

GLADIATOR

Gladiatorial Combat in Ancient Rome

Colosseum Edition (ver XXX)

For Holly, Ryan & Tristen
Mei gaudium, mei amor, mei vita!



TABLE OF CONTENTS

TABLE OF CONTENTS

1. INTRODUCTION -	II
BASIC GAME	
2. GAME COMPONENTS -	III
3. GLADIATOR LOG SHEET -	III
4. MATCH PREPARATION -	IV
5. SUMMARY OF PLAY -	V
6. FACING -	V
7. MOVEMENT -	V
8. COLLISIONS -	VI
9. COMBAT -	VII
10. WOUNDS -	VIII
11. STUN -	IX
12. SHIELD DAMAGE -	X
13. WEAPON & SHIELD LOSS -	X
14. KNEELING -	XI
15. STUMBLE -	XI
16. PRONE -	XI
17. ENDURANCE -	XI
18. MOMENT OF TRUTH -	XI
ADVANCED GAME	
19. GLADIATOR FIGHTING STYLES -	XII
20. USE OF THE NET & TRIDENT -	XII
21. USE OF OPTIONAL WEAPONS -	XIV

22. SPECIAL ATTACKS & DEFENSES -	XV
23. UNARMED COMBAT -	XV
24. TWO-HANDED FIGHTING -	XVI
25. ARENA WALLS -	XVI
26. CLEAVING -	XVI
27. TEAM COMBAT -	XVI
28. GLADIATOR VS BEAST -	XVII
29. SOLITAIRE GLADIATOR -	XVIII

CAMPAIGN GAME

30. ARRANGING MATCHES -	XX
31. EXPERIENCE -	XX
32. INJURIES -	XXI
33. SOCIAL ORIGIN -	XXI
34. CUSTOMIZED ARMOR -	XXI
35. PRESTIGE -	XXI
36. TALENTS -	XXI
37. LANISTAS -	XXII

APPENDIX

GLADIATOR HISTORY -	XXIII
COMMON ROMAN NAMES -	XXIV
BIBLIOGRAPHY -	XXV
PRINTING NOTES -	XXV
GLADIATOR CREDITS -	XXV

1. INTRODUCTION -



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

The *Colosseum Edition* of *GLADIATOR* revises and expands many elements of the previous editions. Great efforts were made to streamline play and to include more historical aspects of Roman gladiatorial combat. *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. Careful planning, maneuvering, and luck are needed to defeat your opponent and survive for another day.

Many of the concepts in *GLADIATOR* require practice and 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. Many historical options are included such as different weapons, unique fighting styles, as well as 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. Now ready your weapons, and let the games begin!

"Ave, imperator, morituri te Salutant!"





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: A sheet of die-cut counters which punch out into two-sided gladiator figures and square markers representing discarded equipment and *Kneeling* gladiators.



2.3.1 Counters numbered 1 through 4 represent lightly armored gladiators, 5 through 8 are medium armored gladiators, and 9 through 12 are heavily armored gladiators.



2.3.2 The two large wall counters are used to mark the edge of the arena [see *Advanced Game 25*].

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

2.5 DICE: Five six-sided dice (1 black, 1 red & 3 white) 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 SHEET: A pad of log sheets are used to record a gladiator's characteristics, abilities, status, and actions.

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 ID NUMBER: Note the gladiator counter ID here [see 2.3.1].

3.3 NAME: Create a fictitious name or your own [see *Appendix*]. It plays no role in the game but does add color, as your gladiator can become the scourge of the arena!

3.4 CLASS: Class of gladiator: *light*, *medium*, or *heavy*. Class determines the gladiator's movement (in phases per turn) and type of armor worn [see 3.5 & 3.10]

GLADIATOR LOG SHEET																																																			
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3. Type (FS):										4. Move:		5. Prestige:																																							
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3.5 MOVE: The movement rate of each gladiator in phases per turn. Movement rates are based on the type of gladiator, *light* gladiators move six phases per turn, *medium* gladiators move five phases per turn, and *heavy* gladiators move four phases per turn [see 7.1].

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

3.7 TALENTS: A record of any specialized training a gladiator has received [see *Campaign Game 36*].

3.8 EXPERIENCE: A measure of skill and knowledge learned through a gladiator's time in the arena. Experience may be used to improve a gladiator's abilities or learn new talents [see *Campaign Game 31*].

3.9 BODY AREAS: A silhouette of a typical gladiator, with the five target body areas highlighted for reference.

3.10 ARMOR: Roll 1D6 and refer to the Armor table to determine the armor worn, based on gladiator class [see 3.4].

3.10.1 For each body area, some armor (A, B or C), or '- ' no armor is present. If the armor type is followed by a number, the coverage of the area is partial [see 10.2.2]. If no number is given, the coverage is complete (100%).

3.10.2 When rolling for armor, the opponent of a *Retiarius* is always equipped with a small shield [see *Advanced Game 19*].



GLADIATOR



LIGHT GLADIATOR ARMOR TABLE

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

MEDIUM GLADIATOR ARMOR TABLE

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

HEAVY GLADIATOR ARMOR TABLE

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
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

3.11 PHYSICAL CHARACTERISTICS: Each gladiator has seven basic characteristics:

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

3.11.1 When creating a gladiator, roll 3D6 five times on the Physical Characteristics table, once for each of the five basic physical characteristics (TR, ST, AG, CN and W).

PHYSICAL CHARACTERISTICS TABLE

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

3.11.2 A gladiator's *Combat Factor* (CF) is determined by adding his TR, ST and AG ratings. His *Net Defense Factor* (NF) is determined by adding his TR and AG ratings.

3.11.3 Whenever a gladiator suffers a loss to his AG rating he must change his NF accordingly, but losses to ST or AG ratings do not change his CF [see 10.5.2].

3.12 BODY AREA WOUNDS RECORD: 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.

3.12.1 Darken in all excess (higher numbered) boxes in the top half of each area before the start of the match. The bottom half of each area is split into larger boxes containing negative modifiers, which are applied to the gladiator's CF as wounds occur [see 9.3.1].

3.13 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 next box beneath the last entry.

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

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

3.15 NET FREE: Used when fighting against a *Retiarius*. If ensnared by a net, any CF's allocated to escape are recorded here. At the conclusion of the phase it is checked off [see Advanced Game 20].

3.16 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 19].

3.17 SHIELD STATUS: 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 the appropriate boxes as it occurs [see 12.2].

3.18 WEAPON NOTES: A gladiator's weapon and its characteristics are recorded here [see Advanced Game 21].

3.19 ATTACK & DEFENSE ALLOCATIONS: When gladiators are close enough to strike, players allocate their available 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].

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

4. MATCH PREPARATION –

4.1 Before each game (match), layout the map board (arena), and set the reference sheets within easy reach.

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

4.3 Prepare a log sheet for each gladiator [see 3.1].

4.4 Roll 2D6 on the Arena Table to determine the type and size of the arena [see Advanced Game 25].

4.5 Place the gladiators in the center of the arena, four hexes apart and facing each other (five hexes total distance).

The match is now ready to begin.





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 their movement each phase, keeping in mind that their movement is limited to a set number of phases each turn depending on their type [see 3.4]. Each of the eight movement phases are written and resolved separately, using the following steps:

5.2.1 *PHASE PLOT*: Each gladiator notes their movement orders for this phase. Movement is limited to a set number of phases each turn based on gladiator class [see 3.5]. A gladiator cannot plot movement if he has used all of his movement capabilities for that turn [Exception: see 17.4].

5.2.1.1 A *Retiarius* must plot any net attacks attempted 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 *Stumble* and *Fall Prone* results [see 15.1].

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

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

5.2.4.1 Resolve any attempts to *recover* an item [see 13.4].

5.2.4.2 Resolve any attempts to *kick* an item [see 13.5].

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

5.2.5.1 Ensnared gladiators may attempt escape [see *Advanced Game 20*].

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].

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 Allocation Display [see 9.3.1 & 9.3.2]. Gladiators may allocate CFs for Special Attacks or Defenses [see *Advanced Game 22*].

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.

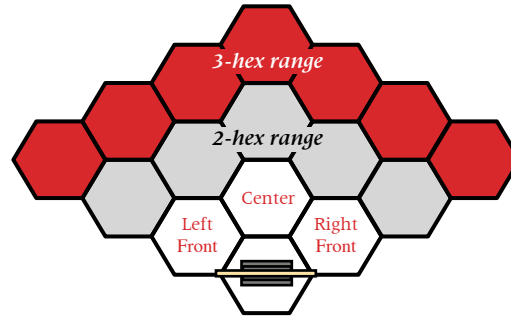
5.4 *END TURN*: At the end of each turn (eight movement phases), each gladiator must check for CF endurance loss due to overexertion [see 17].

5.4.1 Starting at the end of turn 3, check if the match is stopped as a draw (*stans missus*) by rolling 1D6 + the current turn number. If the result is greater than '8' 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 single hex-side, not a hex corner. If the facing of a gladiator counter is ambiguous, the opposing player determines the correct facing.

6.2 During combat, a gladiator's front is defined as the three hexes adjacent to his front (below in white). This frontage is increased for the 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 class [see 3.5].

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.

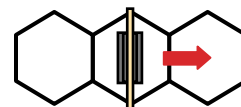
7.2.2 Record any facing changes in parenthesis (L or R) before or after any movement or special action. If he rotates first, base the action off the new facing.

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

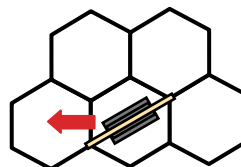
F FORWARD: The gladiator moves one hex forward, and may rotate one hex-side.



B BACKWARD: The gladiator moves one hex backward.



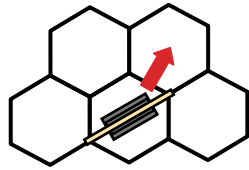
SFL SIDESTEP FORWARD LEFT: The gladiator moves forward one hex left, and may rotate one hex-side.



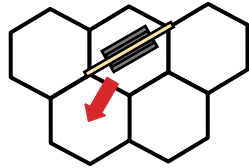
GLADIATOR



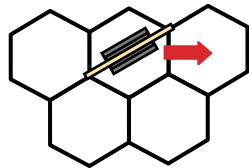
SFR SIDESTEP FORWARD RIGHT: The gladiator moves forward one hex right, and may rotate one hex-side.



SBL SIDESTEP BACKWARDS LEFT: The gladiator moves back one hex left.

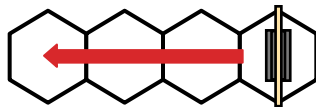


SBR SIDESTEP BACKWARDS RIGHT: The gladiator moves back one hex right.



7.4 SPECIAL ACTIONS: There are 6 gladiator special actions, used in place of the standard actions, as described below.

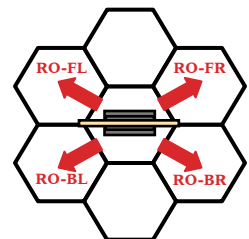
(C) CHARGE: The gladiator moves forward three hexes.



(KN) KNEELING: The gladiator replaces his counter with a Kneeling marker [see 14.1], and may rotate one hex-side. A *Prone* gladiator must perform a KN action to stand.

(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: A roll can only be used by a *Prone* gladiator [see 16.7]. Record the direction of the roll as RO-FL, RO-FR, or RO-BL, RO-BR. The gladiator remains *Prone* during and after this action.



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

(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, each player is allowed only 10 seconds to record their movement action each phase.

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

7.6 ILLEGAL MOVES: If a gladiator records an illegal movement action, his opponent may either accept that move or call for the phase to be re-plotted.

7.6.1 If an illegal movement action is not noticed by the beginning of the combat resolution phase, it is considered accepted and may not be re-plotted. The offending gladiator must roll on the Stun section of the Wound & Stun Severity Table with a +0 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 spacial relationship to each other. Immobile objects such as dropped weapons or shields are not moved (note their 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 25*].

8. COLLISIONS –

8.1 Gladiators cannot occupy the same hex. If two gladiators end their movement in the same hex, a collision occurs.

8.1.1 If two gladiators pass through the same hex during movement, each gladiator rolls 1D6; if the two rolls match, a collision occurs [see 8.3].

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

8.3 If a gladiator collides with a prone opponent who is not rolling [see 7.3], the opponent is at his mercy, ending the match. Play then proceeds to the Moment of Truth [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 <i>Heavy</i> Gladiator
+1	is a <i>Medium</i> Gladiator
+2	has a <i>Large</i> Shield
-2	has <i>no</i> Shield
+1	per hex moved <i>forward</i> this phase
-1	per hex moved <i>backward</i> this phase
+4	used a <i>Roll</i> action
-2	is <i>Kneeling</i> or <i>Stumbling</i>
-3	is <i>Ensnared</i> in a net
-3	attempted to <i>Recover</i> an item
-1	per <i>Stun</i> Factor in effect
+ST	Strength factor
+AG	Agility factor
+?	Positional Advantage modifier





8.4.1 The gladiator with the highest Impact Factor is considered the attacker, the other gladiator is considered the defender. The attacker remains in the contested hex, while the defender is placed in the hex opposite of the attacker's hex of entry. If the attacker did not move, the defender is moved back to the last hex occupied before the collision.

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 contested 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].

9. COMBAT –

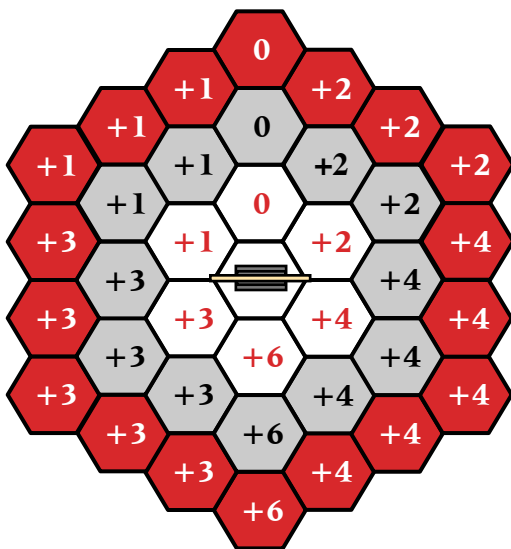
9.1 A gladiator may attack an opponent in his combat front [see 6.2]. Optional weapons allow for attack at longer ranges [see *Advanced Game 20* & 21].

9.1.1 If two gladiators are facing so that neither lies within the combat front of the other, neither may attack.

9.1.2 If a gladiator attacks an opponent, and is not within the combat front of that opponent, the defending gladiator must rotate 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. A gladiator who rotates to face an opponent gets no positional advantage bonus, regardless of his opponent's facing [see 9.2].

9.1.3 If each gladiator is in the other's combat front, no rotation occurs.

9.2 POSITIONAL ADVANTAGE BONUS: Any gladiator who did not rotate to receive an attack may be eligible for a CF bonus for positional advantage [see 9.1.2]. This is determined based on the hex occupied by the attacker in relation to the center front hex-side of the defender, per the diagram below.



Positional Advantage Diagram

NOTE: This diagram assumes both gladiators are right-handed. Players who wish to use left-handed gladiators simply switch the +1 and +2 values, and the +3 and +4 values.

9.2.1 The following positional advantage bonuses below are cumulative with the normal positional advantage bonuses.

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

9.2.1.2 Gain an additional +4 positional advantage bonus if the defender is *Prone* [see 16.5].

9.2.1.3 Gain an additional +4 positional advantage bonus if the defender is *Ensnared* in a net [see 20.5.4].

9.3 COMBAT FACTOR ALLOCATION: Each combat phase, gladiators allocate their CFs for attack, defense, net attacks and escape [see *Advanced Game 20*]. Record CF allocations on the Attack and Defense Allocations and Net Free displays of the Log Sheet [see 3.15 & 3.19].

9.3.1 The total CFs available to a gladiator is equal to his current CFs plus any positional advantage bonus, minus any Stun currently in effect [see 11.2].

9.3.2 Attack CFs may be allocated to any combination of body areas, provided that no more than 8 CF is allocated to any single body area. Secretly write the number of attack CFs in the proper Attack box.

9.3.2.1 Gladiators may also assign CFs for Special Attacks [see *Advanced Game 22*].

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

9.3.3 Defense CFs may be allocated to defend against attack or to repel a net attack [see 20.4]. Secretly write the number of defense CFs in the proper Defense box [see 3.19].

