THE DANCE OF DEATH
The Billings Rules for GLADIATOR
By John E. Hyler

I have been an aficionado of *GLADIATOR* since it was first published. I have yet to find a game that provides two players with the same level of excitement in a game with this format. However, since the original series of articles about *GLADIATOR* (Vol. 18, No. 4) I have read no more about rules modifications or revisions. The original rules, to the limit of their scope, provide the players with an exciting game that is easily learned and played. The inherent realism is as close to reality as one can get without actually donning a sword and shield and engaging in a little slash and parry.

During the few hundred games that I and my friends have played, numerous omissions and inequalities became apparent. So began the evolution of the "Billings Rules" (named after the town we reside in). The intent of the rules changes and additions was not to increase the complexity of the game to the proportions of, say, a *THIRD REICH* or *GETTYSBURG*. Instead, we wanted to build upon the original system in such a manner as to maintain the basic format with no cost to playability. My friends and I have extensively playtested all of these changes, trying new ideas and discarding others. The revisions below represent the refined version of all that transpired. They are all tried and tested, and I feel add much to the excellent original format.

6.7 MAP EDGES

One of the first changes we made was to the mapboard. Granted, the actual size of the arenas where actually combat occurred was much larger. But in actual play, I found that only rarely was it necessary to reposition the gladiators back to the center of the board. In our version, the map edges are all considered as walls. Gladiators *cannot* move off the board. In addition, various Stun penalties are assessed for contact with the wall, depending upon the nature of the contact. (More on this in the movement and collision sections.)

The players must now be cognizant of the wall during the game to avoid an unwanted collison with an unyielding surface. A certain amount of strategy comes into play when an implement is dropped. The opposing player can, at his discretion, opt to try to kick it against the wall or into a corner, making recovery attempts extremely unpleasant. From my reading, much of the tried and true tactics that historical gladiators exercised revolved around proper use of the confining walls of the arena; how simple to invoke those concerns.

One thing that disappointed us in the original game was the lack of any cohesive order of events in the tables. This lack of order lead to arguments about what happens and when, demanding that our time be spent looking up rules. The original tables also require a player to constantly flip back and forth from one side to the other as events dictated, a real bother in a fast-paced game.

As our modifications were refined, the need for one "Gladiator Table" became apparent. So I sorted out all of the events that comprise a turn, and placed them into a logical order as they occur during the turn. This made for a three-page table (refer to tables at conclusion of article), but each page represents a particular segment of both the game and turn. The three sections are as follows:

1. Gladiator Creation and Maintenance
2. Movement Phase
3. Combat Phase

Let us work through these step-by-step.

GLADIATOR TABLES
3.7 Physical Characteristics

The original Physical Characteristics Chart by and large generated gladiators that can best be described as mediocre to average. Only 36 options were available. This lead to the adoption of Mr. Medrow's "Physical Characteristics Table" (from his article "The Wisdom of the Arena" in Vol. 18, No. 4). A few minor changes were made in the values of some categories, but they are basically the same.

The use of three dice generates a bell-shaped probability curve centered around "10" and "11". So the "average" gladiator will start his career with about 11 or 12 combat factors, 11 wounds and a constitution of three or four. The possibility now exists, of course, for a player to roll five outstanding rolls and be rewarded with a real monster (a Gaul, no doubt). The converse can occur of course, resulting in a pipsqueak (a Greek likely).

One suggested variant for those who want a touch more control of their destiny is to roll five times and arrange the physical characteristics as the player sees fit, in so far as the numbers dictated by the values rolled allows.

3.6 Armor Coverage; Purchasing Armor

Again, this is adapted from Mr. Medrow's table. I felt, however that his purchase limits for the various gladiator catagories were too low— particularly for the light gladiators. I admit, I have a bias for armor. I like to have my gladiators wear lots of armor. The new values are as follows: Light=400, Medium=850 and Heavy=1100.

The Retarius is now classified as a light gladiator in armor capabilities. The 400-sesterce limit allows him, or a regular light gladiator, to purchase at least two pieces of useful armor or up to five pieces of B5 armor. (I have found that 5-class armor is about as useful as a snow shovel in Rio de Janeiro.)

Medium gladiators have enough sesterces to buy armor in the seven range of coverage. Two dice generate a bell-shaped probability curve centering around "7". This makes the armor useful an average of 55% of the time.

The heavys are truly tanks on feet. Unless he opts to buy C-class armor, a player can be assured of at least B-class, with a coverage of not less than "7".

Rolling for Armor

With a few changes, this table is the same as the original. In either armor option (purchase or random), the size of the shield in the light and medium categories must be rolled.

19.2 Missus

A gladiator who has won several matches is definitely a crowd-pleaser. Historical records show that the crowd was quite knowledgeable about the fighters, had their favorites and followed their careers. So, after the computations to determine the column used on the chart are finished, the player checks his record of wins and losses. For every two matches that a gladiator has won previously by either a kill or a missus, he is advanced one column until he is rolling on the "61 or More" listing. Any excess wins are discarded.

However, for each and every previous match that a gladiator was granted Missus himself by the crowd, roll on the next lower column on the chart—

until rolling on the 1-15 column. Any excess downward modifiers are ignored. All modifications, both for wins and for Missus, are cumulative (and can even cancel out). As an example: a gladiator with six wins and two missus granted is rolling on the 16-30 column; the wins advance him to the 61+ column while the two missus lowers the final column to the 31-45 range.

These modifications justly reward a gladiator with a string of victories who has bad luck in the current match. Likewise, it can represent the growing ire of the crowd towards a gladiator who finds himself continually appealing to them for mercy.

21.1-21.44 Healing and Improvement

This is an extensive section of the rules codified for ease of play. Players first must heal all wounds of their gladiator, adjusted for failing rolls if any. All experience points are then computed and purchases may be made if the player so desires. The only alteration made was to the spending limits. A player may "buy" two factors of training *or* one of training and one other (whether it be AG, ST, CON or W).

MOVEMENT TABLES
16.3 Endurance Loss

The equation is unchanged, but it is now placed in its logical place at the beginning of a game turn before any other action commences. As per the rules, this table is consulted at the start of each game turn beginning with the second turn.

