

Palladium Fantasy Role-Playing Game®





Paper Miniatures: Free Sample

Gladiators!

These paper miniatures are designed to enhance your tabletop game play with some standard 28mm miniatures tailor made for The Palladium Fantasy RPG®. This sample pack includes four gladiators (an Elf, a Dwarf, a Human and a Wolfen). If you're unfamiliar with The Palladium Fantasy R.P.G.®, don't worry, we've included some stat cards and an abridged set of combat rules so you can see what you've been missing!

How to Play:

Print these pages on sturdy cardstock, then cut out the character cards and the minis. Start with the human and its base; fold the mini along the top line and glue the front and back together. Fold the base flaps out and glue the base to the bottom, folding the terrain flaps over and gluing them on top. The other minis have their bases pre-attached on one side, so just follow the same process.

<p>3rd Level Gladiator - Human</p> <p>H.P.:(25) S.D.C.:(64) Armor (A.R. 13) S.D.C.(40): Attacks: 3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Hand to Hand: Gladiator SPD: 14 Strike: +3 Parry: +3 Dodge: +4 Damage: +7 Roll: +5 Pull Punch: +3 Punch: 1D4(+7) Kick: 2D4(+7) Run: 70ft per attack, or 17ft & Attack</p> 	<p>3rd Level Gladiator - Wolfen</p> <p>H.P.:(26) S.D.C.:(68) Armor (A.R. 12) S.D.C.(40): Attacks: 3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Hand to Hand: Gladiator SPD: 22 Strike: +1 Parry: +3 Dodge: +2 Damage: +9 Roll: +5 Pull Punch: +3 Punch: 2D4(+9) Kick: 2D6(+9) Run: 110ft per attack, or 27ft & Attack</p> 																																																																																								
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<p>3rd Level Gladiator - Dwarven</p> <p>H.P.:(25) S.D.C.:(70) Armor (A.R. 13) S.D.C.(38): Attacks: 3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Hand to Hand: Gladiator SPD: 10 Strike: +1 Parry: +3 Dodge: +2 Damage: +15 Roll: +4 Pull Punch: +3 Punch: 1D4(+15) Kick: 2D4(+15) Run: 50ft per attack, or 12ft & Attack</p> 	<p>3rd Level Gladiator - Elven</p> <p>H.P.:(22) S.D.C.:(54) Armor (A.R. 8) S.D.C.(12): Attacks: 3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Hand to Hand: Gladiator SPD: 18 Strike: +5 Parry: +7 Dodge: +6 Damage: +4 Roll: +6 Pull Punch: +3 Punch: 1D4(+4) Kick: 2D6(+4) Run: 90ft per attack, or 22ft & Attack</p> 																																																																																								
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Quick Combat Rules, Palladium® Style!

Each of the miniatures has a quick stat card. On this card you will find quick combat stats for Attacks Per Melee (A.P.M.), Strike, Parry, Dodge, weapon damage and bonuses, movement, and Skills of note. This sample set includes four Gladiators; one Human, one Elf, one Dwarf and one Wolfen.

Step 1 - Set up. Movement is based on a scale of 1 inch = 5 feet. If you have a piece of grid paper you can use it as a board, otherwise you'll need a ruler (included on this page!) and a clean, flat surface. Also included on this page are four Pilum (spear) stands with eight spears each (2D4 + damage bonus). Place the stands wherever you wish on the play area for the gladiators to access during combat.

Each player takes a mini and its corresponding stat card and then chooses a location to start. Keep in mind that the movement shown on the card represents two factors; the first is the total feet a character can move in an attack, the second is the number of feet a character can move and still perform an action in an attack. Players should consider their plan of attack and the distance they can travel before placing their mini.

Step 2 - Initiative. Each player rolls a D20 for initiative and adds any appropriate bonuses. The order of combat is determined by these rolls, highest goes first and lowest last.

Step 3 - Attack! The player with the highest initiative chooses an opponent and rolls a D20 to strike, adding in any bonuses. A natural (unmodified) roll of 1 to 4 is a miss, and a natural roll of 20 is a critical hit, inflicting double damage. If the defender is wearing armor, they have an Armor Rating (A.R.). Any successful modified roll to strike must be higher than this number to do damage to the defender, otherwise damage is deducted from the armor's Structural Damage Capacity (S.D.C.). Successful strikes to an opponent are deducted first from S.D.C. and then from Hit Points. When a character is down to zero Hit Points and S.D.C. they lapse into a coma and will soon die without medical attention.