9.3.3.1 Gladiators may also assign CFs for Special Defenses [see *Advanced Game 22*].

9.4 ATTACK SEQUENCE: 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 CFs 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.

NOTE: A gladiator may never make more than 5 attacks per phase (one per body area).

Attack Occurs In	ATTACK SEQUENCE CHART				
	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 A gladiator making multiple attacks performs them in order [see 9.3.1]. It is possible a CF loss from an attack could cancel an unresolved attack [see 9.4.6].

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



GLADIATOR



9.4.5 If a gladiator is using an optional weapon with a Speed (Spd) modifier [see *Advanced Game 21*], calculate the attack sequence as normal but adjust the attack round by the weapon's Spd. No weapon may attack before attack round 1 or after attack round 5.

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

9.4.6 Damage takes effect immediately, and any CFs lost are deducted from the gladiator's next unresolved attack(s). If this reduces attack's CFs to '0', that attack is cancelled, but the Attack Sequence remains unchanged [see 9.4.2].

9.4.7 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 less than '0').

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

9.4.8 If a gladiator suffers a CF loss, but there are no further attacks this phase, there is no additional penalty.

9.5 ATTACK RESOLUTION: The attacking gladiator announces the target body area and attack CFs allocated (minimum of 1 CF). Compute the modified CFs by subtracting any defense CFs allocated to that body area.

9.5.1 Compare the attack's modified CF total to a 3D6 roll on the Combat Results Table (CRT).

9.5.2 If using the Advanced Game, apply any modifiers for Special Attacks or Defenses used [see *Advanced Game 22*].

9.5.3 If the modified CF total is less than '1', use the '1' column on the CRT with a -1 DRM per CF less than '1'.

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

COMBAT RESULTS TABLE [see 9.5]
Modified CF (Attack CF - Defense CF)

3D6 Roll	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-2
8	S	S	S*	P	P	P*	H-2	H-2
9	S	S*	P	P	P*	H-2	H-2	H-1
10	S*	P	P	P*	H-2	H-2	H-1	H-1
11	P	P	P*	H-2	H-2	H-1	H-1	H
12	P	P*	H-2	H-2	H-1	H-1	H	H
13	P*	H-2	H-2	H-1	H-1	H	H	H+1
14	H-2	H-2	H-1	H-1	H	H	H+1	H+1
15	H-2	H-1	H-1	H	H	H+1	H+1	H+2
16	H-1	H-1	H	H	H+1	H+1	H+2	H+2
17	H-1	H	H	H+1	H+1	H+2	H+2	H+3
18+	H	H	H+1	H+1	H+2	H+2	H+3	H+3

9.6 COMBAT RESULTS:

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

- = No effect.

S = Shield Hit; check for shield damage. 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 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 '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 'H' result.

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

EXAMPLE: A gladiator attacks with an 'F' result, rolling a '4' CF penalty. His opponent counters with a 2 CF head attack. Our gladiator has 3 CF in head defense, for a total head attack of 3 CFs (2 - 3 - [-4] = 3).

10. WOUNDS -

10.1 Anytime a body hit ('H') occurs, roll 5D6 for possible Wounds (all *WHITE*, *BLACK* and *RED* dice).

NOTE: The WHITE dice (3D6) are used to determine the number of wounds suffered, the BLACK die (1D6) is used for the Armor roll, and the RED & BLACK dice (2D6) are used for the Critical Hit roll [see 10.22 & 10.4].

10.1.1 Add any Body Hit DRM ('H' bonus) from the CRT to the total of the *WHITE* dice, and consult the Wound column of the Wound & Stun Severity Table for the number of wounds suffered [see 3.12].

WOUND & STUN SEVERITY TABLE

Roll	Wounds (3D6)	Stun (2D6)	Armor DRM
8-	--	1	
9-10	1	2	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	<i>BLACK</i> die
18	7	8 & Shield Drop	> Armor #
19+	Kill *	9 & Fall Prone	

NOTE: A 'Kill' result causes cleaving effects [see 26].

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

10.2.1 Body areas with complete armor protection (no number after the armor value) subtract 8 from their Wound roll for A-class armor; 6 for B-class armor; and 3 for C-class armor [see 3.10.1].

10.2.2 Body areas with partial armor protection have a number after the armor value [see 3.10.1]. In such a case, compare the Wound roll *BLACK* die (1D6) to the armor number. If the roll is equal to or less than the armor number, apply the appropriate Armor DRM. Otherwise, the attack strikes unprotected flesh (no Armor DRM).

10.3 WOUND EFFECTS: The amount of each wound result is checked off on the appropriate body area of the defending gladiator's Log Sheet. The wound boxes are checked off from right to left.





10.3.1 Whenever a wound box is checked in a new CF category on the Body Area Wounds Record, subtract one from the gladiator's CFs 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 16.1].

11.4 If a gladiator suffers Stun greater than his CF, he falls unconscious and is placed Prone in his current hex [see 16.1].

10.3.3 Due to wounds in multiple body areas, a gladiator may be reduced to less than 1 CF, and yet remain alive and conscious. A gladiator in this condition cannot attack without positional advantage bonuses that raise his CF to a positive number for that phase. CFs awarded for positional advantage must be used for attack [see 9.2].

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

EXAMPLE: A gladiator with 0 CFs 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 a serious, critical injury. Add the number of wounds suffered to the Wound roll RED & BLACK dice (2D6), and cross this result with the wounded body area on the Critical Hit Table.

CRITICAL HIT TABLE

Area	2D6 (RED & BLACK dice) + 1 per Wound									
Hit	7-	8	9	10	11	12	13	14	15+	
Head	--	1	V	S	H	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	SAM	

10.5 CRITICAL HIT RESULTS

- = No additional effect
- 1 = Deep Cut; increase total number of wounds this attack by one.
- V = Vision obstructed; reduce CF by one for duration of the match.
- S = Stunned; defender suffers Stun equal to 2D6 roll minus CN, minimum of 1 Stun [see 11.2].
- 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 3.5].
- 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].
- H = Helmet lost; no further armor protection for body area 1 (head). If the defender has no helmet, treat as 3xM. Helmets cannot be recovered during a match.
- 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 or a Severed Artery. Gladiator may continue match to best of his ability, but dies at the end of the match [see Campaign Game].
- K = Killed instantly.

10.5.1 Critical hit results are cumulative.

EXAMPLE: A gladiator with two 'STU' results would roll 2D6 each phase for Stumble, instead of 1D6.

10.5.2 A reduction of a gladiator's ST or AG from a critical hit does not reduce his CFs beyond those losses already sustained [see 3.11.3].

11. STUN -

11.1 A gladiator becomes stunned as a result of hard blow to the head or torso. Stun occurs as a result of a collision [see 8.4.3], a critical hit to the head [see 10.4], a Shield Bash [see Advanced Game 22], or an unarmed attack [see Advanced Game 23.4].

11.2 Each point of Stun temporarily reduces the gladiator's CF by a like amount. 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].

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

11.4 If a gladiator suffers Stun greater than his CF, he falls unconscious and is placed Prone in his current hex [see 16.1].

11.5 RECOVERY FROM STUN: After all movement, gladiators currently suffering from Stun not generated from a collision during that phase may attempt to remove that Stun.

11.5.1 Roll 1D6 and subtract the number of phases since the gladiator was last Stunned [see 11.2]; then subtract this result from the gladiator's CN rating. The result is the amount of Stun removed (ignore negative results).

11.5.2 The amount of Stun recovered can never exceed the amount of Stun in effect at the start of the movement phase. Record the new Stun total in the next box beneath the last Stun entry on the Log Sheet (with the same phase number).



GLADIATOR



12. SHIELD DAMAGE –



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, roll 2D6 for shield damage. Add the attacking gladiator's ST rating and the modified CFs (+1 for an 'S*' result).

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

12.2.1 If the result is greater than the shield's damage points (highest unchecked shield box), the shield is damaged. Check off a number of shield boxes equal to the shield damage roll, minus the shield's damage points [see 3.17].

12.3 When the last shield damage point is checked off, the shield is battered useless, and must be dropped or thrown away [see 13.1].

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

12.4 If the shield edge ('S*') was hit, roll 5D6 (all WHITE, BLACK and RED dice). Add the RED and BLACK die for shield damage, and add the WHITE dice for shield drop [see 13.1.2].

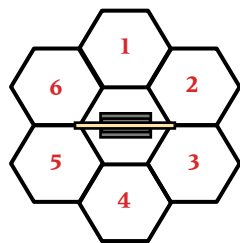
13. WEAPON & SHIELD LOSS –

13.1 WEAPON & SHIELD DROP: Whenever an 'S*', 'P' or 'P*' result occurs on the CRT (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 Roll 3D6; subtract the modified CFs, attacker's ST, and CFs lost from the defender's arms [see 10.3]. If the result is less than '1' the defender drops his weapon or shield.

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 a weapon or shield is dropped, it will fall within five hexes of the defending gladiator. The exact hex is determined below.



Dropped Object Diagram

13.2.1 First, roll 1D6 to determine the direction an item falls per the 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 a 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: Whenever a gladiator voluntarily discards (throws) his weapon or shield, he may pick a direction and target, but must subtract the weapon's Thr value from the throwing distance. Throwing requires no CFs and can occur at any time (unless ensnared in a net).

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

13.3.1 If the resulting throw distance is greater than the range to the target, the item hits the target.

13.3.1.1 Hits are rolled on the CRT using the weapon's CRT value as the attack CF. Roll 1D6 for the body area hit ('6' = attacker's choice), and proceed as normal [see 9.2].

13.3.2 Otherwise the item misses, landing at the unmodified distance indicated by the roll. If the item lands in an occupied hex, no hit occurs.

13.4 WEAPON & SHIELD RECOVERY: A dropped weapon or shield may be recovered by any gladiator within one hex. A gladiator may never have any combination of weapons or shields greater than two.

NOTE: *A Retiarius may not pick up a shield as long as he still possesses his net [see Advanced Game 20].*

13.4.1 Recovery is attempted after movement, providing the gladiator is within one hex of the item. Roll 1D6 and add the appropriate DRMs below. If the result is less than '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
+3	Opponent in hex with item
+2	Opponent adjacent to item
+1	Item is in an adjacent hex
-3	Item is a net
+1	per hex moved this phase
-6	used a Recover action this phase
+4	Collided before recovery (cancels Recover action)
-2	is Kneeling
+4	is Stumbling
+6	is Ensnared in a net
+1	per Stun Factor currently in effect
-AG	Agility factor

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

13.5 KICKING: A gladiator may kick any item in his hex, but only if he has not moved 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 total is greater than '0' the kick succeeds and the item lands at the unmodified distance indicated by the roll. If the items lands in an occupied hex, no hit occurs [see 13.3.2].





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 counter in the gladiator's hex.

14.1.1 Roll 1D6; on a roll of '1-4' place the KN counter in the hex containing the gladiator's torso, on a roll of '5-6' place the KN counter 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 lose a collision [see 8.1], incur a net attack [see 20.1], or move backwards into a hex containing an item or body.

15.2.1 Roll 1D6, subtract one per hex moved backward and any Stun in effect. If the result is less than '1' the gladiator has *Stumbled*.

15.3 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 in that phase or not.

15.3.1 The number of phases in which the gladiator is allowed to move during the turn is not adjusted in any manner.

15.4 Any gladiator under the effects of a *Stumble* must check at the beginning of the movement phase to see if he falls *Prone* by rolling 2D6 and adding his AG rating. If the total is less than '7' he has fallen *Prone* in his current hex [see 16.1].

15.5 If a *Stumbling* gladiator does not fall *Prone*, he still suffers a -2 CF penalty during the ensuing combat phase.

15.6 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].

15.6 *Stumble* special actions do not count against a gladiator's movement rate if the gladiator does not rotate [see 7.3].

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 in any manner, defends at half CF (round down), and gives his opponent a +4 CF bonus for positional advantage [see 9.2.1.2].

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 7.3].

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. CF losses due to endurance remain in effect for the balance of the current match.

17.2 Each gladiator must check for endurance loss at the end of each game turn. Roll 1D6, add the current turn number, and subtract this result from the gladiator's CON rating (+ Move Rate -4). If this result is less than '0', subtract the result from the gladiator's CFs. Record any CFs lost on the Turn & Phase Plot Record of his Log Sheet [see 3.2].

17.3 A gladiator may exceed their movement rate by one phase. However, in doing so he must add 1 to the turn number for the Endurance Loss check that turn, and his movement allowance for the next game turn is reduced by two movement phases [see 3.5].

18. MOMENT OF TRUTH –

18.1 Most gladiatorial combats were not to the death. A fallen gladiator could plea to the crowd (*missus*) for his fate. Other times, the crowd would tire of a lengthy match, and it would be stopped as a draw (*stans missus*). Either way, the gladiators are judged for their level of effort. Gladiators who fought bravely were often spared, while those who did not were quickly dispatched by the victor.

18.2 The Moment of Truth occurs whenever a gladiator starts a phase *Prone* in the combat front of an armed opponent and is ensnared in a net [see *Advanced Game 20*], unable to move that phase [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 pleading for *missus* must compute their performance value by subtract his total defense CFs used from his total attack CFs used during the match. Roll 2D6, add the gladiator's performance value and Prestige [see *Campaign Game 35*].

18.3.1 If the result is greater than '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 Regardless of the result, an appeal for *missus* takes an entire phase during which the victor may neither attack nor be attacked. A gladiator matched against multiple opponents need not allow an appeal for *missus* while other antagonists remain active. In all other cases, the victor must allow an appeal for *missus*.





ADVANCED GAME

The Advanced Game adds new options for gladiator combat. 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 different combinations of gladiators and fighting styles were explored. Players may use these unique gladiator styles for their own battles.

19.2 MYRMILLO ("Fisherman"): A standard *light* gladiator.

19.2.1 VELITE ("Skirmisher"): A specialized *light* gladiator armed with javelins [see 21.6]. They never roll for armor, and are equipped with a small shield [see 3.10]. His lack of armor allows him to move seven phases per turn [see 4.2].

19.2.2 THRACIAN ("Greek Warrior"): A specialized *light* gladiator armed with a scimitar [see 21.6]. They roll for armor as normal, but are always equipped with a small shield [see 3.10].

19.2.3 CONTRA-RETIARIUS ("Net Fighter Opponent"): A specialized *light* gladiator armed with a *gladius*. They only fought against a *Retiarius*. They roll for armor as normal, but carry a hook instead of a shield [see 3.10 & 21.5].

19.3 SECUTOR ("Chaser"): A standard *medium* gladiator.

19.3.1 PROVOCATOR ("Challenger"): A specialized *medium* gladiator. They roll for armor as normal, but always wear a full chest plate ('A' armor for *body area 2*) [see 3.10].

19.3.2 RETIARIUS ("Net Fighter"): A specialized *medium* gladiator armed with a net and trident [see 20]. They roll for armor as normal, but never have a helmet or shield [see 3.9]. The lack of helmet and shield allows a *Retiarius* to move six phases per turn [see 4.2].

19.3.4 DIMACHAERI ("Two Weapon Man"): A specialized *medium* gladiator armed with two weapons [see 24]. A pair of *gladius*' was standard, but any pair of weapons is possible [see 21]. They roll for armor as normal, but never carry a shield [see 3.10].

19.4 GALLUS ("Gaul Warrior"): A standard *heavy* gladiator.

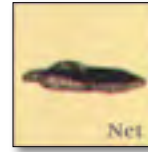
19.4.1 HOPILOMACHUS ("Heavily Armed"): A specialized *heavy* gladiator, armed with a *gladius* and a spear [see 21.10]. They roll for armor as normal [see 3.10], but are always equipped with a small shield.

19.4.3 CATAPHRACTARIUS ("Armored"): A specialized *heavy* gladiator, armed with a pike [see 21.9]. They roll for armor as normal, but never carry a shield [see 3.10].

19.4.4 CRUPELLARIUS ("Heavily Armored"): A specialized *heavy* gladiator. They roll twice for armor, combining the best results [see 3.10]. Due to his heavy armor, a *Crupellarius* may only move three phases per turn [see 4.2], and he must perform a *Fall Prone* check when performing a KN special action [see 6.3 & 14].

19.5 The *Retiarius* and *Dimachaeri* require special training, and may not change fighting styles [Exception: see *Campaign Game* 36]. All other gladiator styles are interchangeable, and may vary from match to match.