14.3 & 15.7 Fall Prone

Contrary to the rules, I feel that a player who falls prone as a result of stumbling in the previous turn should not be penalized for one turn before he can roll (RO). A stumble result in the previous phase now indicates the *possibility* of a fall. If the gladiator does not fall, then the mechanics of stumbling dictate that he remain in the same hex that turn.

If he does fall prone, instead of lying motionless like an anesthetized cow awaiting butchering, he should be allowed to RO. He must, however, still remain motionless for one turn when he rises to his knees. "Fall Prone" is now rolled before any other written movement notations are made. If the gladiator falls, then he can RO, but *not* KN. At any time thereafter, a gladiator may spend at least one phase motionless and prone before he can KN.

3.4 Move

In accordance with the change in armor classification for the Retarius, a Retarius is considered a Light in movement capability with six available moves per game turn.

6.3 & 6.4 Movement and Special Actions

This section shows the majority of our modifications. The original tables are fine with the one-hex range of movement; all six adjacent hexes can be reached with one or the other Standard Actions. In the three-hex range, the C notation is still the only manner in which a gladiator can shift three hexes.

But this leaves us with the two-hex range. The original special actions left six hexes within that two-hex range that could not be reached. Specifically, these are the six hexes which resemble the move of a knight in chess (2 F,B or S & 1L or R). In Diagram 1, these hexes have been shown graphi-

cally. Those that can be reached using the original actions have been indicated; this leaves the hexes even numbered as unreachable.

To enable a gladiator to enter these hexes, we devised an additional four Special Actions. The first two—*Quick Forward* (QF) and *Quick Backwards* (QB)—can only be used in conjunction with a Side-step Standard Action. The remaining two, *Right Quick* (RQ) and *Left Quick* (LQ), can only be used with an F or B Standard Action.

For example, a movement of "SFR(QF)" will move the gladiator one hex right and one hex forward as shown in Diagram 2. A notation of F(QR) will place him in the same final hex, but move him one hex forward and one hex right. Diagram 2 shows all notations necessary for a gladiator to reach each hex. Making all of the hexes in the two-hex range available for movement has opened a multiplicity of possible flanking actions against an opponent; it also makes guessing where the enemy will move that much more difficult. And it is more realistic.

One last addition to the Special Actions are our notations "(AR)" and "(AL)"—for *About-Face Right* and *About-Face Left*. This is simply a 180-degree turn in the hex and eliminates the cumbersome "(RRR)" and "(LLL)". In all respects these are equivalent.

13.0 Kneel Standard Action

Definition of which specific hex is used for a KN Standard Action from a prone position was found to be necessary. After all movement is plotted for both players, a die is rolled for the gladiator who is kneeling. On a roll of "1-4" the KN takes place in the hex containing the prone gladiator's *torso*. On a roll of "5" or "6", the KN takes place in the hex containing his *legs*.

Stun: Movement into the Wall

This is new section of the rules to be used whenever movement would take the gladiator to the board edge. Diagram 3 illustrates how Stun is accrued by movement. If a gladiator is adjacent to and facing the wall and moves F or SF into the wall, he automatically receives two factors of Stun. If he

is one hex away and either SF(Q) or F(Q) into the wall, he receives four factors of Stun. If he is two hexes away and charges C, he is awarded six factors of Stun. The same method applies, of course, to all SB and B moves, with the exception that a gladiator gets only one factor of Stun for each hex moved. Thus, (QF) garners two Stun; (QB), only one Stun; (RQ) or (LQ), two or one Stun depending on the Standard Action selected.

Running into the wall is very rare once players are familiar with the effects and new movement plot. But collisions with the wall occasionally do happen, much to the amusement of the enemy!

14.2 Stumble, Backward Move

This equation remains the same as the original, placed after the movement section, and used when applicable. A note of clarification only: if a gladiator is plotted SB(QB) or B(RQ) or B(LQ), the net modifier is −3 excluding any possible Stun. SF(QB) equals −1 when using this table if the item is in the final hex.

12.7 Kicking Weapon/Shield

Again, the equation is unchanged, but notice should be made that an (AL) or (AR) Special Action still counts as *three* written actions.

In the occasional instance where a glaadiator is attempting to recover an implement (with or without an R Standard Action) while at the same time his opponent is attempting to kick it, both players roll one die. The highest roll completes his action. In the event of tie, continue until one player rolls higher. If the player attempting recovery wins the roll, he rolls and if successful the opponent's kick is ignored. If the player kicking wins the roll, he completes his action and if the item falls out of reach of the player attempting recovery, the enemy action is annulled.

Collision, Crossed Paths of Movement

This is a major change and alters Rule 7.2. If two gladiators end their movement in the same hex, or if one gladiator enters a hex that the other did not move out of this turn, a collision occurs normally (use the regular rules to resolve). If, however, the gladiators *both* move *and* cross paths during movement, the *possibility* of a collision occurs. Diagram 4 shows an example. This rule does *not* apply to the hex that either gladiator occupied at the beginning of the phase. It does not apply if the paths intersect due to a following movement.

To see if a collision actually occurs in this instance, each player rolls a die. If the net result is doubles, a collision occurs and is resolved normally.

Any additional movement plotted beyond the hex of collision is cancelled. If the die roll is not doubles, the nimble gladiators have avoided contact and both complete their plotted movement.

7.5 Impact Factor

Because of the additions to the Special Actions, some revisions had to be made to the movement dice roll modifiers. Diagram 5 shows the modifiers for all hexes for the various movements. Move (QF) = +2; +1 if used with a SB Standard Action. (RQ) or (LQ) equal +1 if used with a F Standard Action; −1 if used with a B Standard Action.

Positional Advantage

"If both gladiators *moved*, and end their movement in the same hex, a collision occurs but *no* modifiers for positional advantage are received by either gladiator." (from Thomas Springsteen's article "Gladiator" in Vol. 18, No. 4)

Because too many arguments erupted because both gladiators moved but one had his back to the other in the collision hex, we chose to reverse Mr. Springsteen's statement. The following now applies in The Billings Rules.

