	Fucina
Crupellarius		Crupellarius		Crupellarius			

12A	II	12B	II	12C	II	Pilum	Pilum
Scissores		Scissores		Scissores			

Pilum

Hasta

Hasta

Hasta

Hasta

Hasta

Hasta

Hasta

II   **9C**

Gallus

II   **9B**

Gallus

II   **9A**

Gallus

III   **10C**

Cataphractarius

III   **10B**

Cataphractarius

III   **10A**

Cataphractarius

III   **11C**

Crupellarius

III   **11B**

Crupellarius

III   **11A**

Crupellarius

II   **12C**

Scissores

II   **12B**

Scissores

II   **12A**

Scissores
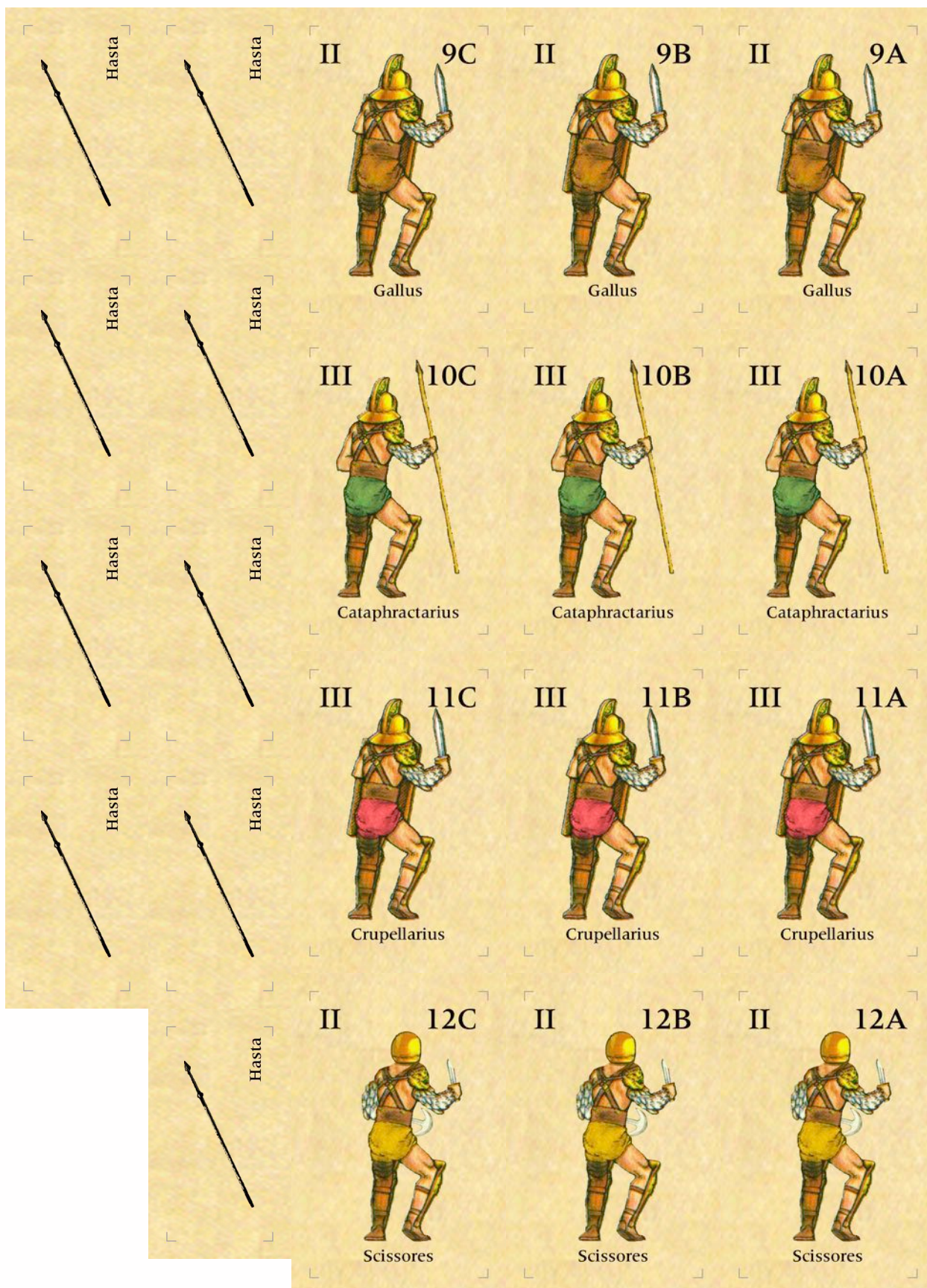
7D   **IV** — Laquerarius

7E   **IV** — Laquerarius

7F   **IV** — Laquerarius

L1 — Lion   **+2**

L2 — Lion   **+2**

L3 — Lion   **+2**