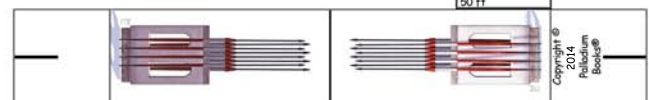
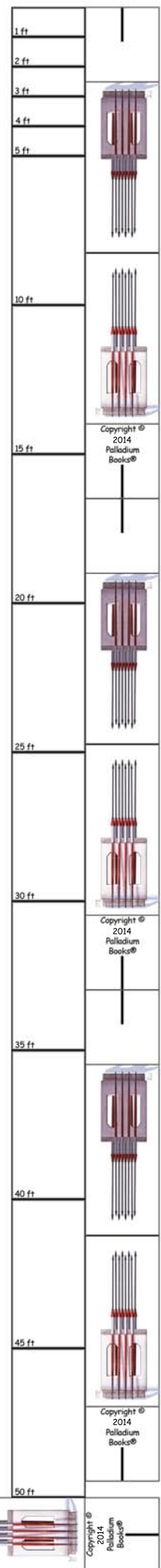
Special Attacks:

- Disarm:** A player with this ability can declare at the beginning of an attack that they intend to disarm their opponent; roll to strike with bonuses, success means no damage but the defender has dropped their weapon. As a defensive maneuver, Disarm uses an attack but can be declared in place of a Parry, Dodge or Simultaneous attack; success requires a natural (unmodified) roll of 19 or 20.
- Body Block/Tackle:** This is a combination move that counts as two attacks; success does 1D4 + damage bonus and knocks down the opponent, sending them 1D6 feet away and costing them one attack. A defender may attempt to roll with punch/fall (see below); reduce damage by half but uses their next attack. If the defender has Sense of Balance, a successful roll (under their percentile) will save them from being knocked down, but they still take full damage and lose their next attack.
- Knockout/Stun:** Any character can attempt to knockout/stun their opponent but must declare their intent before the attack, and must roll a natural (unmodified) 19 or 20. Success means the defender is stunned for 1D4 melees; reduce combat skills to one attack per melee and no combat bonuses. If the attacker has the Boxing skill, they can choose this result instead of double damage on a strike roll of a natural 20.

Step 4 - Defend! The player being attacked has several options (defender always wins ties):

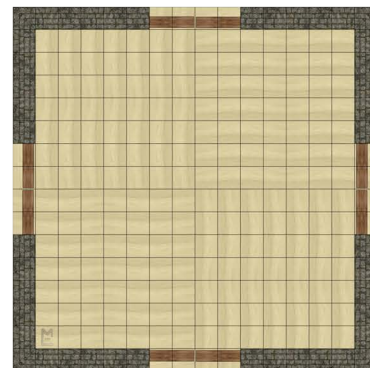
- Parry:** Using their weapon (or shield), the defender parries the attack. Roll D20 and add parry bonus (the total next to the weapon).
 - Dodge:** The defender can attempt to move out of the way of the attack, roll D20 and add Dodge bonus. Note that this takes the defender's next attack, so they forfeit their next action.
 - Simultaneous Attack:** If the defender chooses to endure the damage of the attack, they can attack in turn. D20 plus Strike Bonus.
 - Roll with punch/fall/impact:** If a character fails to Parry or Dodge an attack, they can attempt to roll with the attack, reducing damage by half. Victims must roll higher than the attacker's roll. Falling characters must roll a 14 or higher to roll with a fall.
- *Paired Weapons Note: If a character has Paired Weapons, he can parry with one weapon and make a simultaneous attack with the other. Likewise, if attacking instead of defending, he can attack with both weapons, either at one target (single strike roll) or two separate targets (separate strike rolls).

Step 5 - After the first player has used their action/attack, the player with the next highest initiative gets their turn (unless they already used their action as a dodge or simultaneous attack). Play continues until each player has used an action, then starts back at the highest initiative. Once all attack/actions have been used, roll again for initiative.



Simple Arena

Here's a simple arena map. Just print this page four times, then cut and tape the edges together as shown to build an arena. Now you can pit your gladiators against each other in mortal combat.



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