Positional advantage DRMs *are* determined even if both gladiators moved. To do this, both players move their gladiators to the last hex occupied before entering the collision hex. Careful observation is made of the respective facings entering the collision hex. Then any final facing changes plotted for the next hex are performed, until both gladiators are presenting the facing that will net his opponent the *smallest* DRM for positional advantage. This is based upon the facing in relation to the hexside that the other gladiator *enters* the collision hex through. When these pivots are completed, both enter the collision hex and collision is resolved normally. Diagram 6 illustrates an example.

If the facing entering the collision hex is the best that the gladiator will have prior to any facing changes plotted, those additional turns are cancelled. If a gladiator has no additional turns written down, his facing will stay the same and any DRMs are computed from that final facing.
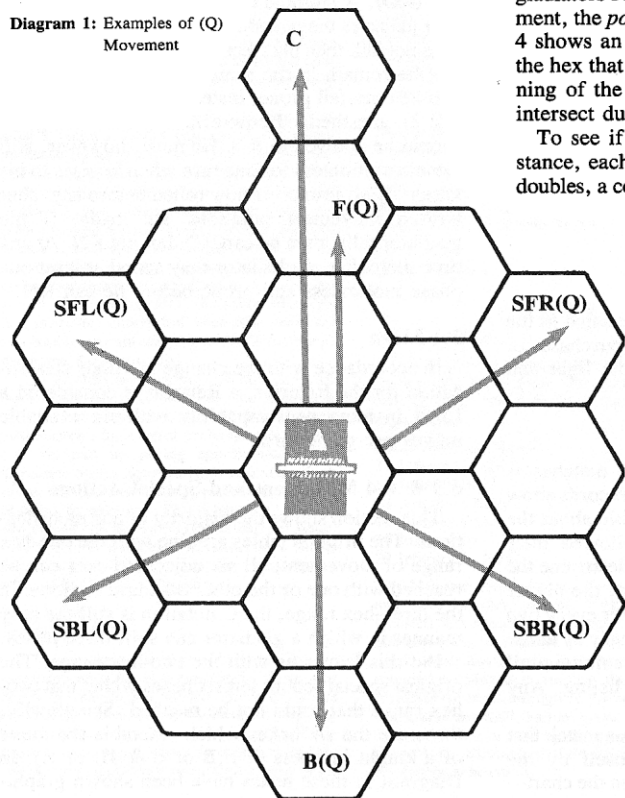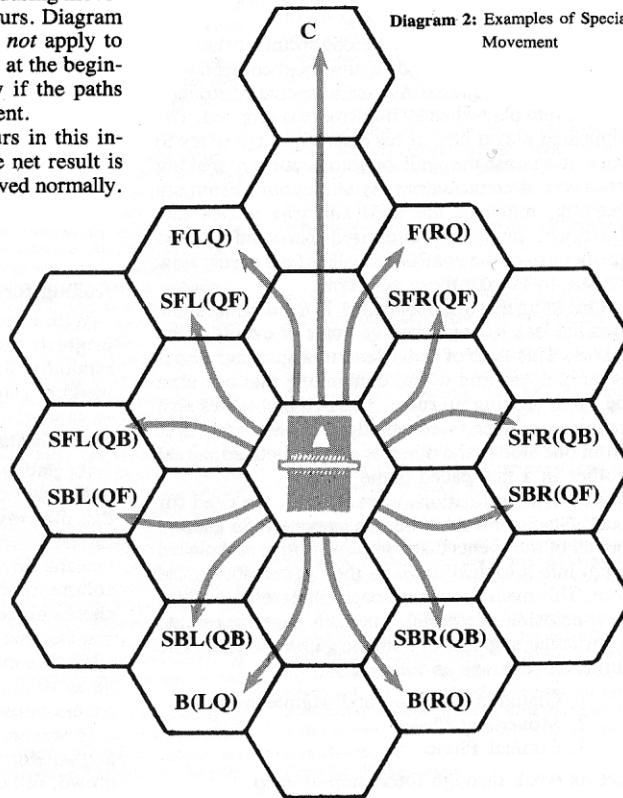
Diagram 1: Examples of (Q) Movement

C

F(Q)

SFL(Q) SFR(Q)

SBL(Q) SBR(Q)

B(Q)

Diagram 2: Examples of Special Movement

C

F(LQ) F(RQ)

SFL(QF) SFR(QF)

SFL(QB) SFR(QB)

SBL(QF) SBR(QF)

SBL(QB) SBR(QB)

B(LQ) B(RQ)

When collision occurs where one gladiator is presenting one of the three rear facings to his opponent, while his opponent presents one of the three frontal facings, the enemy will receive appropiate DRM. The first gladiator would receive *no* DRMs regardless of the *front* facing of his opponent. When both gladiators present rear facings to each other at the time of collision, neither receives any DRMs.

This procedure, although complex in explanation, is not that difficult in concept or practice. After a few trials, the process will become second nature.

This process is *not* performed if the collision was due to crossed paths of movement (see above). In that case, the DRM for positional advantage is calculated according to the facing as the gladiator entered the hex in relation to the hexside crossed by his opponent (and vice versa, of course). Diagram 7 illustrates this situation.

As a final change to the collision rules, if the net impact factors of both gladiators after all DRMs and the die roll result in a tie, *both* gladiators are Stunned and consult the table on the CRT. They are placed adjacent to and facing each other disregarding the contested hex. Since the net result was a tie, "0" is added to the two-dice Stun roll.

7.52 Collision Results

The only addition to this table concerns the Wall. A gladiator who, by losing a collision (ties do not count) is forced into a wall, automatically receives four factors of Stun in addition to any factors he may receive from the CRT. If this occurs, the gladiator who won is returned to the hex he was in preceding the collision and the loser remains in the collision hex.

14.1 Stumble, Collision

We have omitted the "or net" section because this will be covered by a different table now. All other rules are maintained, with one exception—a gladiator falls prone if he was already in the S mode this phase, loses the collision, *and* fails his check for stumble. The next turn he may RO or KN.