P1 — Leopard   **+1**

T1 — Tiger   **+3**

T2 — Tiger   **+3**

R1   **-2** — Boar

R2   **-2** — Boar

R3   **-2** — Boar

G1   **-3** — Gazelle

G2   **-3** — Gazelle

B1   **+3** — Bear

H1   **-1** — Rhino

-3 G1

Gazelle

-3 G2

Gazelle

+3 B1

Bear

-1 H1

Rhino

IV 7D

Laquerarius

IV 7E

Laquerarius

IV 7F

Laquerarius

L3

Lion

+2

L2

Lion

+2

L1

Lion

+2

T2

Tiger

+3

T1

Tiger

+3

P1

Leopard

+1

-2 R3

Boar

-2 R2

Boar

-2 R1
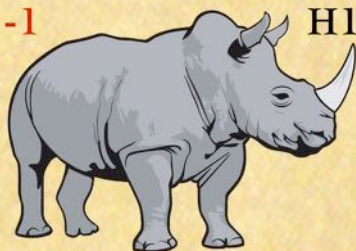
Boar

13A VI

Eques

14A VI
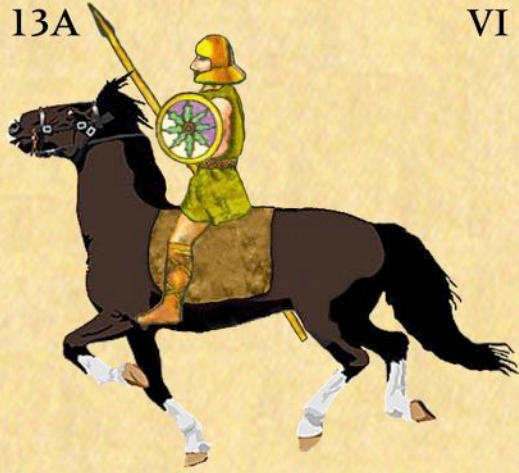
Sagittarius

13B VI

Eques

14B VI
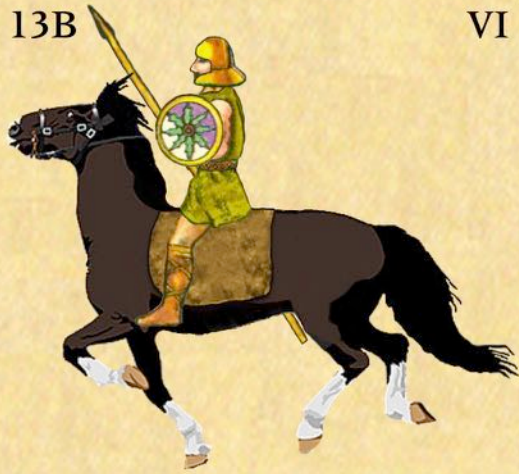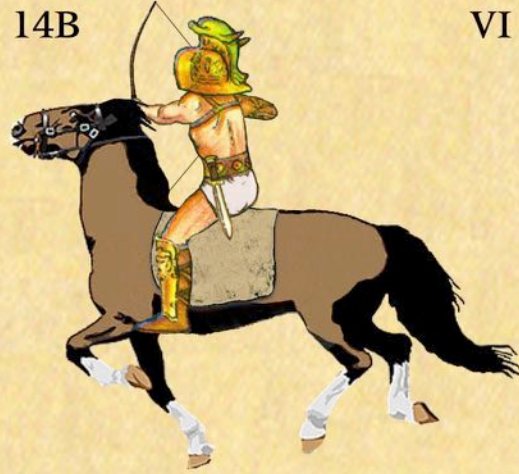
Sagittarius

