



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 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	K
2. Chest	—	1	1	1	1	1	1	1	1	1
3. Groin	—	1	1	1	1	1	1	1	1	1
4. Arms	—	1	1	1	1	1	1	1	1	1
5. Legs	—	1	1	1	1	1	1	1	1	1

COMBAT RESULTS TABLE

net attacker advantage:	0	1	2	3	4	5	6	7	8
0	M	M	M	M	M	M	M	M	M
1	M	M	M	M	M	M	M	M	M
2	M	M	M	M	M	M	M	M	M
3	M	M	M	M	M	M	M	M	M
4	M	M	M	M	M	M	M	M	M
5	M	M	M	M	M	M	M	M	M
6	M	M	M	M	M	M	M	M	M
7	M	M	M	M	M	M	M	M	M
8	M	M	M	M	M	M	M	M	M

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 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	K
2. Chest	—	1	1	1	1	1	1	1	1	1
3. Groin	—	1	1	1	1	1	1	1	1	1
4. Arms	—	1	1	1	1	1	1	1	1	1
5. Legs	—	1	1	1	1	1	1	1	1	1

COLLISION IMPACT FACTOR MODIFIERS

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

WEAPON DROP (P or P*)

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

SHIELD DROP (S*)

3 dice - AS - NAA + DS ≤ 0

STUMBLE: COLLISION

3 dice - Sum ≤ 0
Loser: Prone if already in S and fails Stumble Roll again.

RESULTS TABLE

net attacker advantage:	0	1	2	3	4	5	6	7	8
0	M	M	M	M	M	M	M	M	M
1	M	M	M	M	M	M	M	M	M
2	M	M	M	M	M	M	M	M	M
3	M	M	M	M	M	M	M	M	M
4	M	M	M	M	M	M	M	M	M
5	M	M	M	M	M	M	M	M	M
6	M	M	M	M	M	M	M	M	M
7	M	M	M	M	M	M	M	M	M
8	M	M	M	M	M	M	M	M	M

Limit: 8 factors maximum in one attack