12.6 Recovery of Weapon/Shield

For some reason, this equation was omitted from the original tables. We have placed this table following those for collision and before those for Net Throw. In effect, a gladiator will be attempting to recover a weapon while a Retarius is casting his net. If he fails and is ensnared, then the modifier for ensnarement would apply next turn. The same applies for Net Swing attacks, any stumble modifiers becoming effective the *next* turn.

Recovery attempts during Net Lay attacks are resolved somewhat differently. If the secutar, by use of an R Standard Action, S mode or no movement notation, does not move out of the hex he started the phase in, he resolves his recovery attempt *first*, before the net attack is resolved. If, however, he moves and either ends up in, or passes through the hex plotted for Net Lay *before* he attempts recovery, the net attack is resolved and if successful, the "Gladiator Stumbling +4" modifier would be in effect. As a further clarification, this means that if a gladiator enters a hex that has a Net Lay attack plotted and announces a recovery attempt as he enters that hex, the net attack is *still* resolved first.

Many disagreements occurred concerning the "+4 Gladiator Collision BEFORE Recovery Attempt" modifier. Prior to the Billings Rules allowing the possibility of collisions due to crossed paths, the only time this came into play was if two gladiators ended movement in the same hex and collided. The main contention among our players occurred when the gladiator did not leave the hex he started the phase in and was involved in a collision. One group held that the gladiator tried to recover his sword/shield first, before the other
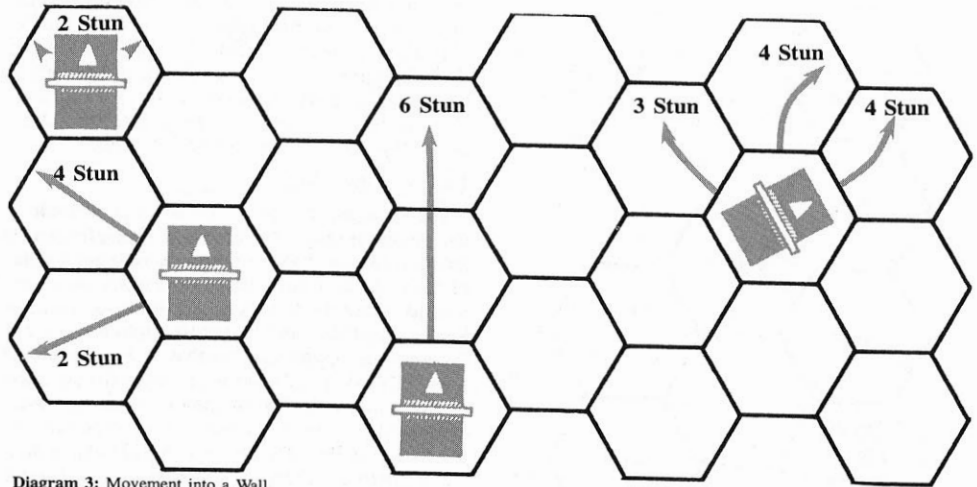
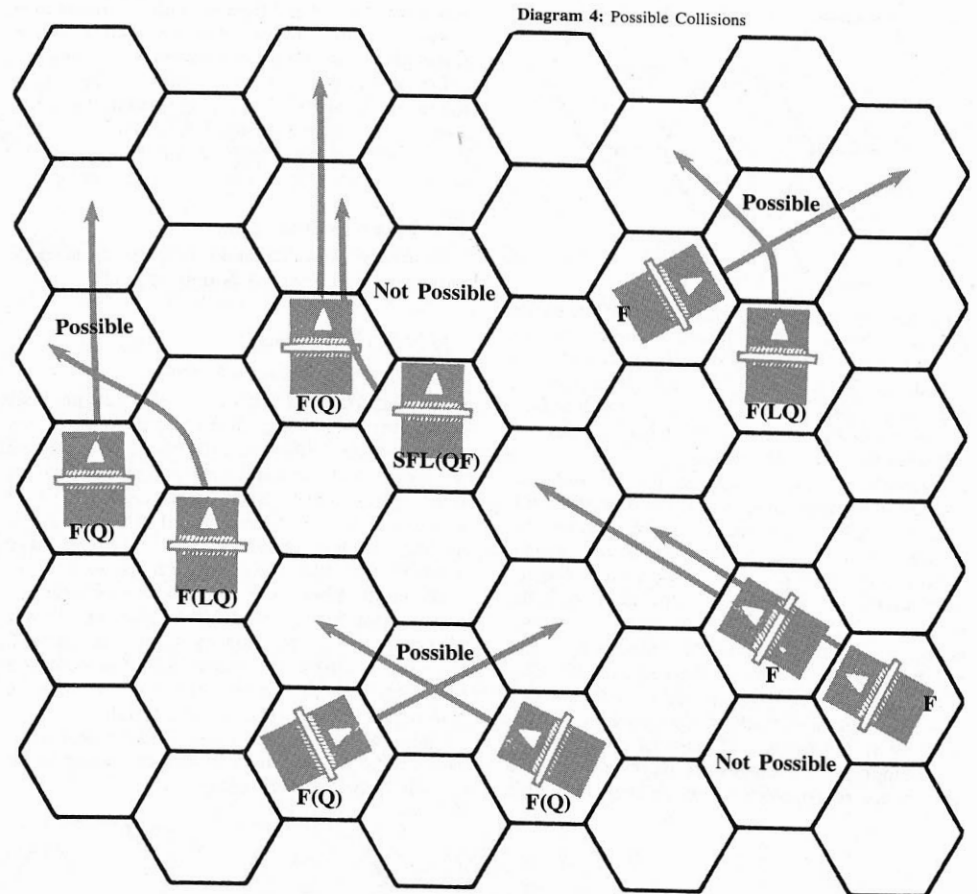arrived in the hex and collision occurred (and was not therefore subject to the collision modifier). The others thought that he was still affected by the collision during that phase. I feel that any collision is detrimental to a recovery attempt—this regardless of the time of collision. Too, I felt that a collision should not cancel a R Standard Action, as some argued.