20. USE OF THE NET & TRIDENT -



20.1 The net and trident are used exclusively by the *Retiarius*. A *Retiarius* may attack with his net before combat.

20.2 All net attacks must be plotted with a movement action, and the *Retiarius* must be free to move [see 7.1].

20.3.1 Record net attacks after his movement actions (all net attacks occur after movement).

(TN) TOSS NET: The *Retiarius* tosses his net through the air to *Ensnare* his opponent [see 20.5].

(SN) SWING NET: The *Retiarius* swings his net at his opponent's legs to trip him [see 20.6].

(LN#) LAY NET: The *Retiarius* lays his net on the ground in an attempt to trip his opponent. The exact hex must be recorded with the net attack ('1' = left front, '2' = center, '3' = right front) [see 20.7].

NOTE: Only one net attack may be selected per phase.

20.3.2 The *Retiarius* must allocate CFs for each net attack. Record these CFs to the right of the Attack and Defense Allocations display. The remainder of his CFs may be used for attack or defense allocations as normal [see 9.3].

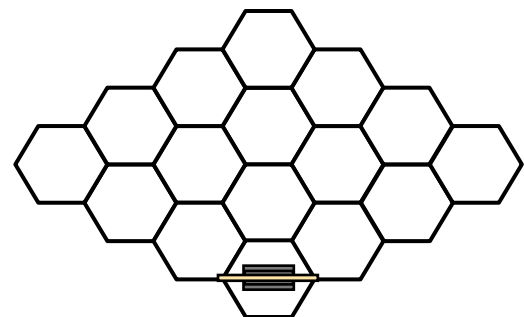
20.3.3 If a *Retiarius* suffers a collision [see 8.1], cancel any net attack attempted that phase.

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

20.4.1 Repel net is considered a special action [see 7.4], and can only be made if a gladiator is free to move [see 7.1].

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

20.5 NET TOSS: A net toss is an attempt to ensnare an opponent by hurling the net over top of them, entangling them underneath. It requires 6 CFs, and may be used against any opponent within the 15-hex combat front of the *Retiarius*.



Net Toss Combat Front

20.5.1 The net toss can be used once per three phases.

EXAMPLE: A net tossed in the 7th phase of the 1st turn, could not be used again before the 2nd phase of the 2nd turn.





GLADIATOR

20.5.1.1 If there is no opponent in the Net Toss combat front of the *Retiarius*, the net is still tossed and may not be used for the next two movement phases.

20.5.3 A net toss is resolved on the '0' column of the CRT. Any 'H' result *Ensnares* the target [see 20.5.4] and any 'P' result causes a check for *Stumble* [see 15]. All other results have no effect [Exception: see 20.8].

NET TOSS

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

Net Free/Loss: 3D6 – Net Free CF < 7 (+DRM vs attacks)

Dragged Prone: 3D6 + Atk ST + Drag CF > 17

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

20.5.4 A gladiator *Ensnared* in a net may move, but may not rotate. He may only allocate CFs for defense or escape.

20.5.4.1 A *Prone* gladiator *ensnared* in a net may attempt escape, but may not plot any movement actions [see 6.3].

20.5.5 Before combat, an *ensnared* gladiator may allocate CFs for escape. Record these CF in the Net Free display [see 3.15].

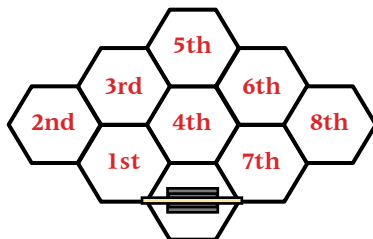
20.5.5.1 Roll 3D6, and subtract any escape CFs. If the result is less than '7' the gladiator escapes, but must add the result to all attacks against him this combat phase. Record this value in the Net Loss display [see 3.16].

20.5.5 If an *ensnared* gladiator does not escape, the *Retiarius* may immediately allocate CFs to drag him *Prone* [see 16.1].

20.5.5.1 Roll 3D6, add the *Retiarius'* ST, and any drag CFs. If the result is greater than '17', the *ensnared* gladiator is dragged *Prone* and is at the mercy of the *Retiarius*, if he has a weapon and at least 1 CF [see 18].

20.5.6 A *Retiarius* who has *ensnared* an opponent may abandon his grasp on the net to wield his trident with both hands [see 20.9.2]. The opponent remains *ensnared* in the net.

20.6 NET SWING: A net swing is an attack to trip an opponent by wrapping the net around his legs. It requires 4 CFs, and may be used against any opponent within the 2-hex combat front of the *Retiarius*.



Net Swing Combat Front

20.6.1 A net swing attacks the first target (friend or foe) within its combat front, in the order noted above. It has no effect against a *Kneeling* or *Prone* gladiator.

20.6.2 The net swing can be used once per two phases.

EXAMPLE: A net swung in the 8th phase of the 1st turn, could not be used again before the 2nd phase of the 2nd turn.

20.6.3 If there is no opponent in the combat front of the *Retiarius*, the net is still considered swung, and may not be used for the next movement phase.

20.6.4 A net swing is resolved on the '0' column of the CRT. Any 'H' result causes a *Stumble* and any 'P' result causes a check for *Stumble* [see 15]. All other results have no effect [Exception: see 19.8].

NET SWING

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

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

20.7 NET LAY: A net lay is an attempt to trip an opponent by laying the net in his path. It requires 2 CFs, but can only be used against a plotted hex in the combat front of the *Retiarius* ('1' = left front, '2' = center, '3' = right front).

20.7.1 The net lay can be used every phase.

20.7.2 A net lay affects any opponent who moved into or through the target hex that phase. If no opponent moves through the plotted net lay hex, the net is still laid, and the 2 CFs spent.

20.7.3 A net lay is resolved on the '0' column of the CRT. Any 'H' result causes a *Stumble* and any 'P' result causes a check for *Stumble* [see 15]. All other results have no effect [Exception: see 17.8].

NET LAY

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

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

20.8 LOSS OF THE NET: The *Retiarius* automatically retrieves his net after each attack unless the CRT result is an 'F'. In that case, the opponent has grabbed the net and a struggle for control ensues.



GLADIATOR

20.8.1 Both gladiators rolls 1D6 and add their ST; the higher result controls the net.

NOTE: *The Retiarius keeps control of the net in case of a tie.*

20.8.2 Any gladiator may voluntarily abandon a net, by dropping it in any adjacent hex. Dropped nets may not be kicked or thrown, but may cause a *Stumble* [see 15].

20.8.3 A non-*Retiarius* who possesses a net may use it (with a -2 DRM) provided he does not also possess both a shield and another weapon.

20.9 USE OF THE TRIDENT: A trident is a three-pronged spear used only by the *Retiarius*. It is used for attack or defense in the same manner as a sword [see 8.3].

20.9.1 The trident is a long weapon, and may attack any target within the 2-hex combat front of the *Retiarius* [see 5.2].

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

NOTE: *A Retiarius without a net or shield may wield his trident with both hands, attacking at full CF.*

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

20.9.3.1 Roll 2D6 and add the ST of the opponent. A result of greater than '11' breaks the trident and causes a dropped weapon result [see 13.2].

20.9.3.2 If the trident is broken, roll 1D6 to see if the broken fragment is still functional. A result of '5-6' allows the trident to be used, but only at 1-hex range. Otherwise, it is useless.

21. USE OF OPTIONAL WEAPONS -

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

21.1.1 Gladiators require special training to use an optional weapon [see *Campaign Game 36*].

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 9.1], but all attacks are +1 Spd [see 9.4.5].



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

21.3.1 As an option, a *Retiarius* may be armed with a dagger as a secondary weapon [see 19.3.2].

21.4 FLAIL (plaga): A spiked ball chained to a long haft. Flails enable the user to strike around shields and weapons. Any shield or parry hit (any 'S' or 'P' result) is increased in severity by two steps, but all attacks are +1 Spd [see 9.4.5].

EXAMPLE: *A gladiator attacks with a flail and obtains an 'S' result, which is increased two steps to a 'P' result.*



21.5 HOOK (conus hamo): A small shield with curved, sharp edges, used exclusively by the *Contra-Retiarius*. It acts as a small shield, but grabs a *Retiarius'* net on any 'F' or 'S' attack result [see 20.8].

21.5.1 A *Contra-Retiarius* gains a +1 DRM to control the net when using a hook, even if the shield is battered [see 12.3].

21.6 JAVELIN (veruta): A light throwing spear usually carried in groups of two to six. It attacks with -1 Spd [see 9.4.5], but with half CF (round down).

21.6.1 A parry weapon and shield ('P*') 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 greater than '5' breaks the javelin [see 13.2].

21.6.1.2 A broken javelin is no longer functional, and is considered useless.



21.7 SCIMITAR (sica): A long, curved sword. A scimitar may attack any target within the 2-hex combat front of the gladiator [see 5.2], but attacks from the 2-hex range are made at half CF (round down). All scimitar attacks are +1 Spd [see 9.4.5].

21.8 MAUL (stipes): A massive hammer mounted on a long shaft. A maul may attack any target within the 2-hex combat front of the gladiator [see 5.2], and grants +3 ST bonus while in use (do not adjust CF).

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, along with any damage suffered [see 9.1].

21.8.2 A maul is a two-handed weapon, and the gladiator may not use a shield. If used one-handed (with a shield), all attacks are made at half CF (round down).

21.8.3 All attacks with a maul are +2 Spd [see 9.4.5].



21.9 PIKE (pilum): A long metal spear traditionally used by the Roman legions, and known for its ability to pierce shields. A pike may attack any target within the 15-hex combat front of the gladiator, but may not attack from the 1-hex range [see 5.2]. If a pike strikes a target's shield, add +6 to the shield damage roll [see 10.2].

EXAMPLE: *A gladiator armed with a pike, is at 1-hex range from his opponent. Due to the length of his pike, he may not attack in the ensuing combat phase, but may defend as normal.*





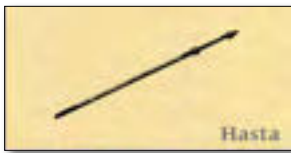
21.9.1 A pike is a two-handed weapon, and the gladiator may not use a shield. If used one-handed (with a shield), all attacks are made at half CF (round down).

21.9.2 All attacks with a pike are +1 Spd [see 9.4.5].



21.10 SPEAR (hasta): A long wooden shaft with a metal 'leaf' tip. Spears were very common in the arena, and were used exclusively in the 'hunts' (venationes) [see 26].

21.10.1 A spear is a two-handed weapon, and the gladiator may not use a shield. If used one-handed (with a shield), all attacks are made at half CF (round down).



OPTIONAL WEAPONS

Weapon	Spd	Rch	Thr	CRT	Notes
Axe	+1	1-hex	3	3	+2 Wounds
Dagger	-1	1-hex	2	2	½ CF
Flail	+1	1-hex	2	1	+2 to 'S' & 'P' results
Hook	--	1-hex	0	1	Shield, Grab ('F' or 'S')
Javelin	-1	2-hex	6	7	½ CF, Brk (5), Multi (6)
Scimitar	+1	2-hex	1	3	½ CF at 2-hex range
Maul	+2	2-hex	2	1	2H, +3 ST, Stun
Pike	+1	3-hex	4	5	2H, +6 Shield dam
Spear	--	2-hex	5	4	2H
Sword	--	1-hex	3	3	
Trident	--	2-hex	4	5	2H, Brk (11)

22. SPECIAL ATTACKS & DEFENSES -

22.1 Gladiators may select one special attack and one special defense each phase, along with their normal CF allocations. Special attacks and defenses grant unique bonuses and different combat options.

22.2 A gladiator may select one special attack in place of a normal attack. Record the code letter and the CFs allocated in the appropriate attack block during the Combat Factor Allocation step [see 8.3].

- A DISARM:** Conduct as an attack to the arms (*body area 4*), but any body hit ('H') becomes a parry ('P') with a negative weapon drop DRM equal to 8 plus *double* any 'H' bonus [see 13.2].
- F FEINT:** The attacker must be on his feet to perform this attack. Conduct as an attack to any body area, but any body hit ('H') yields no damage. Instead, the attacker may immediately counter-attack to the body area of his choice, with 4 CF plus any 'H' bonus.
- S SWEEP:** Conduct as an attack to the legs (*body area 5*). Any body hit ('H') yields half damage, but the defender must check for *Stumble* with a negative DRM equal to any 'H' bonus [see 14].

GLADIATOR

H SHIELD BASH: The attacker must have a shield to perform this attack. Conduct as an attack to the chest (*body area 2*), but any body hit ('H') yields half damage, but the defender must roll 2D6 (plus *double* any 'H' bonus) on the Stun section of the Wound & Stun Severity Table [see 9.1].

T SAND: The defender must be in within the 2-hex combat front of the attacker [see 5.2]. Conduct as an attack to the head (*body area 1*), but body hits ('H') yield no damage, and all other results have no effect. Instead, the attacker suffers a 2D3 CF loss (plus any 'H' bonus) for the duration of this phase [see 8.461 & 8.462].

22.3 A gladiator may select one special defense in place of a 2 CF defense. Record the code letter in the appropriate defense block during the Combat Factor Allocation step [see 8.3].

- D DUCK:** The defender may not be Stunned to perform this defense [see 11]. It yields an automatic 'No Effect' versus any attack to the defender's head (*body area 1*).
- B BLOCK:** The defender must have a shield to perform this defense. It yields an automatic 'S' result versus any attack to the defender's chest (*body area 2*). Check for shield damage as normal [see 10.2].
- K BACK STEP:** The defender must be on his feet, and not *Stumbling* to perform this defense. It yields an automatic 'No Effect' versus any attack to the defender's groin (*body area 3*).
- P PARRY:** The defender must have a weapon, and lost less than 3 CFs from his arms to perform this defense. It yields an automatic 'P' result versus any attack to the defender's arms (*body area 4*). Check for weapon drop as normal [see 13.2].
- L LEAP:** The defender must be on his feet and lost less than 3 CFs from his legs or from endurance to perform this defense [see 17.2]. It yields an automatic 'No Effect' to any attack versus the defender's legs (*body area 5*).

23. UNARMED COMBAT -

23.1 A gladiator without a weapon may attack an adjacent opponent using unarmed combat.

NOTE: An unarmed gladiator is at an extreme disadvantage.

23.2 Unarmed attacks are conducted same as normal [see 9.3] but at half CF (round down), and with +1 Spd [see 9.4.5].

23.2.1 Ignore shield hits ('S' or 'S*') and parry hits ('P' or 'P*') force an arms (*body area 4*) wound check on the attacking gladiator [see 10.1].

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

23.3 Check for critical hits as normal [see 10.4], but with a +1 DRM for each point of Stun sustained during the attack (instead of wounds).

23.3.1 Critical hit results cause actual damage (not Stun) as normal, but ignore 'H', 'M', 'K' or 'SA' results.

23.3.2 Instead, a 'H', 'M', 'K' or 'SA' critical hit results forces the defending gladiator to perform a *Fall Prone* check with a -2 DRM [see 15.4].



GLADIATOR



24. TWO-HANDED FIGHTING -

24.1 Gladiators may choose to fight with a weapon in each hand (two-handed). Fighting two-handed grants certain advantages, but the gladiator loses the protection of a shield.

24.2 Any gladiator may fight two-handed, but a *Dimachaeri* is a specially trained to *effectively* fight two-handed [see 19.2.2.3].

24.2.1 A *Dimachaeri* using two of the same weapon gains a +4 CF bonus, and is at -1 Spd [see 9.4.5]. If using two dissimilar weapons, he gains only a +2 CF bonus.

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

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

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

25. ARENA WALLS -

25.1 Gladiators fought in arenas of all sizes throughout ancient Rome. The size of the arena dictated the amount of fighting room for the gladiators.

25.2 Before starting a series of matches, roll 2D3-1 to determine the Arena Size.

25.2.1 If the Arena Size = 1, the match is held in the Colosseum in Rome. Matches held on the Colosseum earn *Janistas* more *Sesterces* per match [see 36].

25.2.2 If the Arena Size = 5, the match is held in a Fighting Pit. Matches held in a Fighting Pit do not roll for walls; the edges of the map are automatically considered walls.

25.3 During a match, whenever a gladiator moves off the edge of the map, roll 1D6 and add the arena's Size value (see above). If the result is greater than '5' the fight has edged close to a wall. Mark that edge with a wall marker, and adjust the map as normal [see 6.7].