13C VI

Eques
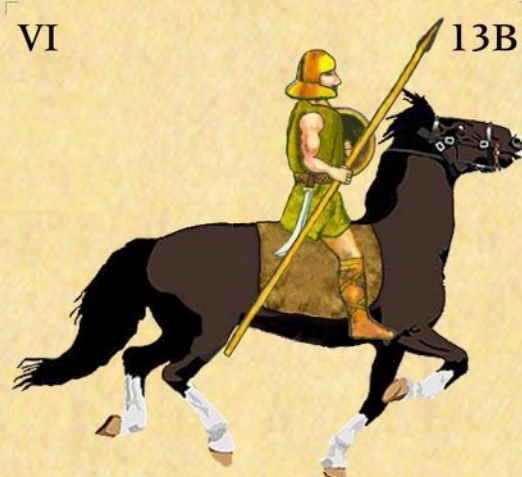
14C VI
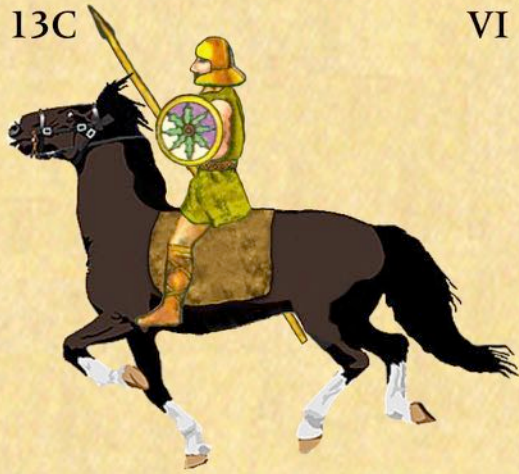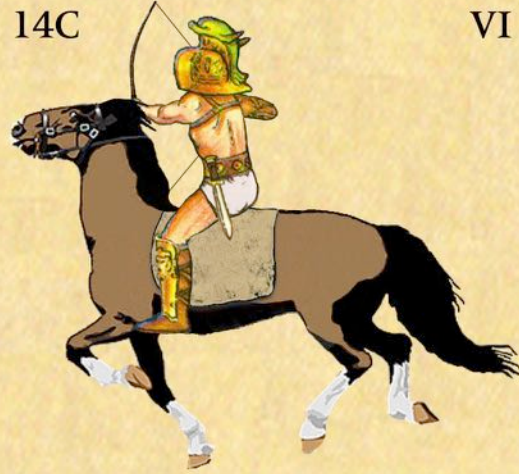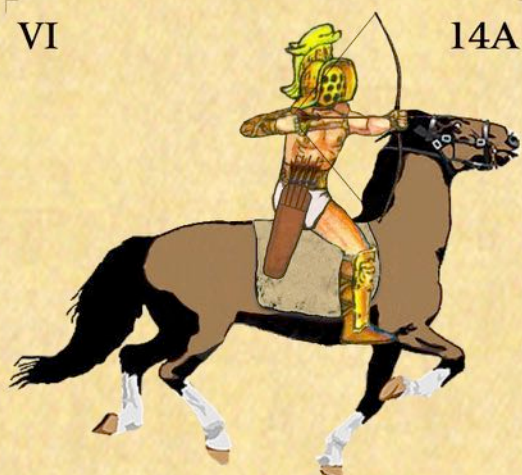
Sagittarius