So now, the collision modifier is altered to read as follows: "+4 Gladiator Involved in a Collision This Phase." This is in effect regardless of the point of collision in the phase. However, a collision does not cancel any R Standard Action. The gladiator still has the −6 modifier, but also garners the +4 collision modifier. All else being equal, this leaves him a fighting chance to recover his weapon, making it more palatable to use the R move when in range of an enemy. Effects of Stun from the collision are *not* added to the recovery attempt if the the gladiator does not leave the hex that he started the phase in, or both gladiators moved, or the recovery attempt

is made in a hex prior to movement into the collision hex. Stun, if any, is added if the recovery attempt takes place in the collision hex after the recovering gladiator or both moved. (Accumulated effects of Stun from previous turns are applied normally, of course.)

17.34 Net Toss

We added one more modifier to the table. A Retarius must add −4 DRM if he was involved in a collision in the phase he tossed his net. Since net tosses are resolved after all movement, if he was involved in a collision it would have a deterimental effect on his accuracy.

17.45 Net Swing

The −4 modifier for being involved in a collision is added.

17.55 Net Lay

In addition to being effective at the time of hex

Diagram 3: Movement into a Wall
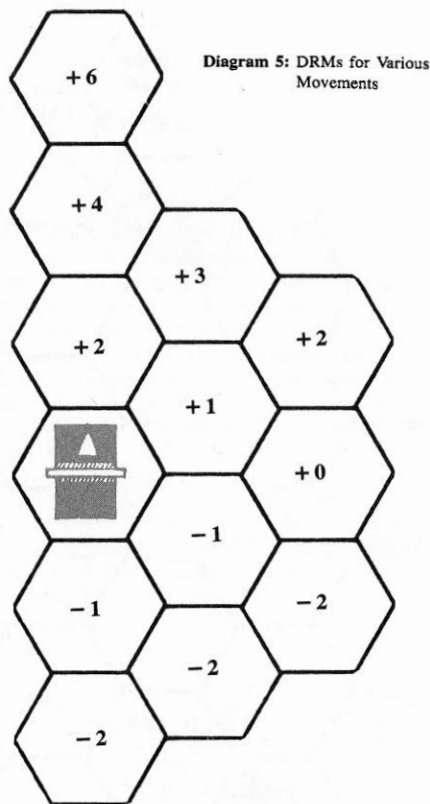

Diagram 4: Possible Collisions

Diagram 5: DRMs for Various Movements

entry during a recovery attempt, the Net Lay is also effective during phases where collision occurs. There is no −4 DRM applied. If the secutor steps into the net lay hex at any point during his move, the attack is resolved first. If a stumble result occurs, the secutor completes his move, and collision occurs but with the −2 DRM added.

Regardless of the outcome of the collision, the secutor is *always* stumbling. If he loses the collision as well, he is then under a double penalty provision. If he fails *this* stumble roll, he falls prone.

Collision occurs normally if the secutor did not step into the net lay hex during his move, or if the secutor did not leave the hex he started the phase in and the Retarius initiated the collision by entering that hex. If the latter is the case, the Net Lay is cancelled but the Retarius still expends the two CFs. The net lay attack is also cancelled if the collision is due to crossed paths of movement.

Although net lay attacks are resolved when the secutor enters the plotted hex, he still moves his

entire plotted move. Any stumble results take place in the hex where the secutor *ends* his movement.

If the final hex is the collision hex, the Retarius first completes any turns as indicated by the new positional advantage rules (see above) for collisions. Then he lays his net in the designated frontal hex in relation to this final collision facing.

14.1 Stumble, Net

We changed this from the original formula as shown on the chart. A stumble resulting from a net attack is more a matter of the secutor's agility than of Stun. Aside from a lucky critical hit on a head wound, the only way Stun can be assessed is by losing a collision and/or running into a wall. For the Retarius, given the fact that he is a Light and has no shield, a collision is precisely the situation he wants to avoid. The old stumble equation greatly hampered the use of the net. It was impossible to get a stumble because the secutor had to have Stun factors before a check for stumble from a P result would be effective. (Several can surely remember discarding the net and fighting with the trident alone because of this, a rather strange reflection after all those gladiator movies we watched as kids.)

Our new equation balances this. It makes the net the potent weapon it was. This is offset by the increase in M results on the CRT, and by the fact that in two of three attacks the Retarius cannot use his net for the next turn or two as he untangles it.

11.5 Recovery from Stun

Recovery from Stun now takes place after *all* movement activities, as is only logical.

COMBAT TABLES

12.5 Throwing Weapon/Shield

We found that the original hit tables did not truly reflect the basic hit probabilities inherent in any thrown object. In all cases, the player throwing the implement had one chance in six, regardless of the range. Yet the scale of the mapboard seems to be about three feet to the hex. Manifestly, a gladiator hurling an object at an opponent is going to have a much better chance of scoring a hit at close range.

So we developed the system of modifiers contingent upon range and training as shown. Now a gladiator of average training has at least a 50% chance of hitting with a shield, sword or damaged trident at one hex range (and 66% if with an undamaged trident). The probability falls commensurately with the range. I placed the trident in its own category since it is a weapon meant to be thrown if the occasion arose.

The training modifiers represent the relative skill of the gladiator in an unusual circumstance. A gladiator with a high TR will be much better versed in all uses of his weaponry—including throwing. A gladiator with little training has probably never thrown his equipment before.

All implements can be thrown a maximum of six hexes (18-20 feet). In the event of a miss, the object will still land at the *unmodified* distance as prescribed by the die roll. If the object lands in the opponent's hex after a miss, no hit occurs. The gladiator throwing the item must roll less than or equal to "1" to score a hit. And hit results have been modified to include a method of where the hit occurred on the body.

The hit equivalents on the CRT were changed to be more deadly. A player will usually discard his shield when it is rendered useless, often by throwing it. In this state, the shield would be crumpled and have gashes along the lip; this makes for numerous sharp edges that would cause a wound. A thrown shield now "attacks" on the "0" column if a hit is scored. Likewise, a thrown sword or damaged trident has far deadlier potential effects than originally allowed; these "attack" on the "3" column when a hit occurs. The values for an undamaged trident remain the same.