25.3.1 Do not roll for an arena wall if the opposite edge of the map is already identified with a wall marker. Instead, remove the opposing wall marker.

25.4 A gladiator that moves into a wall or obstacle suffers a collision [see 8.2]. Roll 2D6, add the Collision with Wall DRMs, and consult the Stun section of the Wound & Stun Severity Table [see 9.1].

COLLISION WITH WALL

2D6 + DRMs (roll on Stun Severity Table)

DRM	Condition
+2	per hex moved <i>forward</i> this phase
+4	<i>pushed</i> into a Wall by a collision
-AG	Agility factor

26. CLEAVING -



26.1 Some killing blows are so powerful, they result in a severed limb or the decapitation of the hapless defender.

26.2 Any time a gladiator is slain from a 'Kill' result on the Wound & Stun Severity Table, drop 1D3 Blood counters around the body [see 13.2].

26.3 Any gladiator that enters a hex with a Blood counter must immediately check for *Stumble* [see 14].

27. TEAM COMBAT -

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

27.2 After movement, any single gladiator in the combat front of multiple opponents must pivot to place all opponents in his combat front. If this is not possible, he must position himself to yield his opponents the smallest positional advantage.

27.3 The attack sequence is determined as normal [see 8.4], except if a single gladiator attacks in the *same* attack round as an adjacent, unattacked opponent, the opponent always attacks *first* (regardless of the number of CFs allocated).

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

27.4 Attack CFs against a single gladiator are not combined, but are treated as separate attacks. The defense CFs of the single gladiator may be used against all attacks, except those from the gladiator's three rear hexes.

27.5 Any opponent *not* in the combat front of a single gladiator may add his positional advantage modifier directly to any attack. This is the only instance where more than 8 CFs can be used in one attack [see 8.31].

NOTE: A gladiator with a +3 positional advantage may add this modifier to any single attack. A gladiator with a total of 10 CF may normally use no more than 8 CF in a single attack, but in a two vs. one situation the entire bonus can be added to one attack thus yielding an 11 CF attack.

27.6 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.

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

27.7.1 Team Matches usually lasted a predetermined time, with the winning side being the one with the most gladiators left standing.

27.7.2 On rare occasions, team combats were fought to the death (last team member standing). These death matches were usually held only for very special occasions.





28. GLADIATOR VS BEAST -

28.1 Wild beasts were used extensively in the arena, and were an integral part of most spectacles. These hunts (*venationes*), were as popular than the gladiator combats themselves, and the arena was often converted into a jungle scene for these events. All manner of rare beasts fought in the arena, such as lions, tigers, and bears.

28.2 Traditionally, two types of gladiators fought 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].

28.2.1 Unlike gladiator counters, beast counters occupy two hexes and have their combat front on the counter edge, toward the head of the beast [see 6.1].



Beast Counter

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

- ST** Strength **W** Wounds
- AG** Agility **CF** Combat Factor
- CN** Constitution

NOTE: Beasts occupy two hexes except for the wolf.

BEAST CHARACTERISTICS					
Type	ST	AG	CN	W	CF
Bear	9	2	4	18	12
Leopard	3	4	2	10	10
Lion	9	3	3	14	14
Tiger	11	3	4	16	16
Wolf	1	4	1	6	8

28.4 MOVEMENT: When fighting a beast, gladiators always moves first. This reflects a beast's natural instincts and inherent mobility in the arena.

28.4.1 Beast movement actions are determined randomly each phase by rolling 2D6 on the Beast Movement Table below.

BEAST MOVEMENT TABLE	
2D6	Beast Movement
2	move Backward 1 hex (<i>Bears rear up</i>)
3-4	turn Left one hex-side (<i>in place</i>)
5	move Forward 1 hex & turn Left one hex-side
6	move 1 hex toward closest gladiator
7	move 2 hexes toward closest gladiator
8	move 3 hexes toward closest gladiator
9	move Forward 1 hex & turn Right one hex-side
10-12	turn Right one hex-side (<i>in place</i>)
12	Beast Pauses (<i>no Movement</i>)

NOTE: Beasts may move every phase, and do not suffer losses from Endurance [see 17.1].

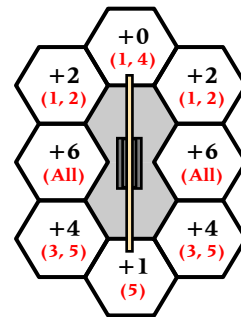
28.4.2 If a Bear's movement roll is a '2' ('Backward'), it Pauses and rears up on its hind legs for the duration of this phase [see 26.61].

28.5 COLLISIONS: A collision occurs automatically anytime a beast's movement ends in, or crosses a hex occupied by a gladiator [see 8.1.1].

28.5.1 Resolve collisions as normal [see 8.5], except the beast uses the Beast Collision DRMs below.

BEAST COLLISION	
Atk IF - Def IF (roll on Stun Severity Table)	
DRM	Condition
+4	Beast is a Tiger
+3	Beast is a Bear or Lion
+1	Beast is a Leopard
+2	per hex Beast moved this phase

28.6 COMBAT: During combat gladiators must allocate all CFs first, as normal. Beast positional advantage (in black) and body area attack limits (in red) are shown below.



Beast Positional Advantage & Body Area Attack Limits

NOTE: Body area attack limits restrict which body areas a gladiator is allowed to strike on a beast.

28.6.1 Reared bears can only attack body areas 1, 2 and 4, but receive a +4 CF bonus and are treated like gladiators for positional advantage [see 8.2].

28.6.2 A beast will attack any gladiator in its 3-hex combat front, and never turn to face their attackers [see 6.2 & 8.12].

28.6.1.1 Roll 1D3 to determine the number of attacks, and 1D6 for location (re-roll a '6'); divide the beast's CFs among these attacks. A beast never has defensive allocations.

28.6.1.2 Shield hits (any 'S' result) against a beast are converted to body hits ('H').

28.6.1.3 Parry hits (any 'P' result) against a beast forces a body area 4 (paws) wound check, and a weapon drop check by the gladiator [see 13.2].

28.6.3 If a beast receives a wound, use the Beast Critical Hit Table to resolve any additional injury [see 9.4].

BEAST CRITICAL HITS									
Area	2D6 + 1 per Wound								
Hit	7-	8	9	10	11	12	13	14	15+
Head	--	1	1	V	S	2xS	2x	3xM	K
Chest	--	--	1	1	1	1	ST	2xM	K
Groin	--	1	1	ST	2x	2x	2xM	3xM	K
Paws	--	--	1	1	ST	ST	AG	LMP	SAM
Legs	--	--	1	1	ST	AG	LMP	LMP	SAM





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 2D6 on the Random Centurion Table, but roll an additional 1D3-2 to determine their Fighting Spirit (FS).

NOTE: Players may also roll an additional 1D3 for each centurion's Prestige [see 35.1].

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

RANDOM CENTURION TABLE

Starting FS: 1D3-2 (DRM for movement & combat actions)

D66	Physical Characteristic				
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

29.3 MOVEMENT: When fighting a centurion, gladiators always move first. Roll D66 for Movement (RED die & WHITE die) for each centurion. Then follow the sequence below.

29.3.1 First, check for Pause, Prone, or Recover ('R') actions.

29.3.1.1 Add the Movement roll and the Pause DRMs. If the result is less than '1' the centurion Pauses [see 6.3] and does not move or rotate this phase.

PAUSE ACTION

D66 (Movement roll) + DRMs < 1

DRM Condition

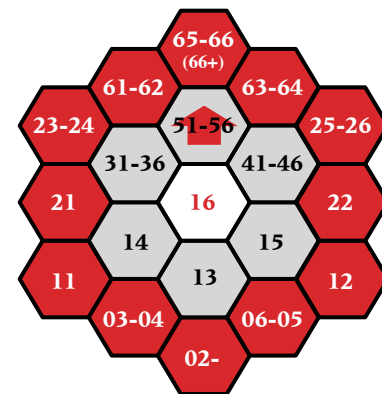
-1	per 3-hex range to Opponent
-?	# of Pauses remaining (+ current Phase #)
+?	Opponent's Positional Advantage modifier

29.3.1.2 Prone centurions will perform a RO or KN movement action [see 6.3]. Add the Movement roll and range to the closest opponent. If the result is less than '10' he uses a RO action, rolling away from his opponent [see 6.3]. Otherwise, he uses a KN action [see 15], and rotates one hex-side toward his closest opponent.

29.3.1.3 A centurion without a weapon or shield, and within one hex of an item he needs, uses a Recover action [see 6.3].

29.3.2 Second, if the centurion did not perform a Pause, Prone, or Recover action, use the Random Movement Chart (RMC) to determine his movement (ending position).

29.3.2.1 Align the arrow on the RMC in the direction of the centurion's closest opponent.



Random Movement Chart

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

CENTURION POSITION

D66 + DRMs (apply DRMs to RED die)

Rotation: 1 (in GREY hex), 2 (in RED hex), or 3 (in WHITE hex)
0 (if Movement roll > 22 & center is opposite of RMC arrow)

DRM Condition

-1	per 3 Stun currently in effect (round down)
-?	per 3 hex range to Opponent (N/A if Retiarius)
+?	Positional Advantage modifier
+FS	Fighting Spirit of Centurion

29.3.2.3 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 6.3].

29.3.2.4 A centurion without a weapon or shield (no Recover action) shifts his final position one hex (on the RMC) toward the closest discarded item [see 29.3.2.2].





29.3.2.5 If a centurion's passes within one hex of a discarded item (weapon or shield), add the Movement roll and range to the closest opponent. If the result is less than '10' move the centurion into the item's hex and perform a kick [see 13.5].

29.3.3 Finally, determine the centurions's final facing.

29.3.3.1 If the centurion's facing is directly opposite of the RMC arrow and the adjusted Movement roll is greater than '22', he may *not* rotate.

29.3.3.2 If the centurion's end position is a RED hex, he may rotate up to *two* hex-sides toward his closest opponent.

29.3.3.3 If the centurion's end position is a GREY hex, he may rotate up to *one* hex-side toward his closest opponent.

29.3.3.4 If the centurion's end position is the center WHITE hex, he may rotate *freely* toward his closest opponent.

29.4 COLLISIONS: Movement collisions are determined as normal; randomly determine the centurion's exact movement path as needed [see 7.2].

NOTE: When determining centurion movement for possible collisions, centurions will always move forward (F, SFL, or SFR) if at all possible.

29.5 RETIARIUS ACTIONS: If either the centurion or gladiator is a *Retiarius*, add the following two rules below.

29.5.1 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 Pause, RO, or KN action [see 29.3.2.1 & 29.3.2.2].

29.5.1.1 Add the Movement roll and range to the *Retiarius*. If the result is less than '10' the centurion uses an RN action [see 6.4], and may not move or rotate [see 29.3.3].

29.5.1.2 If the centurion is *Ensnared* by a *Retiarius*, roll 1D6 for every 6 available CFs (round up) and allocate the result as CFs for escape [see 3.15 & 19.5.5.1].

29.5.2 If the centurion *is* a *Retiarius*, roll 1D6 on the Centurion Net Attack Table each phase his net is available for use.

CENTURION NET ATTACK TABLE

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

29.6 COMBAT: During combat gladiators must allocate all CFs first, recording all attacks and defenses as normal. Centurion CFs are allocated randomly, following the sequence below.

29.6.1 First, roll 1D6 for every 6 full CFs available, minus the centurion's FS from each die roll (+2 FS if centurion is *Heavy*, +1 FS if centurion is *Medium*). This result is the number of CFs allocated for defense, the remaining CFs are allocated for attack.

29.6.1.1 The first two defense CFs are always allocated for a random Special Defense [see 22].

29.6.2 Once the number of attack and defense CFs are determined, allocate each CFs by rolling 1D6 and allocating it to the applicable body area rolled. If a '6' is rolled, follow the procedure below.

29.6.2.1 For attack CF, randomly roll a Special Attack [see 22]. If a Special Attack is already selected, allocate the CF to the body area with the most attack CF allocated.

29.6.2.2 For defense CF, randomly roll a Special Defense [see 22]. If a Special Attack is already selected, allocate the CF to the body area with the weakest armor [see 3.9.1].





CAMPAIGN GAME

In the Campaign Game, players assume the role of a gladiator attempting to survive in the arenas, with the goal of becoming the Emperor's Champion and win your 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.

30. ARRANGING MATCHES -

30.1 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.

30.2 At the beginning of a *munis*, each gladiator follows the sequence below to determine the particulars of their match.

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

30.2.1 First, 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	6	1v1 match
33-34	Two on One	6	vs 2 Opponents at once
35-36	Consecutive	3	vs 1D3+1 Opponents
41-42	Champion	5	vs Champion (+100 XP)
43-44	Two Pairs	6	2v2 Team combat
45-46	Three Pairs	6	3v3 Team combat
51-53	Battle	4	Team combat (see rules)
54-61	Venatores vs Beast	--	vs 1D3 random Beasts
62-65	Bestiarii vs Beast	--	vs 1D3 random Beasts
66	Unique Match	5	Special (see rules)

30.2.1.1 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 25].

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 +100 XP bonus [see 31.3].

TWO or THREE PAIRS (*catervarii*): A team combat, with two or three gladiators per team [see 27].

BATTLE (*bellum*): A battle reenactment (team combat), with 2D3 gladiators per team [see 27]. Gladiators can be of any category; do not roll for Pairing (see below).

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

UNIQUE MATCH: A special match. Players may select a match, or create their own custom battle.

30.2.2 Next, roll 1D6; if the result is greater than or equal to 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].

30.2.3 Finally, roll D66 again and cross the result on the Pairing Table for the gladiator and challenger categories.

PAIRING TABLE

Experience: (1D6-4 + Opponent's record) x 20 XP

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

30.2.3.1 Randomly select a fighting style for each gladiator and challenger based on their combat category.

NOTE: As an option, gladiators may select their fighting style (based on their category) instead of selecting it randomly.

30.3 Generate each challenger per the Basic Rules [see 3.9 & 3.10]. Each challenger has a match record equal to 1D6-4 plus their opponent's match record (add V, S, and M).

30.3.1 Each challenger is granted experience equal to their match record x 20 XP. If fighting an arena Champion, add +100 XP to this total. Experience is spent as normal [see 31].

31. EXPERIENCE -

31.1 The harder a gladiator fights and the longer he survives, the more experience and skill he earns. Experience earned in the arena was hard won, but often made the difference between life and death.

31.2 Each gladiator calculates his experience earned after each match by following the procedure below.

31.2.1 Subtract all his defensive CFs used during the match from his total attack CF used. Divide this result by 3 (round down) for the base number of experience earned (XP). Ignore any negative values.

31.2.2 Each gladiator who is granted *missus* earns an additional 5 experience points.

31.2.3 Each gladiator whose *opponent* is granted *missus* earns an additional 15 experience points.

31.2.4 Each gladiator who scores a *kill* earns an additional 10 experience points, plus an extra bonus depending on whether it was a slow or quick kill.

31.2.3.1 A slow kill is the gradual elimination of a single body area by two or more attacks. Score a +20 point 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.

31.2.3.2 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 point 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.

31.3 Experience points may be saved or spent after each match to increase a gladiator's physical characteristics or to buy new talent rolls [see 3.10 & 36].





EXPERIENCE CHART

Base XP: (Total *Atk* CF – Total *Def* CF) / 3**Missus Bonus:** +5 if granted; +15 if Opponent granted**Kill Bonus:** 10 + [(5 – Turn #) x 5 if *Slow*, x3 if *Quick*]

XP	Improvement
25	+1 TR or 1 Talent roll (+1 to RED die per +10 pts)
35	+1 AG or ST
50	+1 CN or W

32. INJURIES -

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

32.2 After a match, each gladiator must roll 2D6 for each body area wounded. Subtract the number of wounds suffered in the applicable body area from this roll. If the result is less than '0', the gladiator's wounds have left 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. SOCIAL ORIGIN -

33.1 Gladiators were the celebrities of the Roman world; they came from all echelons Roman society. Criminals, slaves, soldiers, free men; even Caesars fought in the arena.

33.2 Players may roll for their gladiator's social origin. Apply the DRMs to all gladiator creation rolls [see 3.10 & 35.2].

