Combat Advantage

0
+1 +2
+3 +4
+6

Facing

A
B
C
D
E
F

F1
E1 G2
D1 F2 H3
C1 E2 G3 I4
B1 D2 F3 H4 J5
A1 C2 E3 G4 I5 K6
B2 D3 F4 H5 J6
B1 C3 E4 G5 I6 K7
B3 D4 F5 H6 J7
C1 C4 E5 G6 I7 K8
B4 D5 F6 H7 J8
D1 C5 E6 G7 I8 K9
B5 D6 F7 H8 J9
E1 C6 E7 G8 I9 K10
B6 D7 F8 H9 J10

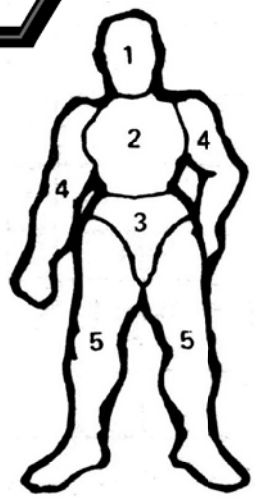| | B7 | D8 | F9 | H10 | J11 |
C8		E9	G10	I11	
	D9	F10	H11	
	E10	G11	
	F11	

Start Hexes:
2p: F4 & F8
3p: D4, F8 & H6
4p: B2, B6, J6 & J10
5/6p: B2, B6, J6, J10, F2 & F10

GLADIATOR

Body Areas:

1. Head
2. Chest
3. Groin
4. Arms
5. Legs

Special Moves:

ST - Stumble   **KN** - Kneel
ROLL *x* (x = New Hex)   **KICK** *x* (x = Direction)
TH *x* - Throw (x = Direction)
REC - Recover Weapon / Shield
LN *x* - Lay Net (x = Hex with Net)   **SN** - Swing Net
TN - Toss Net   **RN** - Repel Net

Move Orders:
choose destination hex. May move 2 hexes in any direction and change facing *or* charge 3 hexes straight ahead with no facing change.

<u>DEFENSIVE STRATEGY</u> (Cost 2 CF) Optional one per Phase

A   **DUCK**: Preq: No Stun Factors; Auto: "No Effect" attacks vs the head. + attacker is off balance: + 1 DRM to the next attack against *him* in that phase, unless he makes the next attack.

B   **BLOCK**: Preq: Shield; Auto: "S" Shield result all attacks vs chest

C   **BACK STEP**: Preq: on feet, not in Stumble mode; Auto: "No Effect" attacks vs. the groin. + defender is off balance -1 DRM to *his* next attack, unless he is attacked again first.

D   **PARRY**: Preq: Weapon, have not lost more than 2 CFs from arms; Auto: "P" Parry result attacks vs. arms.

E   **LEAP**: Preq: standing and have not lost more than 2 CFs from legs or from endurance. Auto: "No Effect" attacks vs. legs.