In summation, playtesting has shown this system to be a much more playable and realistic method for determining the effects of a thrown object—both in hit probability and in the potential for wounding the target. A player will wait to throw an object until he is at close range, which is only logical. To throw a weapon or shield away otherwise is a mark of extreme desperation or stupidity.

8.5 Combat Results Table

This table has been expanded to include attacks of up to eight factors. I have also limited the total factors allowed in any one attack to eight. This is admittedly arbitrary, but the feeling is that there is a human limit in how many factors could be devoted to any one attack. Let's face it, an attack with eight factors is bonecrushing—particularly with Light gladiators. We felt that the capabilities of a gladiator with, for example, 20 CF is more accurately represented in his ability to deliver more heavy attacks per phase than one titanic attack (10 CF) followed by a string of weaker ones.

At the other end of the spectrum, we felt it unfair that a gladiator be forced to divide his available CFs until he reaches a level of one CF. This is a noticable departure from reality. A gladiator which finds himself wounded to the extent where his CFs are greatly
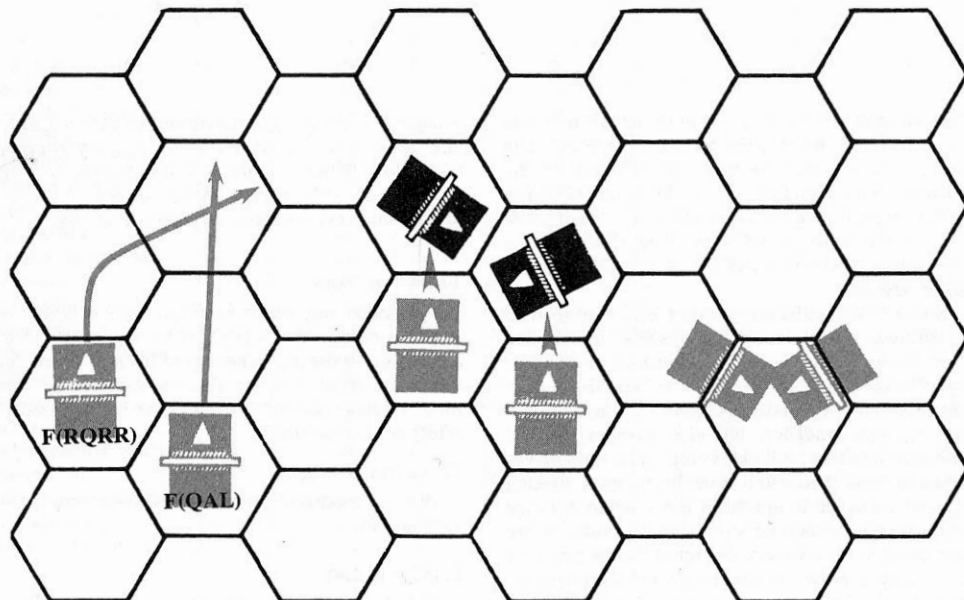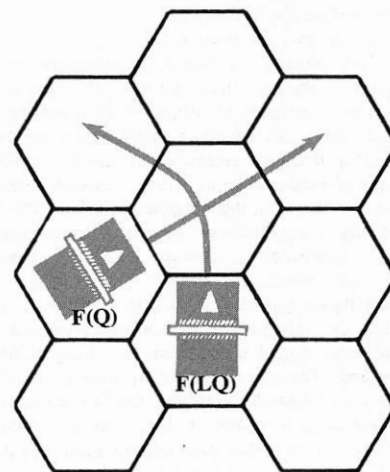
Diagram 6: Example of Collision. First figure shows planned movements; second shows rotations; third shows positions in collision hex.

Diagram 7: A collision has occurred in the hex, but no pivots are made in this type of collision.

F(RQRR)

F(QAL)

F(Q)

F(LQ)

reduced may want to conserve his strength, to make one heavy attack in lieu of several small ones. If he so chooses, then he is still at a disadvantage if his opponent has multiple attacks planned—but his own single effort is still dangerous. Therefore, if a gladiator has a total (including positional advantage) of six or less CFs at the beginning of a combat phase, he may elect to use these in one attack. If he has a total of seven or more, he must divide them into multiple attacks as per Rule 8.31.

Another change in the combat tables made was to increase the number of M results. This more accurately reflects the possibility of a miss even on a moderate attack. As a corollary, it makes net attacks a much more dangerous proposition with regards to a grabbed net.

8.32 Defense Allocations

We have chosen to incorporate Mr. Greenwood's matrix system ("Defense Modifications for GLADIATOR" in Vol. 18, No. 4) as a standard format in the game. The five defense cards allow the gladiator, with certain limitations as defined by the individual cards, to protect an unarmored or badly wounded body area in a low-cost (2 CF) method. Only *one* such option may be selected per combat phase. A gladiator may still allocate additional CFs to other body areas as per Rule 8.32.

12.2 Weapon Drop

The original equation for dropping a weapon did not take into account the strength of the defender. In this new equation, the defender's strength (DS) is added to the roll. Note that a negative strength value is actually detrimental to the defender's dice roll. This makes it harder for a weapon to be stripped from a strong gladiator and easier against a weak one. And this makes the use of the "D" defensive card a much less chancy proposition in the face of heavy attacks on the arms (that is, if the defender has a positive ST value).

12.1 Shield Drop

We added the "+DS" for the same reasons explained above.

CONCLUSION

In closing, the Billings Rules have added greatly to our enjoyment of *GLADIATOR*. These rule changes, although they do not complicate the game for a novice, helps immensely in challenging the experienced player. The reorganized charts have allowed us to teach and play the game with much ease.

But the evolution of the Billings Rules has not finished. What of the gladiator who loses his weapon; does he have no recourse but chancy recovery attempts and collisions? We are now experimenting with incorporation of fists and kicks in the game system. And consider the poor Retarius; historically he had a knife to defend himself with if he lost his trident. The original rules made no provision for such. We've lately added a rule that if he loses his trident he may use his knife for attack and defense; however, *all* attacks made with the knife are halved in value—and it cannot be thrown. We'd love to hear your thoughts on these, and other, ways to improve this most tactical of all games.