SOCIAL ORIGIN TABLE

2D6 Roll	Social Origin	Physical Characteristic						PR
		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	

34. CUSTOMIZED ARMOR -

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

ARMOR COVERAGE

Armor Type	Armor Coverage					Sesterces per Gladiator
	2	3	4	5	Full	
A	85	140	185	245	320	Light 400
B	80	125	165	220	285	Medium 850
C	50	80	105	140	180	Heavy 1,100

NOTE: Specialized gladiators may never customize their armor.

34.2 Each player is allowed an amount of *Sesterces* (unit of Roman currency) to buy armor for their gladiator (see above). These *Sesterces* may not be saved between matches.

34.3 If using *Lanistas* [see 37], players must pay for armor out of their own pool of *Sesterces*, and must abide by the spending limits above.

35. PRESTIGE -

35.1 As gladiators win matches, they gain fame, notoriety and influence. This influence is called *Prestige*, and it can be used to intimidate opponents or to save the gladiator's life if he must appeal for *missus* [see 17].

35.2 When creating a gladiator, determine his *Prestige* (PR) by rolling 1D3, adding any Social Origin DRMs [see 33].

NOTE: Negative PR reflects a crowd's disfavor.

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

35.4 INTIMIDATION: Gladiators often gain an advantage during a match by using their reputation and influence to intimidate their opponents.

35.4.1 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.

35.4.2 A PR CF bonus (PB) may only be used from a gladiator's combat front [see 5.2]. Record the PB in the top box of the Combat Factor display [see 3.1.3.1].

35.5 PRESTIGE CHANGE: After a match, each surviving gladiator rolls 1D3, adding one for each opponent with a higher PR. If the roll is higher than his current PR, increase his PR by one point.

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

35.5.2 If a gladiator *cleaved* an opponent during a match, he raises his PR by one point [see 26.2].

36. TALENTS -

36.1 All gladiators are trained in the use of a short sword and shield, as represented by their TR rating. Gladiators may also gain additional skills or specialized training (talents).

36.2 When creating a gladiator, roll D66 (RED die as the 'tens' digit, WHITE die as the 'ones' digit) on the Talents Table for every 4 points of their TR rating (round down).

TALENTS TABLE

Starting Talents: 1 roll per 4 TR (round down)

D66	Code	Talents	Notes
11-36	--	None	--
41-46	WS	Weapon Skill	Use optional weapon
51-52	FA	Fast Attack	-1 Spd for 1st attack
53-54	TH	Throwing	+3 Throwing DRM
55-56	HG	Hold Ground	+3 Collision DRM
61-63	SR	Retiarius Style	Fight as Retiarius
64-66	SD	Dimachaeri Style	Fight as Dimachaeri
71	SU	Unarmed Style	Use Full CF & +0 Spd
72	BR	Bravado	+2 PR & +1 PR change
73	TG	Toughness	Ignore CF loss (see rules)
74	SP	Sprinting	3 Move actions (see rules)
75	FW	Find Weakness	- Def CF (see rules)
76	MS	Weapon Mastery	+3 CF with one weapon



GLADIATOR



36.3 Each talent may only be learned once. If the same talent is rolled twice, roll again.

WS WEAPON SKILL: May use one optional weapon of the gladiator's choice [see 20]. May be learned once per weapon.

FA FAST ATTACK: Gain a one sub-phase attack bonus (-1 Spd) to the first attack each phase [see 8.46].

TH THROWING: Gain a +3 Throwing DRM [see 13.3].

HG HOLD GROUND: Gain a +3 Collision DRM [see 7.9].

SR RETIARIUS STYLE: May fight as a *Retarius*, using a net and trident [see 18.2].

SD DIMACHAERI STYLE: May fight as a *Dimachaeri*, using two weapons [see 18.2].

SU UNARMED STYLE: May perform unarmed attacks at full CF, with no attack delay [see 22].

BR BRAVADO: Gain +2 PR, and a +1 DRM when rolling for PR change [see 31.41].

TG TOUGHNESS: May ignore the first CF loss to each unwounded body area [see 9.31].

SP SPRINTING: May plot *three* movement actions per phase, but all actions must be F, SFL, or SFR [see 6.4]. Must check for *Stumble* each phase Sprinting is used [see 14].

FW FIND WEAKNESS: May forfeit one (planned) attack to reduce the defense CF of the next body area attacked that phase by 1D3-1, +1 per 4 TR (round down).

MS WEAPON MASTERY: Gain +3 CF with a weapon of the gladiator's choice.

35.4 Gladiators may attempt to learn new talents by spending experience [see 31.3.1].

NOTE: Certain Talents can only be learned by using experience.

37. LANISTAS -

37.1 In the ancient world, gladiators and the wagering on their matches was a major element of Roman society. Wealthy Romans would keep "stables" of gladiators in special training schools (*ludi*). Such owners (*Lanistas*) were granted great prestige and had a large following. To present a depiction of this aspect of ancient Roman culture, players may assume the role of a *Lanista* running their own *ludi*.

37.2 Each *Lanista* begins with a "stable" of five gladiators and 2,000 *Sesterces*. Generate each gladiator as normal using the Basic and Campaign Rules [see 3.10, 33 & 35.2].

37.2.1 As an option, *Lanistas* may receive 4,000 *Sesterces* to buy four to six gladiators (see below). Any remaining funds are used to run their *ludi*.

37.3 Arrange and conduct the gladiator matches as normal [see 20]. Check for injuries [see 30] and changes in Prestige [see 35].

37.3.1 If a match is held in the Colosseum in Rome, each *Lanista* earns a 1,000 *Sesterce* bonus per match [see 25.2].

37.3.2 The *Lanista* of any gladiator who becomes the Emperor's Champion and wins his freedom is reimbursed with a 10,000 *Sesterce* bonus.

37.4 Each *Lanista* must bet a minimum of 100 *Sesterces* (1-1 odds) on his gladiator against an opposing *Lanista*. Double this bet each time the opposing *Lanista* offers him better odds, up to a maximum of 1,600 *Sesterces* for 5-1 odds.

EXAMPLE: A Lanista offers 2-1 odds to force his opponent to wager 200 Sesterces.

37.4.1 *Lanistas* may also engage in whatever side bets they can encourage among the others at whatever odds he can find takers for.

37.5 After each match a gladiatorial school will offer up a new gladiator for sale to replace each one lost in the arena. They are auctioned off to the highest bidder.

37.6 A *Lanista* is eliminated from the game if he does not have enough money to back his wagers, or if he no longer owns a surviving gladiator.

37.7 The winner is the *Lanista* with the most money 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 CHART

Gladiator	Cost	Cat	Armor (Shield) & Weapons
<i>Myrmillo</i>	350	I	Light (any); Sword
<i>Velite</i> (M7)	200	III	None (small); Javelin
<i>Thracian</i>	350	I	Light (small); Scimitar
<i>Contra-Retiarius</i>	350	V	Light (Hook); Sword
<i>Secutor</i>	400	I	Medium (any); Sword
<i>Provocator</i>	400	II	Medium* (any); Sword
<i>Retiarius</i> (M6)	300	IV	Medium (none); Net & Trident
<i>Dimachaeri</i>	400	I	Medium (none); Two weapons
<i>Gallus</i>	400	II	Heavy (any); Sword
<i>Hoplomachus</i>	450	II	Heavy (small); Spear & Sword
<i>Cataphractarius</i>	450	III	Heavy (none); Pike
<i>Crupellarius</i> (M3)	500	III	Heavy (x2); Sword





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 into 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, a detachment of Roman sailors was 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.

Sham naval battles (*naumachia*) were occasionally held in the arena or on nearby artificial lakes. *Claudius* staged the largest of these naval battles on *Fucini Lake*, sixty miles from Rome. Twenty-four triremes and twenty-six biremes were divided into two equal fleets and manned by 19,000 criminals. Witnessed by a crowd of over 500,000 spectators, the victorious survivors were given a pardon.

A particularly 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 just two days.

Many animals were introduced to the arena: elephants, rhinoceroses, tigers, lions, leopards, panthers, bulls, bears, hippopotami, boars, crocodiles and pythons to name but a few. The *Colosseum* was sometimes transformed into a jungle scene by adding trees, rocks and other props for these battles. In some conflicts, a pair of animals would be attached to a chain staked to the center of the arena. In others, the animals were chained together; 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 finally 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.



GLADIATOR



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. Going against the crowd, however, was a bad idea as it could have a negative effect his own fate when *his* Moment of Truth arose.



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* (herald and messenger of the gods) verified death by prodding the fallen gladiator with a red-hot caduceus. Death being established, 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 show lists were prepared: 'P' meant perished; 'V' meant vanquished his foe; 'M' meant *missus* (sent off), indicating that he had lost but been allowed to depart. 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 professional 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
Adaucius	Daedalus	Hadrian	Natalis	Saturius
Agrippa	Damocles	Helvidius	Nemonius	Scapula
Antonius	Decrius	Homullus	Neratius	Scipio
Apuleius	Didius	Honorius	Nerva	Scribonius
Aelius	Domitius	Horatius	Nestorius	Secundus
Anicius	Drusus	I	Noricus	Septimius
Aquila	E	Icarus	Novanus	Severus
Arcanus	Egnatius	Iulianus	O	Silvanus
Artorius	Elias	J	Octavius	Socellius
Aurelius	Eprius	Janus	Olcinius	Statorius
B	Erasinus	Julius	Oppius	T
Balbus	Exomnius	L	Ostorius	Tabellius
Bacchus	F	Larcus	P	Tadius
Baltar	Fabius	Latinius	Paetus	Terentius
Balthasar	Faustus	Laurentus	Petillius	Thoranium
Basilus	Favonius	Leonidas	Petronius	Thurinus
Bassus	Felix	Liburnius	Pius	Titius
Bellicianus	Festus	Licinius	Plautius	Trebellius
Betto	Flavius	Livius	Pompeius	Tuccius
Blasius	Fortunatus	Lucius	Pontius	V
Brutus	Frontinus	Lucretius	Porcius	Valerius
C	Fuscus	M	Proclus	Velius
Caius	G	Macrinus	Q	Venator
Calidius	Gaius	Magnus	Quadratus	Veranius
Calpurnius	Gallienus	Marcellus	Quietus	Vesnius
Cassian	Gallus	Marius	Quintas	Vibius
Cassius	Gargilius	Masala	R	Victor
Claudius	Germanus	Messorius	Romanus	Virilis
Commodus	Geta	Maritimus	Roscius	Vitalis
Cornelius	Gnaeus	Martialis	Rufinus	Vitellius
Corvinus	Gordianus	Maximus	Rusticus	
Crixus	Gracchus	Mercatius	Rutilius	





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PRINTING NOTES -

When printing counters and the arena for Gladiator, I recommend printing on card stock, then spray gluing a second piece of card stock to the back of the first.

Cut counters along the solid lines and fold along dashed lines. Players will need to provide their own plastic stands for the gladiator and beast counters. I recommend using LITKO paper figure counter stands.

Note, each half of the arena is trimmed along solid lines on the applicable side, allowing the half hexes to fit together.

GLADIATOR CREDITS -

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

STUMBLE [see 15]

Fall Prone: 2D6 + AG < 7

Stumble: 2D6 – Stun – 1 p/hex moved Backward < 7

RECOVERY FROM STUN [see 12.5]

CN – 1D6 – (# of phases since last Stunned)

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 Roll action
-2	is Kneeling or Stumbling
-3	is Ensnared in a net
-3	attempted to Recover an item
-1	per Stun Factor in effect
+ST	Strength factor
+AG	Agility factor
+?	Positional Advantage modifier

COLLISION WITH WALL [see 25.4]

2D6 + DRMs (roll on Stun Severity Table)

DRM	Condition
+2	per hex moved forward this phase
+4	pushed into a Wall by a collision
-AG	Agility factor

WEAPON & SHIELD RECOVERY [see 13.4]

1D6 + DRMs < 1

DRM	Condition
+1	is a Heavy Gladiator
-1	is a Light Gladiator
+3	Opponent in hex with item
+2	Opponent adjacent to item
+1	Item is in an adjacent hex
-3	Item is a net
+1	per hex moved this phase
-6	used a Recover action this phase
+4	Collided before recovery (cancels Recover action)
-2	is Kneeling
+4	is Stumbling
+6	is Ensnared in a net
+1	per Stun Factor currently in effect
-AG	Agility factor

KICKING WEAPON OR SHIELD [see 13.5]

Distance: 1D6 – 1 p/hex moved this phase (no Backward)

NET TOSS [see 20.5]

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

Net Free/Loss: 3D6 – Net Free CF < 7 (+DRM vs attacks)

Dragged 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 to Retiarius
+1	Target is two hexes away from Retiarius
+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 modifier

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 to Retiarius
+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 modifier

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 modifier

MAP EDGE [see 7.7 & 25.3]

Wall Marker: 1D6 + Arena Size > 5

ENDURANCE LOSS [see 17]

CN (+ Move -2) – (1D6 + Turn # + 1 if exceeded Move Rate) < 0

STANS MISSUS [see 5.4]

Match End: 1D6 + Turn # > 8

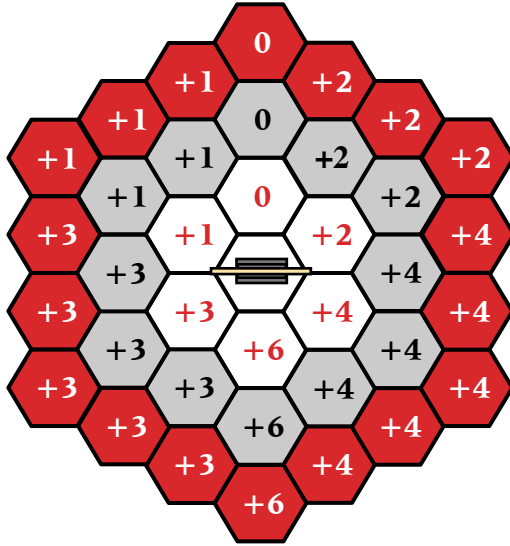




COMBAT TABLES



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+10

FUMBLE/GRABBED NET (F) [see 9.6]

Fumble: Lose all attacks; -1D6 Def CF from next area attacked
Grabbed Net: 1D6 + Atk ST vs 1D6 + Def ST

SHIELD DAMAGE (S or S*) [see 11.2 & 13.1]

Damage: 2D6 + Modified CF + Atk ST (+1 if 'S*') > Dam pts

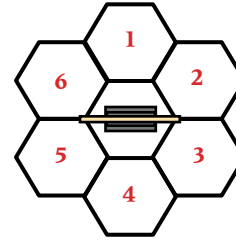
WEAPON/SHIELD DROP (P or P*) [see 13.1]

3D6 - Modified CF - Atk ST - Arm CF loss < 1

TRIDENT/JAVELIN PARRY (P*) [see 20.9 & 21.5]

Break: 2D6 + Atk ST > Brk (Trident is useable on 1D6 = '5-6')

DROPPED OBJECT DIAGRAM [see 13.2]



THROWING [see 13.3]

Distance (to Hit): 1D6 - Weapon Thr > Range

Roll on Wound Severity Table (Weapon CRT column) for hit

WOUND & STUN SEVERITY TABLE

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

CLEAVING [see 26]

If Wound roll = 'Kill'; drop 1D3 Blood counters around body

CRITICAL HIT TABLE [see 10.4]

Area Hit	2D6 (RED & BLACK dice) + 1 per Wound								
	7-	8	9	10	11	12	13	14	15+
Head	--	1	V	S	H	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	SAM

UNARMED ATTACKS [see 23]

Half CF & +1 Spd (ignore 'S' or 'S*' & 'P' or 'P*' = Arm wound)
'H' = 2D6 Stun + Atk ST + 'H' (x2); roll Critical hit (+1 per Stun)
'H', 'M', 'K' or 'SA' = Fall Prone check with -2 DRM

TWO-HANDED FIGHTING [see 24]

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

SPECIAL ATTACKS [see 22.2]

Disarm (A): Arm attack; 'H' = 'P'; -Drop DRM = 8 + 'H' (x2)
Feint (F): Any attack (no Prone); 'H' = Free attack (4 CFs + 'H')
Sweep (S): Leg attack; 'H' = 1/2 Dam & Stumble check (-'H')
Shield Bash (H): Chest attack; 'H' = 1/2 Dam & 2D6 Stun + 'H' (x2)
Sand (T): Head attack (Rch = 2-hex); 'H' = -1D3 CF + 'H'

SPECIAL DEFENSE [see 22.3]

Duck (D): Auto '--' vs Head attack (no Stun)
Block (B): Auto '--' vs Chest attack (must have 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)