VI   14A

Sagittarius
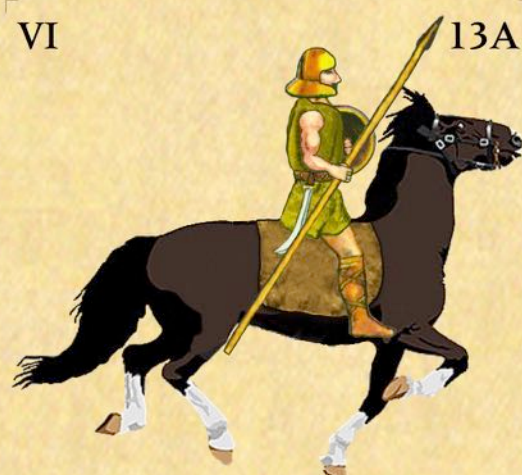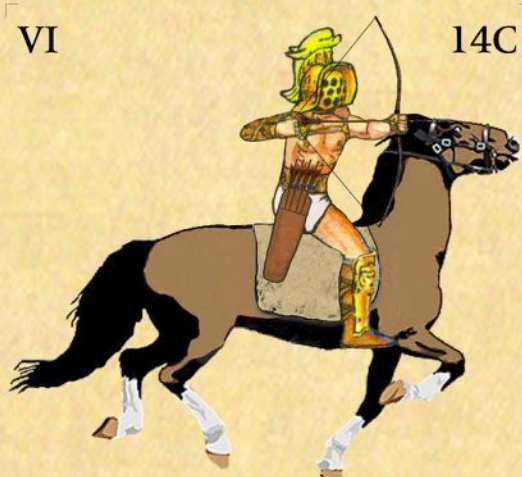
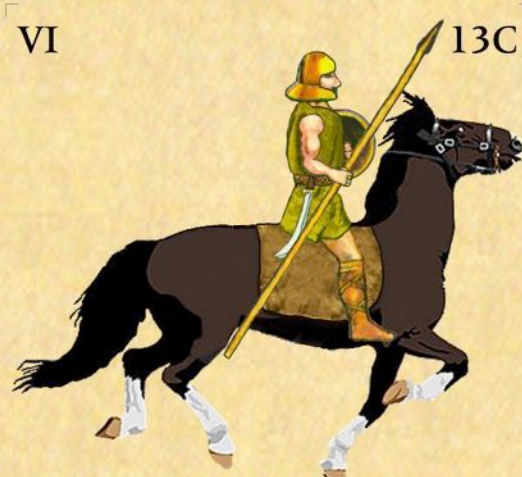VI   13A