CREATION & MAINTAINENCE
PHYSICAL CHARACTERISTICS CHART

die roll	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
TR	7	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13
ST	−2	−2	−1	−1	0	0	1	1	2	2	3	3	4	4	5	5
AG	−3	−3	−2	−2	−1	−1	0	0	1	1	2	2	3	3	4	4
CON	1	1	2	2	2	3	3	3	4	4	4	4	5	5	6	6
W	9	9	9	9	9	10	10	11	11	12	12	13	13	14	14	15

ARMOR COVERAGE

Light & Retarius=400	Medium=850	Heavy=1100

TYPE	5	6	7	8	9	F
C	50	80	105	130	150	180
B	80	125	165	205	235	285
A	85	140	185	225	265	320

Light Gladiator Armor Table

die roll	no. 1	no. 2	no. 3	no. 4	no. 5	shield
1	A2	—	—	—	—	Large
2	B6	—	—	—	—	Small
3	C6	—	C	—	—	Small
4	C7	—	—	—	—	Large
5	B7	—	—	—	—	Small
6	A7	—	C	—	—	Small

Medium Gladiator Armor Table

die roll	no. 1	no. 2	no. 3	no. 4	no. 5	shield
1	A7	C	C	C8	C8	Small
2	A8	B7	C	B7	A6	Large
3	A	—	B7	C	A7	Large
4	A	—	B7	C7	C8	Small
5	A	C6	—	B6	B7	Large
6	A	B7	—	B7	A7	Large

Heavy Gladiator Armor Table

die roll	no. 1	no. 2	no. 3	no. 4	no. 5	shield
1	A7	B8	C	B7	B7	Large
2	A	B8	C	B7	B7	Large
3	A	B7	B7	B8	A7	Large
4	A	B7	B7	B8	A7	Large
5	A	C	A7	A7	B8	Large
6	A	C8	B8	A7	A8	Large

HEALING OF INJURIES

2 dice—Wounds in Body Area > 1

Failed Healing Roll:

Area 1, Subtract amount from CON
Area 2, Subtract amount from W
Area 3, Subtract amount from W
Area 4, Subtract amount from ST
Area 5, Subtract amount from AG

Improvements:

Total CF on Off—Total CF on Def divided by 3
 Fraction discarded=Experience Points

Gladiator scores Kill=10
Slow Kill, killed by two or more attacks to same area
 T1=20, T2=15, T3=10, T4=5, non thereafter
Fast Kill, first wound results in Kill or Missus in one area
 T1=12, T2=9, T3=6, T4=3, none thereafter
Gladiator's Opponent granted Missus=15
Gladiator granted Missus=5

Purchases:

Cost	Benefit
25	Add one to TR
35	Add one to AG
35	Add one to ST
50	Add one to CON
50	Add one to W

Limits: 2TR or 1TR and one other per purchase

NEW & REVISED GLADIATOR TABLES
Billings Rules

MOVEMENT

STANDARD ACTIONS

		SPECIAL ACTIONS ALLOWED
F	Forward	No (QB) or (QF)
B	Backward	No (QB) or (QF) or (K#)
SFL/R	Sidestep Forward Left/Right	No (RQ) or (LQ)
SBL/R	Sidestep Backward Left/Right	No (RQ) or (LQ) or (K#)
C	Charge	None
X	Pause	No (Q), (QF), (QB), (RQ) or (LQ)
S	Stumble	Only one (L) or (R)
R	Recover	Only (L), (R), (AL) or (AR)
KN	Kneeling	No (Q), (QF), (QB), (RQ), (LQ) or (K#)
RO	Roll (–FR, –BR, –FL, or –BL)	Only (Q)

SPECIAL ACTIONS

(Q)	Quick Move
(QF)	Quick Forward, used with sidestep
(QB)	Quick Backward, used with sidestep
(QR)	Quick Right, used with F or B
(QL)	Quick Left, used with F or B
(R)	Right Turn
(L)	Left Turn
(AR)	About-face Right
(AL)	About-face Left
(K#)	Kick Item
(TN)	Toss Net (6CF)
(SN)	Swing Net (4CF)
(LN)	Lay Net (2CF)
(RN)	Repel Net, no other Special Action may be used

COLLISION IMPACT FACTOR MODIFIERS

DRM	Condition
+2	Heavy Gladiator
+1	Medium Gladiator
+2	Gladiator has Large Shield
–2	Gladiator has no Shield
+2	per hex Gladiator moved F this phase
+1	per hex Gladiator SF this phase
+3	if Gladiator plotted F(RQ) or SF(QF)
0	if Gladiator plotted SF(QB) or SR(QF)
–1	per hex Gladiator moved B or SB this phase
–2	if Gladiator Kneeling
–3	if Gladiator attempted to recover Shield/Weapon
–2	if Gladiator Stumbling
–1	per stun factor of previously stunned Gladiator
+ST	Strength factor of Gladiator
+AG	Agility factor of Galdiator
+?	Modifier for Positional Advantage

COLLISION RESULTS

2 dice + [attacker IF – defender IF] to STUN on CRT
If Impact Factors equal, both Gladiators stunned and consult STUN on CRT
Automatic 4 factors of Stun if loser forced into wall (in addition to stun received from CRT)

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STUMBLE: COLLISION

die – Stun ≤ 0
Loser Prone if already in S and fails Stumble Roll again.