MISSUS [see 18]

Appeal for Missus: 2D6 + Performance Value + Prestige > 9
Performance Value: (Total Atk CF - Total Def CF) / 10





BEAST & CENTURION TABLES



BEAST CHARACTERISTICS [see 28.3]

Type	ST	AG	CN	W	CF
Bear	9	2	4	18	12
Leopard	3	4	2	10	10
Lion	9	3	3	14	14
Tiger	11	3	4	16	16
Wolf	1	4	1	6	8

BEAST MOVEMENT TABLE [see 28.4]

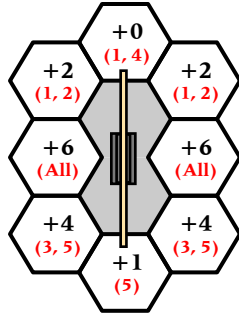
2D6	Beast Movement
2	move Backward 1 hex (Bears rear up)
3-4	turn Left one hex-side (in place)
5	move Forward 1 hex & turn Left one hex-side
6	move 1 hex toward closest gladiator
7	move 2 hexes toward closest gladiator
8	move 3 hexes toward closest gladiator
9	move Forward 1 hex & turn Right one hex-side
10-12	turn Right one hex-side (in place)
12	Beast Pauses (no Movement)

BEAST COLLISION [see 28.5]

Atk IF - Def IF (roll on Stun Severity Table)

DRM	Condition
+4	Beast is a Tiger
+3	Beast is a Bear or Lion
+1	Beast is a Leopard
+2	per hex Beast moved this phase

BEAST POSITIONAL ADVANTAGE & BODY AREA ATTACK LIMITS DIAGRAM [see 28.6]



BEAST ATTACKS [see 28.6]

Each beast makes 1D3 attacks each phase (random body areas)
Spilt the Beast's CF among its attacks (no Defensive CF)

BEAST COMBAT RESULTS [see 28.6]

'S' or 'S*': Convert to body hits ('H')

'P' or 'P*': Beast suffers Paws wound (body area 4) & gladiator must check for weapon drop ('P*')

BEAST CRITICAL HITS [see 28.6]

Area	2D6 (RED & BLACK dice) + 1 per Wound								
Hit	7-	8	9	10	11	12	13	14	15+
Head	--	1	1	V	S	2xS	2x	3xM	K
Chest	--	--	1	1	1	1	ST	2xM	K
Groin	--	1	1	ST	2x	2x	2xM	3xM	K
Paws	--	--	1	1	ST	ST	AG	LMP	SAM
Legs	--	--	1	1	ST	AG	LMP	LMP	SAM

CENTURION PRONE ACTIONS [see 29.3]

D66 (Movement roll) + range to Opponent < 10 (RO away)
Otherwise, use (KN) action

CENTURION PAUSE ACTION [see 29.3]

2D6 (Movement roll) + DRMs < 1

DRM Condition

-1	per 3-hex range to Opponent
-?	# of Pauses remaining (+ current Phase #)
+?	Opponent's Positional Advantage modifier

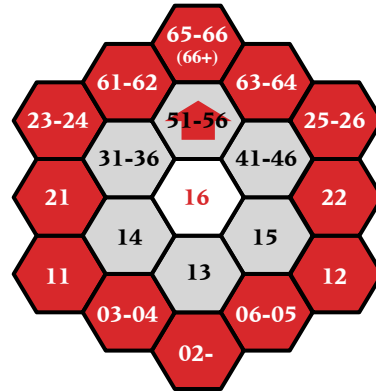
CENTURION RECOVER ACTION [see 29.3]

Use if Centurion is without Item, & Item is within 1-hex

RETIARIUS ACTIONS [see 29.5]

Repel Net: 2D6 (Movement roll) + range to Retiarius < 10
Net Free: roll 1D6 Escape CFs per 6 available CFs (round up)

RANDOM MOVEMENT CHART [see 29.3]



CENTURION POSITION [see 29.3]

D66 + DRMs (apply DRMs to RED die)

Rotation: 1 (in GREY hex), 2 (in RED hex), or 3 (in WHITE hex)
0 (if Movement roll > 22 & center is opposite of RMC arrow)

DRM Condition

-1	per 3 Stun currently in effect (round down)
-?	per 3 hex range to Opponent (N/A if Retiarius)
+?	Positional Advantage modifier
+FS	Fighting Spirit of Centurion

POSITION ADJUSTMENTS [see 29.3]

(C) Action: 66+ (Movement roll) & center facing same as RMC

Discarded Item: If without Item, move 1-hex closer on RMC

Kick Item: If unneeded Item, roll if pass within 1-hex

2D6 (Movement roll) + range to Opponent < 10

CENTURION NET ATTACK TABLE [see 29.5]

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)

CENTURION CF ALLOCATION [see 29.6]

Defensive CF: Roll 1D6 per 6 CF - FS (+2 if Heavy, +1 if Medium)

2 Defensive CF always allocated for random Special Defense

CF Allocation: Roll 1D6 per CF for body area ('6' = see below)

Attack CF = random Special Attack

or body area with > Attack CF

Defensive CF = body area with weakest armor





CREATION TABLES



SOCIAL ORIGIN TABLE [see 33.1]

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

PHYSICAL CHARACTERISTICS TABLE [see 3.11]

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

PRESTIGE (PR) [see 36]

Starting PR: 1D3 + Social Origin DRMs

CF Bonus: (Atk PR + 1D3) - (Def PR + 1D3)

PR Change: 1D3 + 1 per Opponent with higher PR
-1 PR if granted *Missus*, +1 PR if *cleaved* opponent

LIGHT GLADIATOR ARMOR TABLE [see 3.10]

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

MEDIUM GLADIATOR ARMOR TABLE [see 3.10]

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

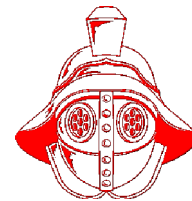
HEAVY GLADIATOR ARMOR TABLE [see 3.10]

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
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

RANDOM CENTURION TABLE [see 29.2]

Starting FS: 1D3-2 (DRM for movement & combat actions)

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



OPTIONAL WEAPONS [see 21]

Weapon	Spd	Rch	Thr	CRT	Notes
Axe	+1	1-hex	3	3	+2 Wounds
Dagger	-1	1-hex	2	2	½ CF
Flail	+1	1-hex	2	1	+2 to 'S' & 'P' results
Hook	--	1-hex	0	1	Shield, Grab ('F' or 'S')
Javelin	-1	2-hex	6	7	½ CF, Brk (5), Multi (6)
Scimitar	+1	2-hex	1	3	½ CF at 2-hex range
Maul	+2	2-hex	2	1	2H, +3 ST, Stun
Pike	+1	3-hex	4	5	2H, +6 Shield dam
Spear	--	2-hex	5	4	2H
Sword	--	1-hex	3	3	
Trident	--	2-hex	4	5	2H, Brk (11)





CAMPAIGN TABLES



TALENTS TABLE [see 36.2]

Starting Talents: 1 roll per 4 TR (round down)

D66	Code	Talents	Notes
11-36	--	None	--
41-46	WS	Weapon Skill	Use optional weapon
51-52	FA	Fast Attack	-1 Spd for 1st attack
53-54	TH	Throwing	+3 Throwing DRM
55-56	HG	Hold Ground	+3 Collision DRM
61-63	SR	Retiarius Style	Fight as <i>Retiarius</i>
64-66	SD	<i>Dimachaeri</i> Style	Fight as <i>Dimachaeri</i>
71	SU	Unarmed Style	Use Full CF & +0 Spd
72	BR	Bravado	+2 PR & +1 PR change
73	TG	Toughness	Ignore CF loss (see rules)
74	SP	Sprinting	3 Move actions (see rules)
75	FW	Find Weakness	- Def CF (see rules)
76	MS	Weapon Mastery	+3 CF with one weapon

ARMOR COVERAGE [see 34.1]

Armor Type	Armor Coverage					Sesterces per Gladiator	
	2	3	4	5	Full		
A	85	140	185	245	320	Light	400
B	80	125	165	220	285	Medium	850
C	50	80	105	140	180	Heavy	1,100

ARENA SIZE [see 25.2]

2D3-1 ('1' = Colosseum in Rome, '5' = Fighting Pit)

RANDOM MATCH TABLE [see 30.2]

Death Match: 1D6 > Death #

D66	Match Type	Death	Notes
11-32	Matched Pair	6	1v1 match
33-34	Two on One	6	vs 2 Opponents at once
35-36	Consecutive	3	vs 1D3+1 Opponents
41-42	Champion	5	vs Champion (+100 XP)
43-44	Two Pairs	6	2v2 Team combat
45-46	Three Pairs	6	3v3 Team combat
51-53	Battle	4	Team combat (see rules)
54-61	<i>Venatores</i> vs Beast	--	vs 1D3 random Beasts
62-65	<i>Bestiarii</i> vs Beast	--	vs 1D3 random Beasts
66	Unique Match	5	Special (see rules)

PAIRING TABLE [see 30.2]

Experience: (1D6-4 + Opponent's record) x 20 XP

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

EXPERIENCE CHART [see 31.3]

Base XP: (Total Atk CF - Total Def CF) / 3

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

Kill Bonus: 10 + [(5 - Turn #) x5 if Slow, x3 if Quick]

XP	Improvement
25	+1 TR or 1 Talent roll (+1 to RED die per +10 pts)
35	+1 AG or ST
50	+1 CN or W

INJURIES [see 32.2]

Injury DRM: 2D6 - number of Wounds (per body area) < 0

Rating Loss: Characteristic (see below) - Injury DRM

Body Area '1' = CN, '2' & '3' = W, '4' = ST, '5' = AG

GLADIATOR CHART [see 37]

Gladiator	Cost	Cat	Armor (Shield) & Weapons
<i>Myrmillo</i>	350	I	Light (any); Sword
<i>Velite</i> (M7)	200	III	None (small); Javelin
<i>Thracian</i>	350	I	Light (small); Scimitar
<i>Contra-Retiarius</i>	350	V	Light (Hook); Sword
<i>Secutor</i>	400	I	Medium (any); Sword
<i>Provocator</i>	400	II	Medium* (any); Sword
<i>Retiarius</i> (M6)	300	IV	Medium (none); Net & Trident
<i>Dimachaeri</i>	400	I	Medium (none); Two weapons
<i>Gallus</i>	400	II	Heavy (any); Sword
<i>Hoplomachus</i>	450	II	Heavy (small); Spear & Sword
<i>Cataphractarius</i>	450	III	Heavy (none); Pike
<i>Crupellarius</i> (M3)	500	III	Heavy (x2); Sword

SPECIALIZED GLADIATORS [see 19]

Velite: javelins, no armor & small shield; Move = 7

Thracian: scimitar & small shield.

Contra-Retiarius: hook; vs Retiarius only.

Provocator: 'A' armor for body area 2

Retiarius: net & trident, no helmet or shield; Move = 6

Dimachaeri: two weapons & no shield

Hoplomachus: gladius, spear & small shield

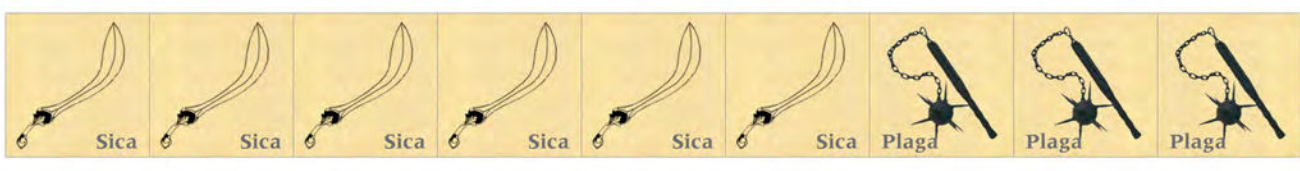
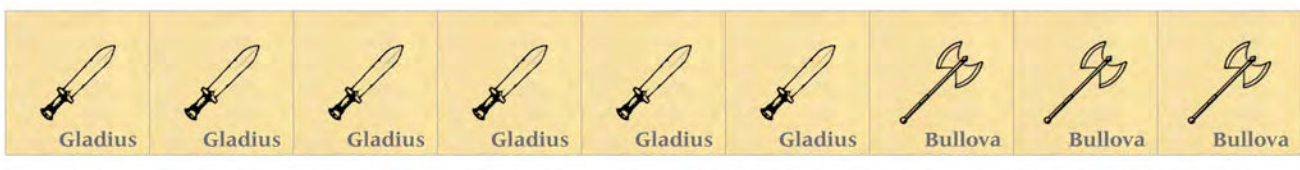
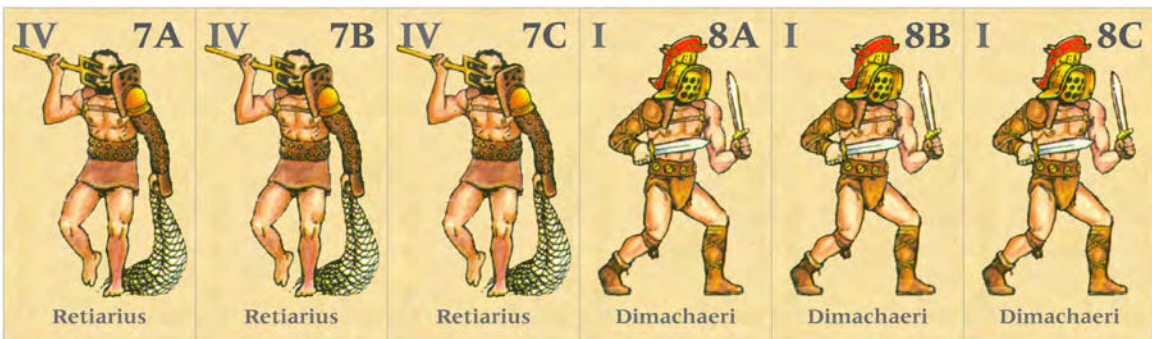
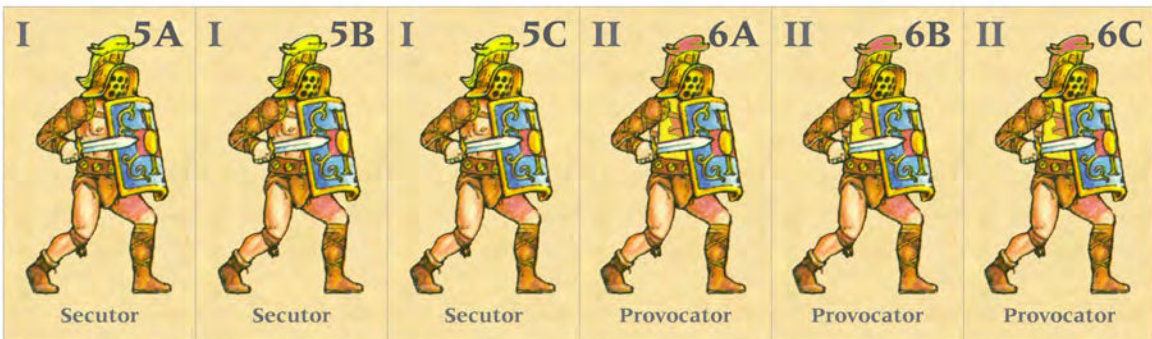
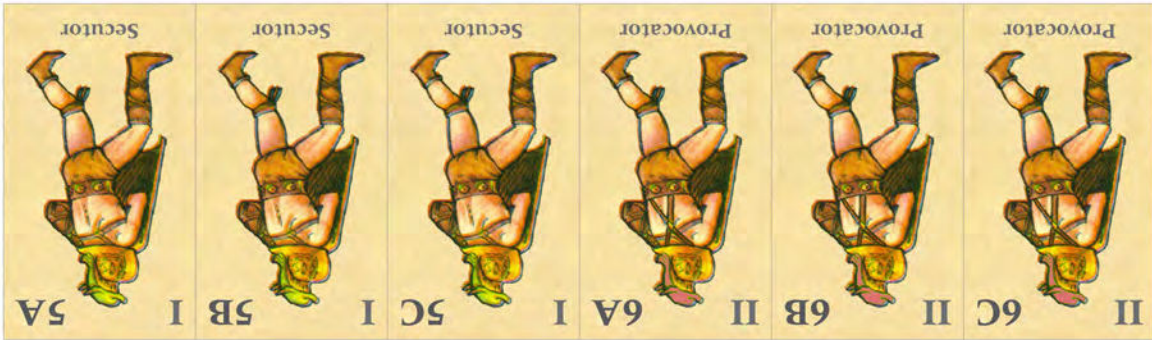
Cataphractarius: pike & no shield