Eques
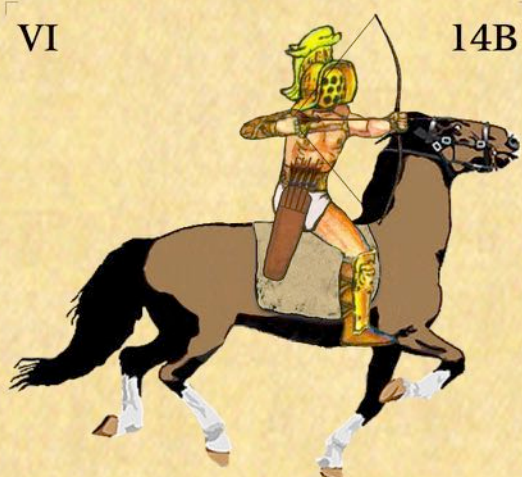
VI   14B

Sagittarius

VI   13B

Eques

VI   14C

Sagittarius

VI   13C

Eques

Z1   -2   W1   +1   W2   +1

Zebra   Wolf   Wolf

W3   +1   W4   +1

Wolf   Wolf

Z2   -2   W5   +1   W6   +1

Zebra   Wolf   Wolf

Z3   -2   -2

E1   Elephant

Zebra

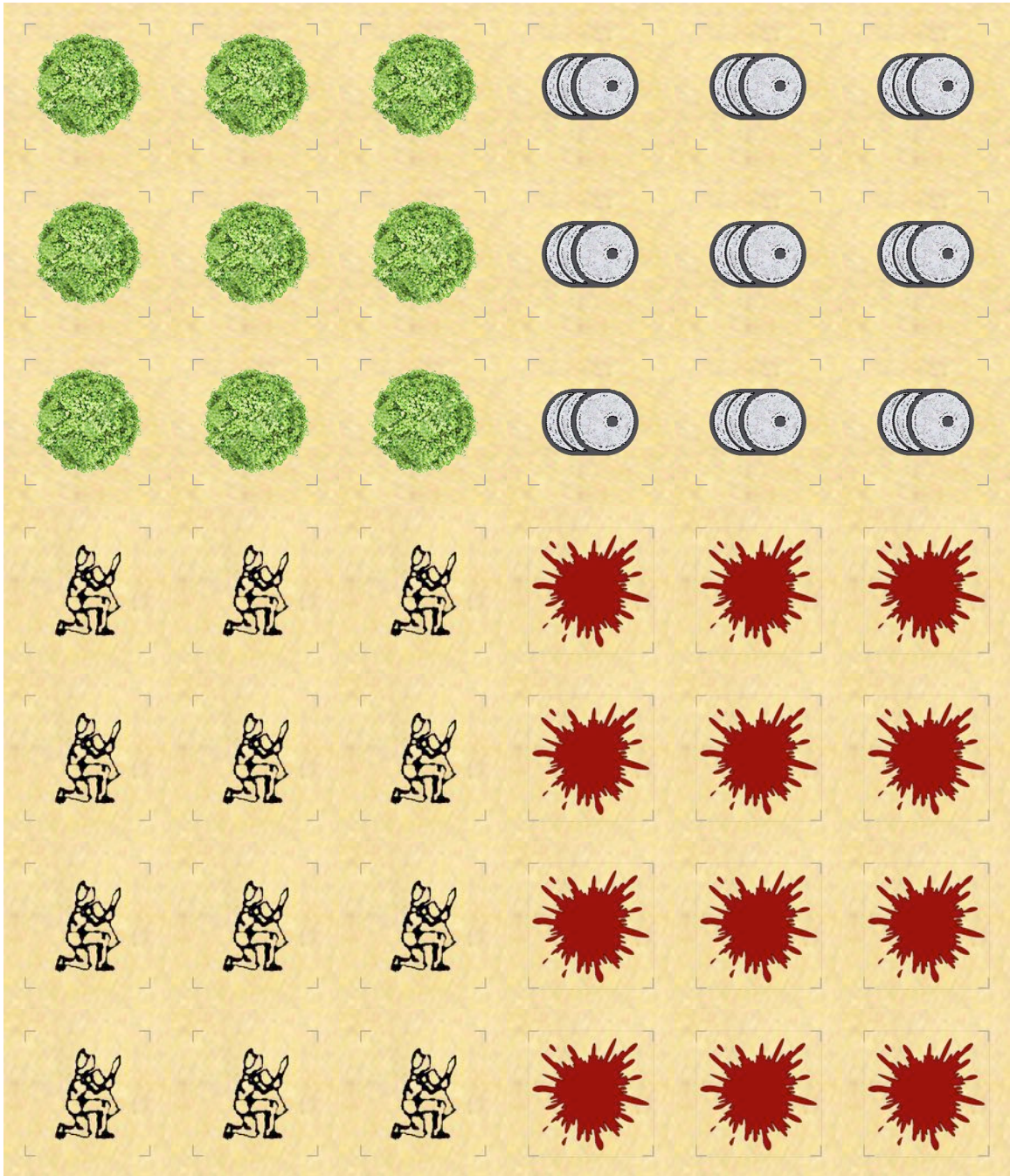+1 W2 Wolf

+1 W1 Wolf

-2 Z1 Zebra

+1 W4 Wolf

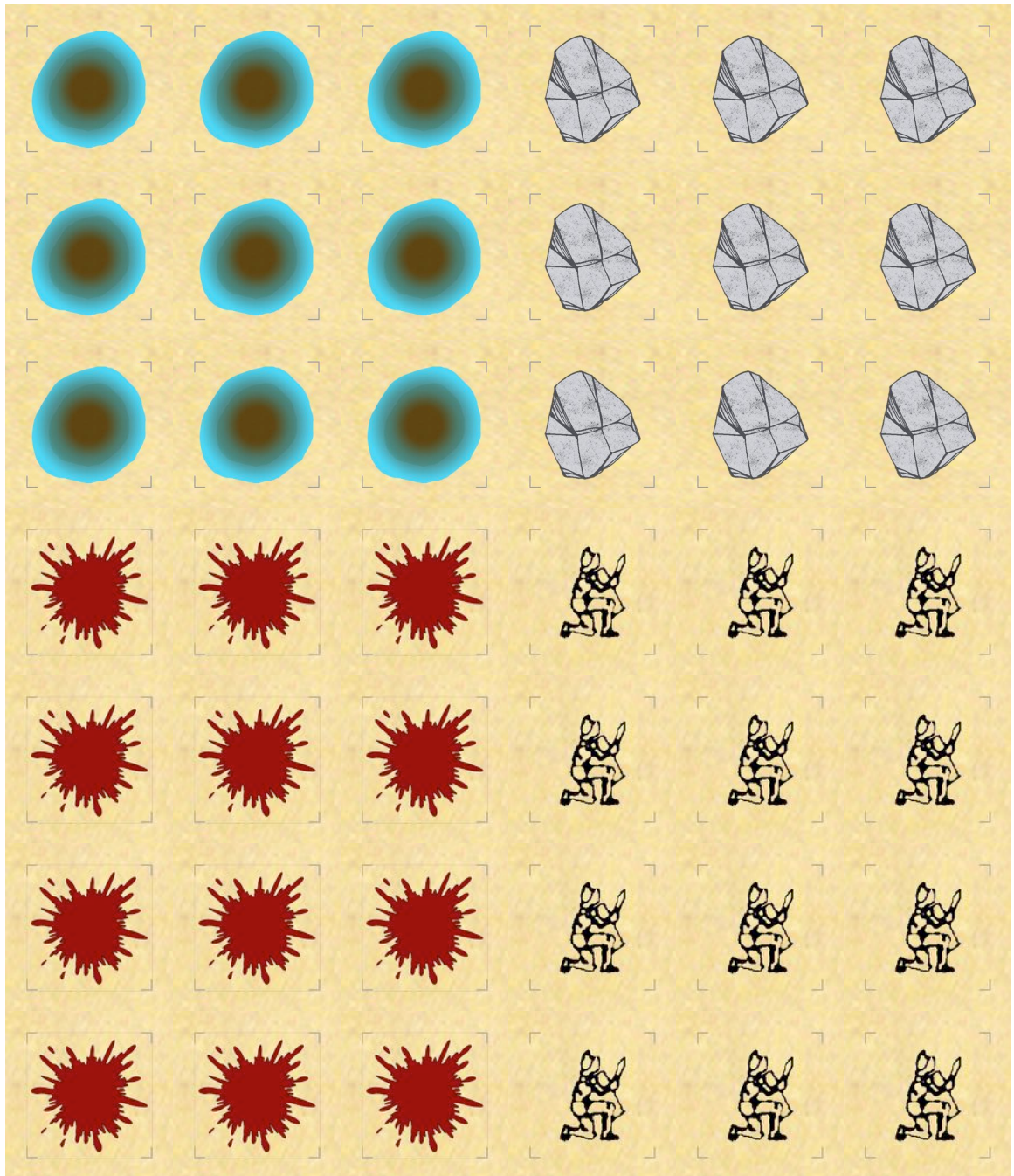+1 W3 Wolf

+1 W6 Wolf

+1 W5 Wolf

-2 Z2 Zebra

-2 Elephant E1

-2 Z3 Zebra

GLADIATOR