STUN: MOVEMENT INTO WALL

Each hex F=2
Each hex SF=1
Each hex SB or B=1
(QF)=2
(QB)=1
(RQ) and (LQ)=1 or 2 (depending on Standard Action)

COLLISION: CROSSED PATHS

Each player rolls one die; doubles=collision

STUMBLE: NET

2 dice + [AG – Stun] ≤ 8

NET LAY ATTACK MODIFIERS

DRM	Condition
+?	Positional Advantage
–2	per CF loss to Retarius' arms
+2	per CF loss to target's legs
–6	if target in written (PN) position
+5	per hex target moved B this phase
+4	per hex target sidestepped B this phase
+2	per hex target sidestepped F this phase
+1	per hex target moved F this phase
+1	if target Heavy Gladiator
–1	if target Light Gladiator
+?	Retairius' NF – target's NF

H=Ensnare; P, P*=Check for Stumble

NET TOSS ATTACK MODIFIERS

DRM	Condition
+?	Positional Advantage
–2	per CF loss to Retarius' arms
+1	per CF loss to target's legs
+2	if target adjacent to Retarius
+1	if target two hexes from Retarius
–6	if target is in written (PN) position
+4	if target Kneeling
–4	if Retarius involved in collision this phase
+1	per hex target moved B or SB this phase
+2	if target did not exit hex he started phase in
+1	if target Heavy Gladiator
–1	if target Light Gladiator
+?	Retarius' NF – target's NF

H=Ensnare; P, P*=Check for Stumble

NET SWING ATTACK MODIFIERS

DRM	Condition
+?	Positional Advantage
–2	per CF loss to Retarius' arms
+2	per CF loss to target's legs
–2	if target adjacent to Retarius
–6	if target is in written (PN) position
–4	if Gladiator involved in collision this phase
+3	per hex target moved B this phase
+2	per hex target sidestepped this phase
+2	per hexside target changed in hex of attack
+1	per hex target moved F this phase
+1	if target Heavy Gladiator
–1	if target Light Gladiator
+?	Retairius' NF – target's NF

H=Ensnare; P, P*=Check for Stumble

COMBAT

THROWING WEAPON/SHIELD

To Hit: die + modifiers ≤ 1

Modifiers:

Shield	1 hex = −2; 2 hexes = −1
Damaged Trident or Sword	1 hex = −2; 2 hexes = −1
Undamaged Trident	1 hex = −3; 2 hexes = −2; 3 hexes = −1
Gladiator Training	8 or less = +1; 9-11 = 0; 12+ = −1

Area Hit:

die roll	area
1	H
2	C
3	G
4	A
5	L
6	Miss

Shied = OCRT; SW and DT = 3CRT; UT = 5CRT

COMBAT RESULTS TABLE

dice roll	net attacker advantage:								
	0	1	2	3	4	5	6	7	8
3	M	M	M	M	—	S	S	S	S*
4	M	M	M	—	S	S	S	S*	P
5	M	M	—	S	S	S	S*	P	P
6	M	—	S	S	S	S*	P	P	P*
7	—	S	S	S	S*	P	P	P*	H
8	S	S	S	S*	P	P	P*	H	H
9	S	S	S*	P	P	P*	H	H	H+1
10	S	S*	P	P	P*	H	H	H+1	H+2
11	S*	P	P	P*	H	H	H+1	H+2	H+3
12	P	P	P*	H	H	H+1	H+2	H+3	H+4
13	P	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	P*	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+10

Limit: 8 factors maximum in one attack

WEAPON DROP (P or P*)

3 dice − AS − NAA − Arm CF Loss + DS ≤ 0

SHIELD DROP (S*)

3 dice − AS − NAA + DS ≤ 0

WOUND & STUN SEVERITY TABLE

dice roll	wounds	stun factors
8 or less	0	1
9-10	1	2
11-12	2	3
13-14	3	4
15	4	5
16	5	6
17	6	7 & weapon drop
18	7	8 & shield drop
19 or more	Kill	9 & prone

Armor DRMs: A = −8
B = −6
C = −3

CRITICAL HITS

2 dice + (each wound > 1) = see CHT

CRITICAL HIT TABLE

Area Hit	Dice Roll								
	2-6	7	8	9	10	11	12	13	14+
1. Head	—	1	V	S	H	2x	2xM	3xM	K
2. Chest	—	—	1	1	ST	2x	2xM	3xM	K
3. Groin	—	—	1	1	AG	2x	2xM	3xM	K
4. Arms	—	—	—	1	ST	WD	SD	SAM	2xM
5. Legs	—	—	—	1	AG	LMP	STU	SAM	2xM

MISSUS CHART

die roll	Attack CFs—Defense CFs Total:				
	1-15	16-30	31-45	46-60	61 or more
1	Down	Down	Down	Down	Down
2	Down	Down	Down	Down	Up
3	Down	Down	Down	Up	Up
4	Down	Down	Up	Up	Up
5	Down	Up	Up	Up	Up
6	Up	Up	Up	Up	Up

Modifiers:

Advance roll one column for every two previous matches won by either Kill or Missus until Gladiator rolling on 61+ column.

Roll on next lower column for each time Gladiator granted Missus in previous matches until rolling on 1-15 column.

ATTACK SEQUENCE CHART

	Number of Attacks Planned				
Attacks Occur In:	1	2	3	4	5
sub-phase 1	—	—	X	X	X
sub-phase 2	—	X	—	X	X
sub-phase 3	X	—	X	—	X
sub-phase 4	—	X	—	X	X
sub-phase 5	—	—	X	X	X

DEFENSIVE CARDS

One per Combat Phase:

A DUCK: −/+1
The Duck defense can be used only if the defender is not currently under the effects of Stun. The Duck defense yields an automatic ''No Effect'' result to any attack against the defender's head. In addition, the attacker is assumed to be off-balance and will be the victim of a +1 DRM to the next attack made against him in that phase, *unless* he makes a subsequent attack first.

B BLOCK: S
The Block defense can be used only if the defender has a shield. The Block defense yields an automatic ''S'' result to any attack against the defender's chest. Checks for Shield damage are made normally.

C BACK STEP: −/−1
The Back Step defense can be used only if the defender is on his feet and not currently in a Stumble mode. The Back Step defense yields an automatic ''No Effect'' result to any attack against the defender's groin. However, the defender is assumed to be off-balance and must add a −1 DRM to his next attack unless a subsequent attack against him is made first.

D PARRY: P
The Parry defense can be used only if the defender has a weapon and has not lost more than 2 CFs from his arms. The Parry defense yields an automatic ''P'' result to any attacks against the defender's arms. Checks for Weapon Drops are made normally.

E LEAP
The Leap defense can be used only if the defender is on his feet and has not lost more than 2 CFs from his legs and/or endurance. The Leap defense yields an automatic ''No Effect'' result to any attack against the defender's legs.

All other charts in the game remain unaltered.