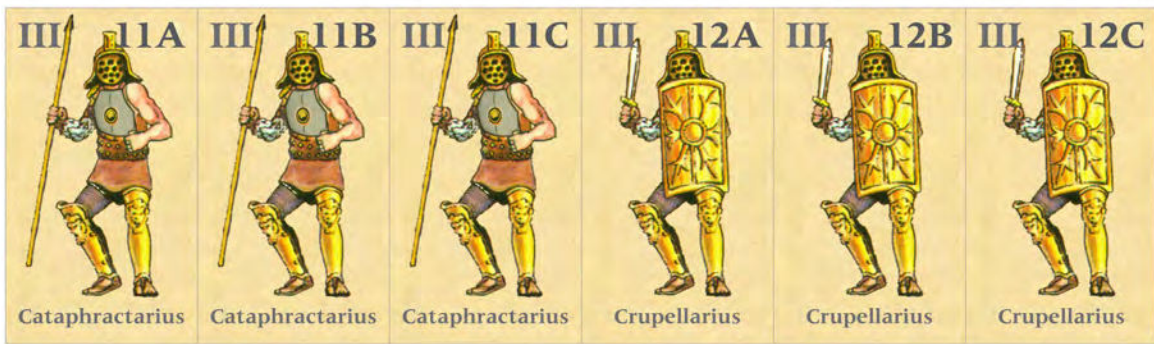
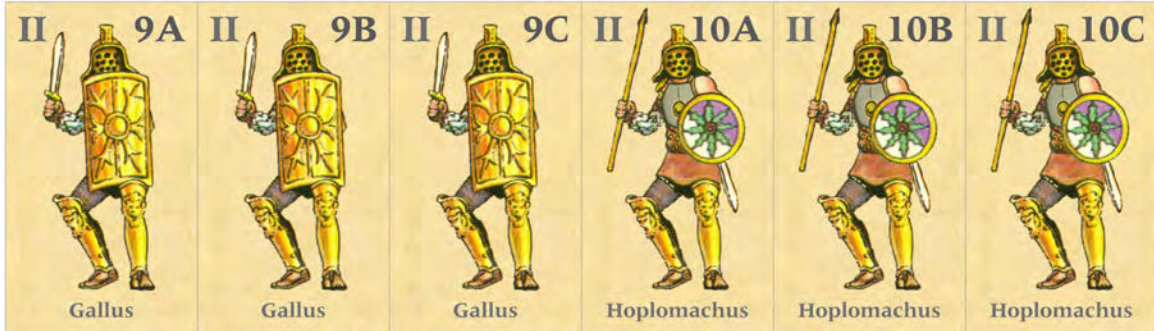
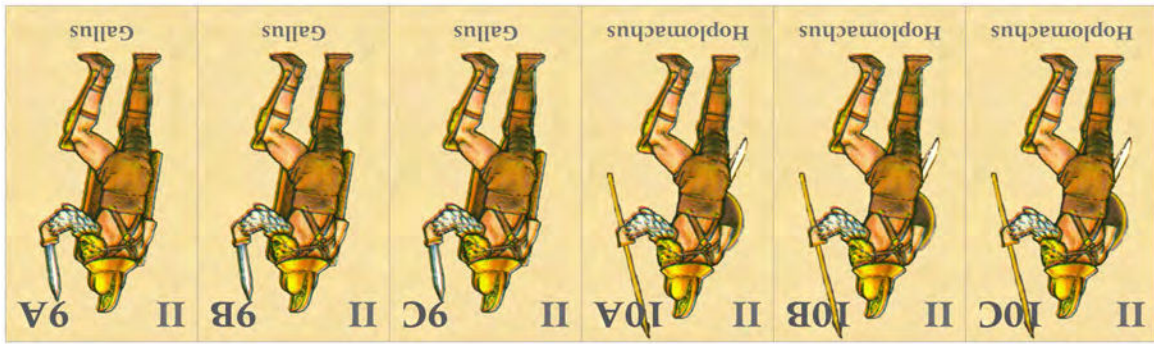
Crupellarius: x2 armor & Fall Prone check after KN; Move = 3

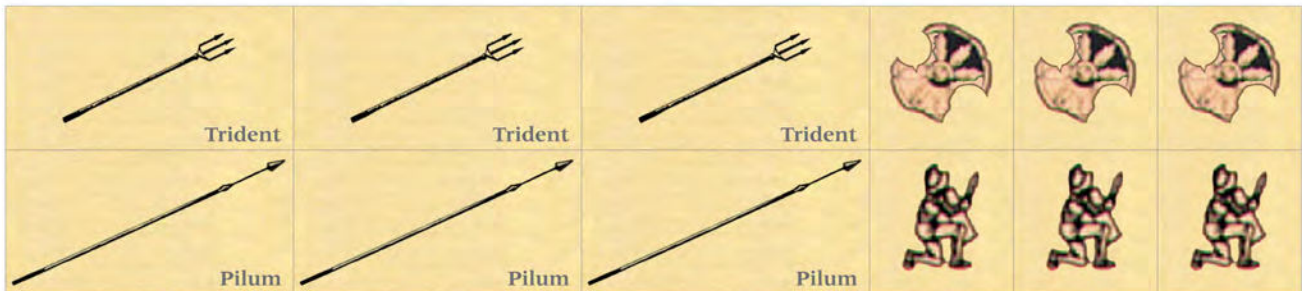
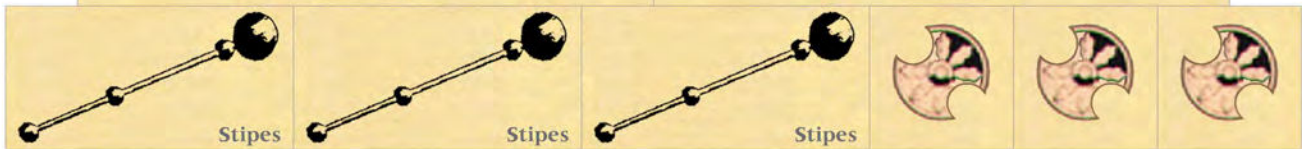
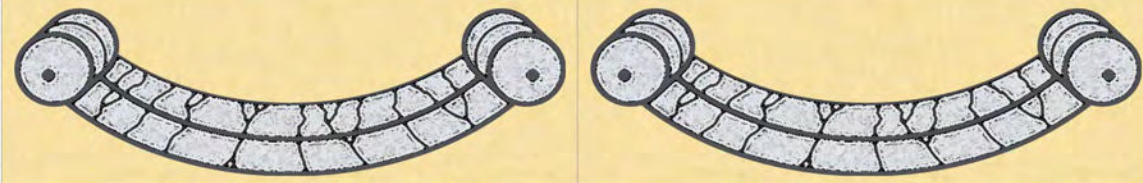
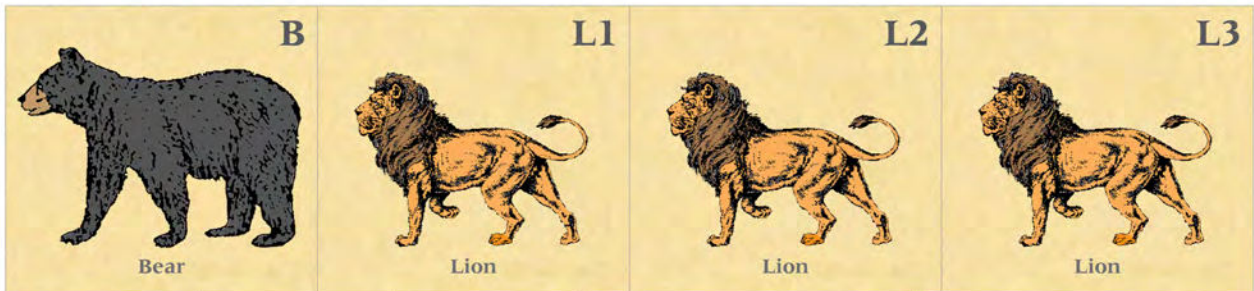
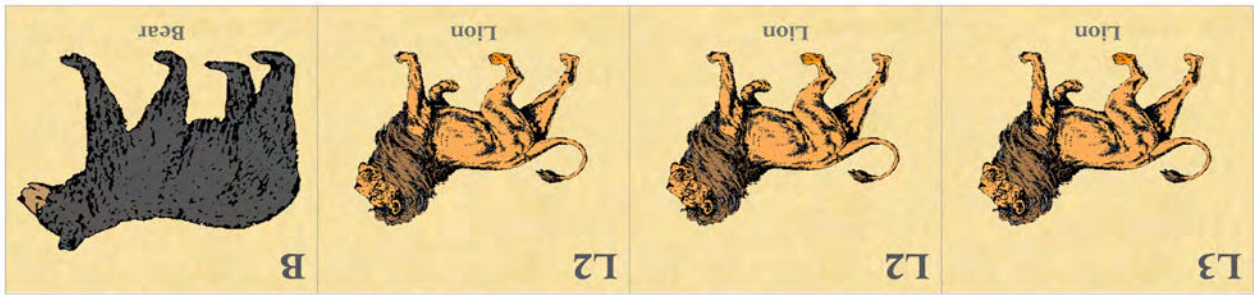
COMMON ROMAN NAMES

A	D	H	N	S
Adaucius	Daedalus	Hadrian	Natalis	Saturius
Agrippa	Damocles	Helvidius	Nemonius	Scapula
Antonius	Decrius	Homullus	Neratius	Scipio
Apuleius	Didius	Honorius	Nerva	Scribonius
Aelius	Domitius	Horatius	Nestorius	Secundus
Anicius	Drusus	I	Noricus	Septimius
Aquila	E	Icarus	Novanus	Severus
Arcanus	Egnatius	Iulianus	O	Silvanus
Artorius	Elias	J	Octavius	Socellius
Aurelius	Eprius	Janus	Olcinius	Statorius
B	Erasinus	Julius	Oppius	T
Balbus	Exomnius	L	Ostorius	Tabellius
Bacchus	F	Larcus	P	Tadius
Baltar	Fabius	Latinius	Paetus	Terentius
Balthasar	Faustus	Laurentus	Petillius	Thorianus
Basilius	Favonius	Leonidas	Petronius	Thurinus
Bassus	Felix	Liburnius	Pius	Titius
Bellicianus	Festus	Licinius	Plautius	Trebellius
Betto	Flavius	Livius	Pompeius	Tuccius
Blasius	Fortunatus	Lucius	Pontius	V
Brutus	Frontinus	Lucretius	Porcius	Valerius
C	Fuscus	M	Proclus	Velius
Caius	G	Macrinus	Q	Venator
Calidius	Gaius	Magnus	Quadratus	Veranius
Calpurnius	Gallienus	Marcellus	Quietus	Vesnius
Cassian	Gallus	Marius	Quintas	Vibius
Cassius	Gargilius	Masala	R	Victor
Claudius	Germanus	Messorius	Romanus	Virilis
Commodus	Geta	Maritimus	Roscius	Vitalis
Cornelius	Gnaeus	Martialis	Rufinus	Vitellius
Corvinus	Gordianus	Maximus	Rusticus	
Crixus	Gracchus	Mercatius	Rutilius	

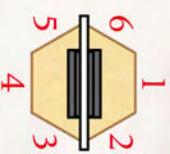
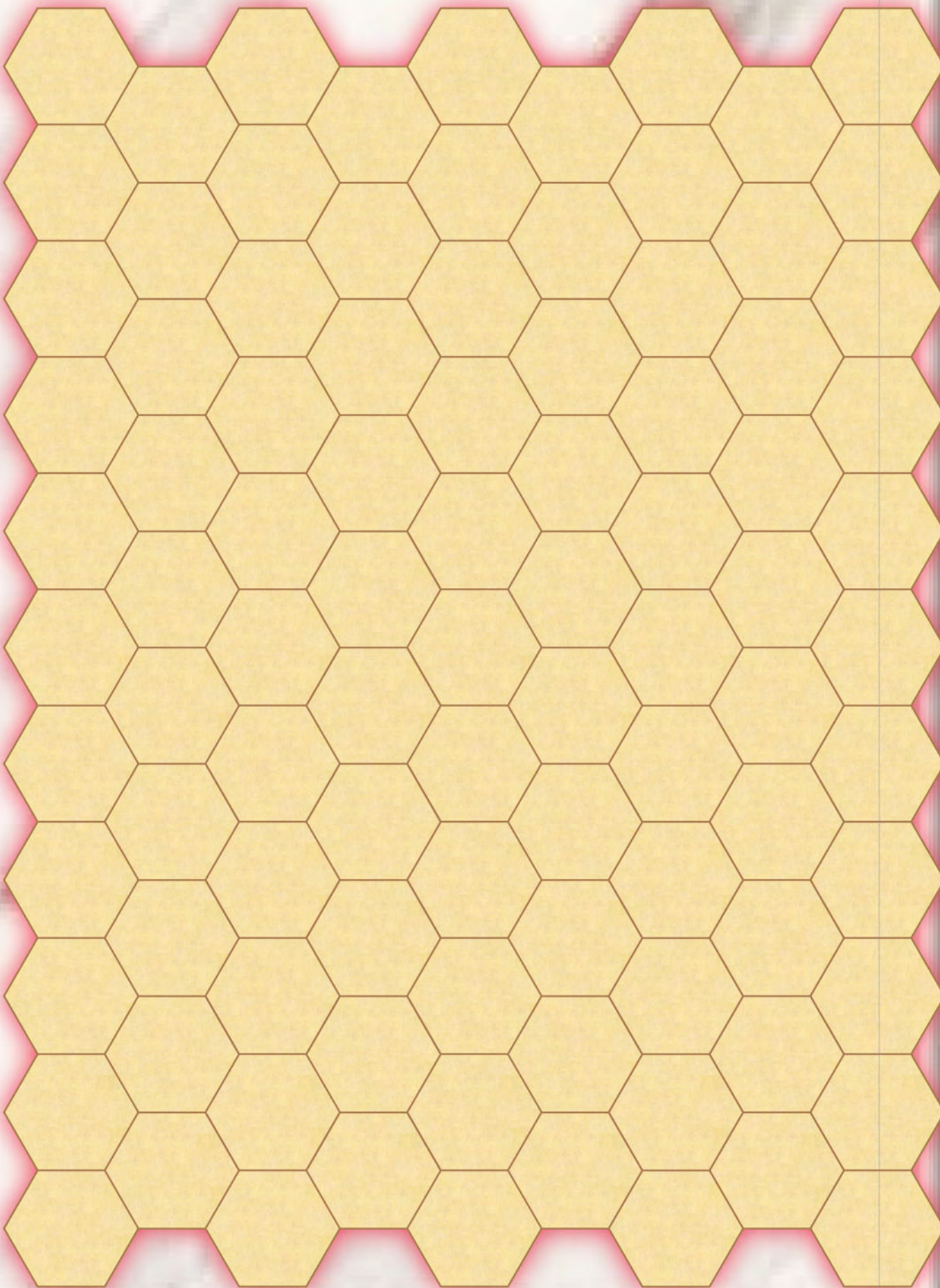


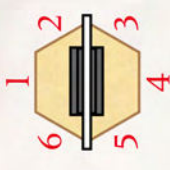
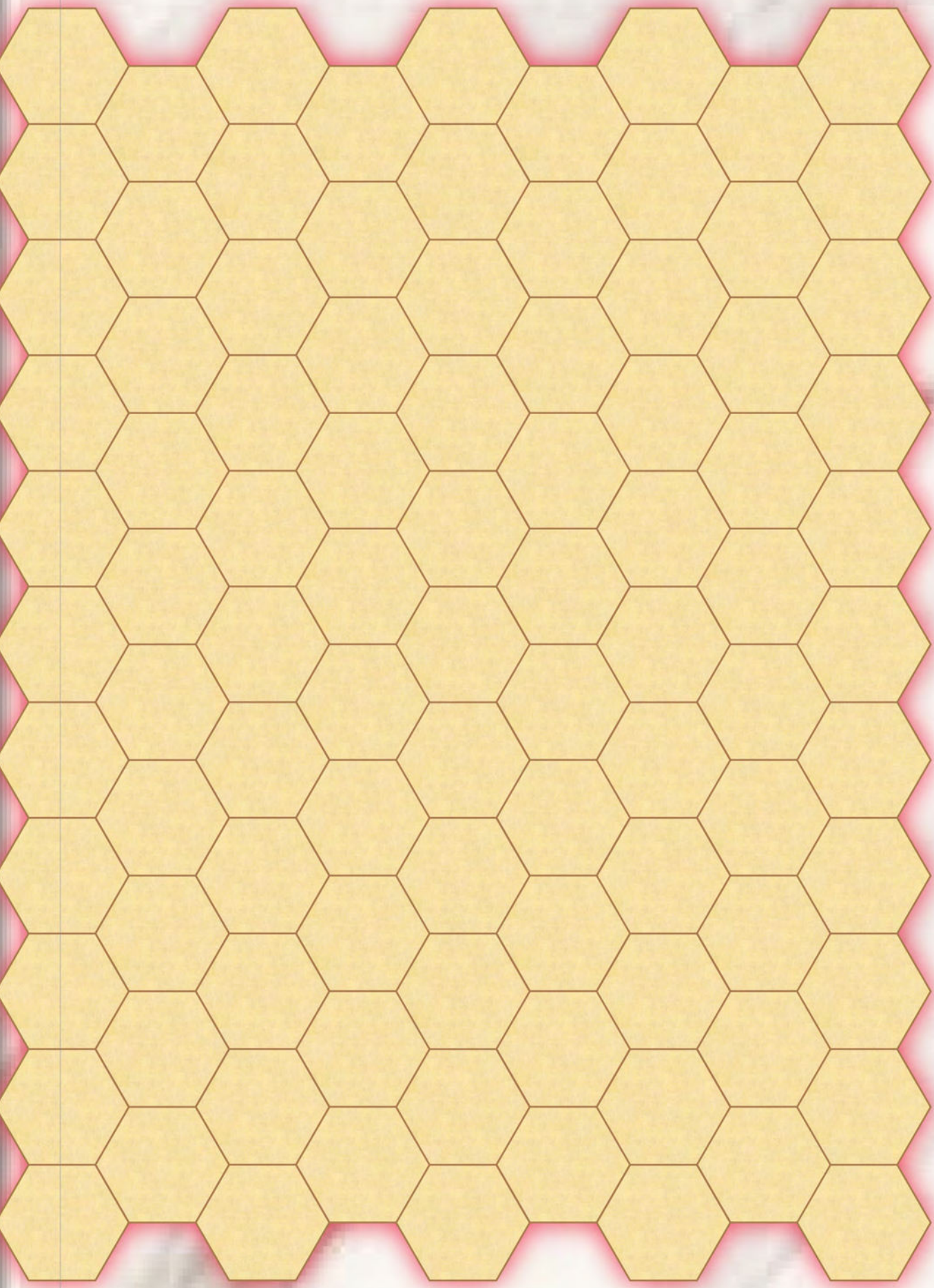






GLADIATOR





GLADIATOR

The Gladiator Tables, V2.0

Avalon Hill's classic game *Gladiator* does a great job of simulating Roman gladiatorial combat. Its major shortcoming is in its character and armor generation tables – they yield a finite number of options, easily repeated if you play enough, and they are generally but unspecifically accurate from an historic perspective. The following tables allow you, using percentile dice, to create a wider range of gladiatorial combatants whose types correspond to the historical types found in the ring in imperial Rome.

These tables are the second generation of those originally made in The Cave at Calvin College, Grand Rapids, MI, in the spring of 1990.

1. Origin

01-34	Slave
35-51	Criminal
52-77	Foreigner
78-97	Volunteer
98-00	Senator

3. Stat Mods

	TR	ST	AG	W	CON
Slave	+1	+1	-1	-1	-
Criminal	-	-1	+1	-	-
Foreigner	+1	+1	-1	-	-1
Volunteer	-1	-	+1	-	-
Senator	-1	-1	-	+1	+1

2. Type

01-09	Velite
10-22	Retarius
23-33	Secutor
34	Secutor dimachus
35-45	Myrmillon
46	Myrmillon dimachus
47-61	Thracian
62-72	Provocator
73	Provocator dimachus
74-88	Samnite
89-97	Hoplomachus
98-00	Crupellarius

4. Armor

	Move	Shield	1	2	3	4	5
Velite	6	S	A6	-	C7	-	-
Retarius	6	-	B5	-	C7	B7	-
Secutor	5	L	A8	C8	C	C7	B7
Myrmillon	5	L	A	-	C7	C8	B8
Thracian	5	S	A	-	C	B8	C
Provocator	5	L	A	C	C	C7	C6
Samnite	4	L	A	C7	C	B7	A8
Hoplomachus	4	XL	A	-	C	B7	B8
Crupellarius	4	L	A	C8	B	B7	A7

The Gladiator Tables, V2.0

5. Training (TR)

01-24	8
25-48	9
49-73	10
74-88	11
89-00	12

8. Wounds (W)

01-27	10
28-51	11
52-69	12
70-87	13
88-00	14

6. Strength (ST)

01-19	-1
20-43	0
44-64	1
65-79	2
80-94	3
95-00	4

9. Constitution (CON)

01-15	2
16-54	3
55-90	4
91-00	5

7. Agility (AG)

01-09	-2
10-27	-1
28-54	0
55-81	1
82-91	2
92-00	3

Special Rules:

Dimachus:

Fighting with two swords means no shield (treat S as P on the CRT), but the gladiator gets +4 CFs as long as he wields two weapons.

The Gladiator Tables, V2.0

XL Shield:

All attacks against him are at –1 on the CRT while the gladiator wields this shield.

Javelins:

In close combat they function as tridents, except that they have a range of one hex and can only be wielded one-handed (thus, attack CFs are halved). They can be thrown to a range of 4 hexes. Only one such attack is allowed in a phase (and still limited by max of half available CFs). Roll 1d6 for body area targeted; 6 results in a miss.

Crupellarius:

This gladiator's armor is so weighty that he cannot rise if he falls prone.

Missus:

A gladiator need not be unconscious (or even prone) to call for a missus. He need only drop his weapon and shield and raise a forefinger to indicate his appeal to the elector and the crowd. (This is done at the end of any phase.) Every 4 CFs he's lost because of wounds improves his column by one on the missus table. If the bout is in turn 5 or later, improve his column by another 1. An attacker is obligated to respect a call for a missus, except when he still has opponents on the field.

XP Awards:

Instead of a base 10 xp for a kill plus additional for slow & fast kills, there should be a base 10 xp award for surviving, with the kill points and general CF points on top of that. This makes it more possible for truly powerful gladiators to survive multiple bouts and become truly difficult to kill (which is historical – the famous guys survived dozens of fights).

Notes, Historical & Otherwise

I have made modifications to the frequencies of origins in Table 1. Condemned criminals were common in the arena but primarily as unarmed, unarmored cannon fodder. Actual criminals who fought professionally were much rarer, and the numbers now reflect this. Historically slaves formed a majority of gladiatorial combatants, but I maintained a broader range for variety's sake.

The types now reflect more closely the major gladiator categories of imperial Rome. A few exceptions and liberties: the Samnite was actually the republican-era predecessor to the Thracian and Myrmillon; I kept him in anyway. The dimachaerius is mentioned in passing in

The Gladiator Tables, V2.0

some classical texts but without details; I've assumed that it's an adjective that can apply to some of the medium gladiators in general.

The Velite is another case where there's not a lot of information. The more reliable sources portray him as a lightly armored fighter with a single javelin connected by rope to his own wrist; other sources mention multiple javelins stored behind his shield, which I figured was a little cooler. The Thracian, incidentally, doesn't fight with a *gladius*, the typical short sword, but with a *sica*, a curved blade. I didn't think it was worth it to introduce special rules about it, though.

The crupellarius is another one of those mentioned-only-briefly types. But the bit about him not being able to get up if he fell is historical, so I just had to include him. I also considered including the scissores, the “carvers,” but there's no information about them besides the name, so I left him out.

Regarding armor: note the absence of chest armor for a lot of these guys. That's historical. The Retarius doesn't actually have head armor per se, but his arm-guard (*manica*) was so big that it is angled up and partially protected his head. Everyone else's armor reflects what the actual guys wore in the ring. Of course the historical information only gives enough info to establish partial or complete (one or both legs or arms, etc.), and whether the armor was metal or leather; I've nudged the numbers from there to create variety and balance. Note that I've weakened the power of the XL shield from -2 to -1 , which is where we had it in the original Gladiator Tables.

Historically, more matches ended with a plea for missus than in a combat death; in some of the larger events the majority of the gladiators lived to fight another day. The rules as they are don't really support this, and one place they go wrong is in making a missus so hard to call for: you have to be prone, you have to either be unconscious or have someone collide with you while prone. It was actually much more common for the loser to drop his shield and call for mercy. The crowd tended to like those who had been brave and aggressive, who had fought for a long time, and who were in genuine danger of dying if they didn't stop. I added the column-shift caveats and the XP changes to reflect this.

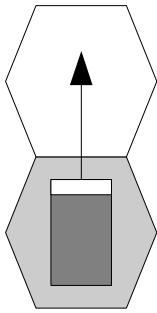
I recalculated the distribution for the stat tables, too, and shortened them somewhat – the extreme results at either end are now possible with the right origin, but not otherwise.

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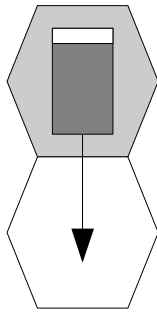
standard actions

F



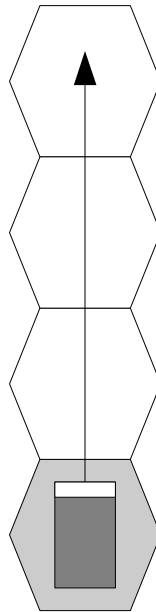
forward

B



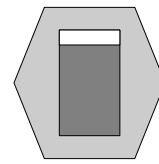
backwards
no (k#)

C



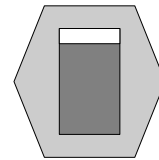
charge
none

R



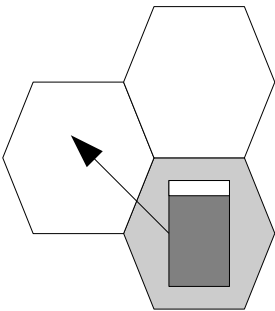
recover
weapon/shield
only (L) or (R)

S



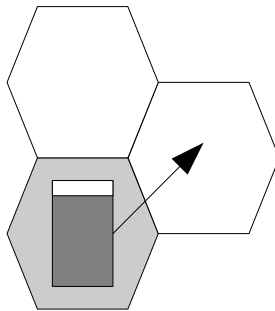
stumble
only one (L) or (R)

SFL



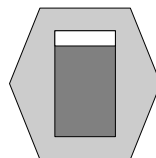
sidestep
forward
left

SFR



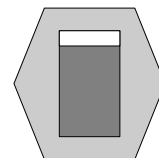
sidestep
forward
right

KN



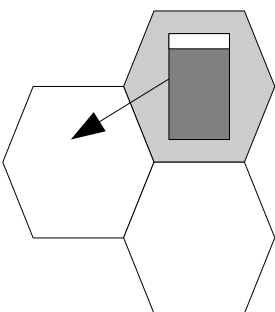
kneeling
not (Q) or (K#)

X



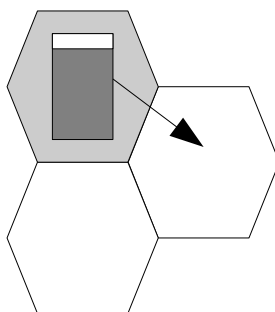
pause
no (Q)

SBL



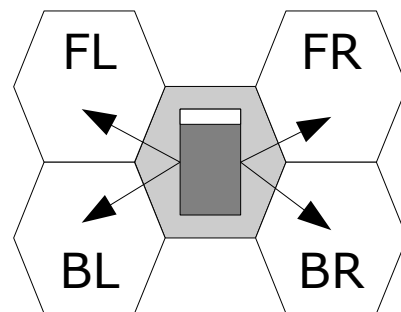
sidestep
backwards left
no (k#)

SBR



sidestep
backwards right
no (k#)

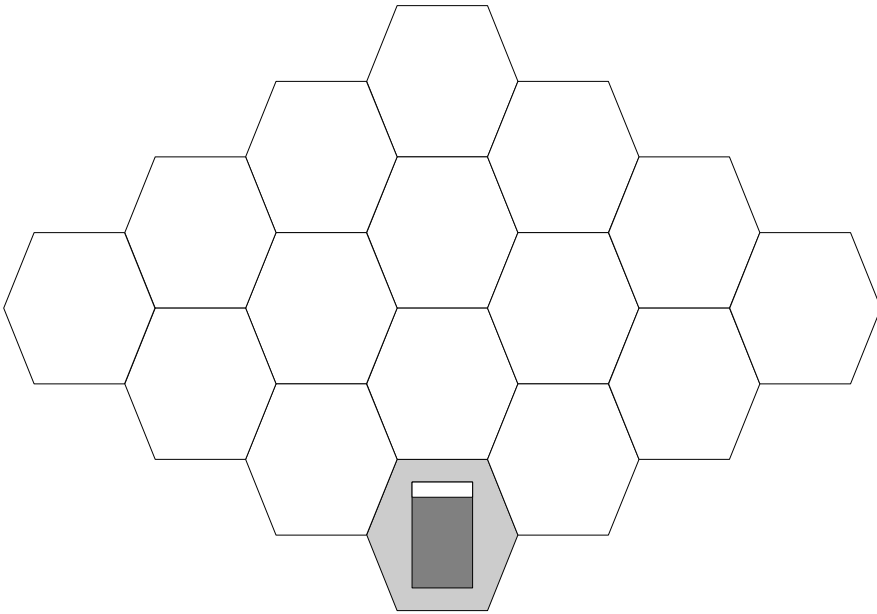
RO-XX



roll
only (Q)

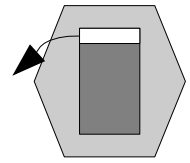
special actions

(TN)



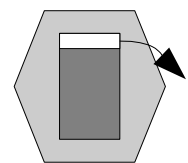
toss
net
6 CF

(L)



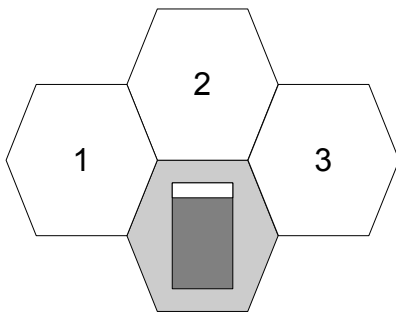
left
turn

(R)



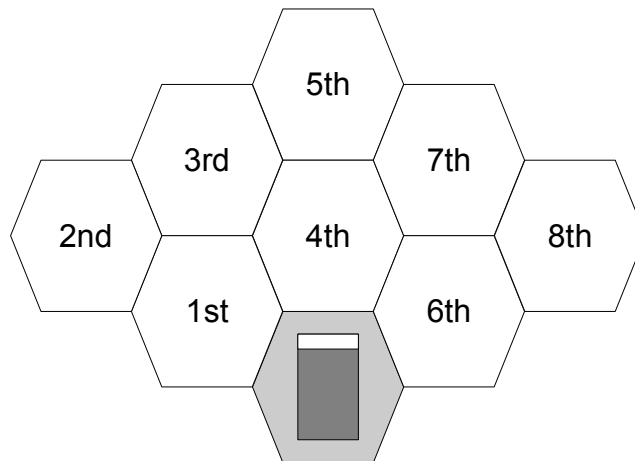
right
turn

(LN#)



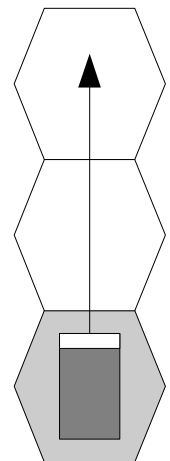
lay
net
2 CF

(SN)



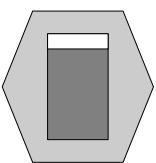
swing
net
4 CF

(Q)



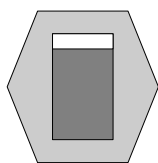
quick
move

(RN)



repel
net

(k#)



kicking