



# RED • SAND BLVE • SKY

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HEROES OF THE ARENA



# GLADIATORS!



Just saying the word conjures up visions of vicious combat between desperate men who fought to the death for the amusement of the crowd. These games of death, originally started to honor the dead (the *munus*), began in 264 BC and continued through the Roman Empire in one form or another for over 900 years until abolished in 681 AD. Now with *Red Sands Blue Sky - Heroes of the Arena* you can recreate the glory and splendor of these games on three levels.

As a gladiator you fight your way through the Empire in hopes of reaching the Colosseum in Rome and perhaps the ultimate glory, the wooden sword of freedom, the *rudis*.

Or perhaps you would rather be a *lanista*, the trainer or manager of gladiators forming your own troupe or *familia gladiatoria*.

And the third way to play *Red Sand Blue Sky - Heroes of the Arena* is as the owner of a *ludus* or gladiator school seeking to reach the ultimate honor, a school in Rome herself.

Inside you'll find:

- A full color arena and gladiator counters to fight your matches.
- Rules to create your gladiators and fight their matches.
- Six different gladiatorial fighting styles.
- Over 36 pre-generated gladiators and rules to generate more.
- Four different Locales to fight in from the Fringes of the Empire to the Colosseum itself.
- Campaign rules that cover every aspect of the business of running a gladiator school.

*Red Sand Blue Sky - Heroes of the Arena* gives you everything you need to do this and much more. But perhaps the best thing about the game is that it can be played solo against the game mechanics, cooperatively with all players on the same side, or competitively, head to head against your friends.

Your time grows short as you make your way towards the arena for your first match. All the training and the pain that you endured to make it here, you hope that it will serve you well. The doors part, the crowd roars as you stride to the center of the arena. You look across the sand, soon to be blood red as your opponent is framed by a sky of blue. The editor signals the start of the match and you're off! Will this be the start of a glorious career or merely the end? Welcome to the world of...

## RED SAND BLUE SKY HEROES OF THE ARENA

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# **RED SAND BLUE SKY**

## **HEROES OF THE ARENA**

*Written by Patrick Lewis and Ed Teixeira*



# RED SAND BLUE SKY - HEROES OF THE ARENA

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## ***RED SAND BLUE SKY - HEROES OF THE ARENA***

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### **Special Thanks To:**

- Paul Kime for the great artwork.
- The THW Group for wanting more.
- The hardcore RSBS that kept the light on.
- Patrick Lewis for without him there wouldn't be a RSBS.
- Lil for keeping it real!



## INTRODUCTION

The gladiatorial contests were a central part of ancient Roman culture. While scholars debate the origins of this blood sport, it is generally believed that the Roman gladiatorial contests can be traced to the year 264 BC. This is when three pairs of fighters fought to the death in a cattle market as part of a funeral rite, the *munus*.

Eventually these practices became commonplace and grew into ever-larger events that were held in purpose-built amphitheatres. The most stunning of these still stands in Rome: the Flavian Amphitheater better known as the Colosseum.

Over time, amphitheatres of various sizes and shapes would be found throughout the Empire. There are at least 186 known sites with a possible 86 more. Schools were created for the training of gladiators, many of them slaves, but it was not unknown for freemen to volunteer, as well as indebted citizens, in hopes of wealth and glory.

Ultimately the whole "industry" came to be regulated by the Empire with vast sums of money being spent to present these bloody and deadly spectacles. The games were often used to add prestige and honor to the person that presented them. This person was called the *editor*. The *editor* could be a senator trying to gain political influence or even the Emperor himself trying to win or maintain the loyalty of his subjects.

Some of this money would eventually find its way into the hands of the *lanista* that owned the troupe of gladiators (*familia gladiatorial*) and the men and occasional women that risked their lives for this entertainment.

If the fighters were skillful and lucky they might earn their freedom and retire from the arena with enough money to live in relative comfort. Some might go on to help train others in their deadly profession or even start their own troupe.

With the decline of the Empire and the rise of Christianity the games began to fade away, lingering on, perhaps, until as late as 440 AD. They were officially banned in 681 AD.

*Note - The cover art for Red Sand Blue Sky - heroes of the Arena is based on Pollice Verso ("With a Turned Thumb"), an 1872 painting by Jean-Léon Gérôme.*

## 2ND EDITION

*RSBS-Heroes of the Arena* is the second edition of Red Sand Blue Sky. Previous owners of RSBS will note that some of the historical notes and fluff have been retained while the actual game mechanics have been radically upgraded.

## HOW MANY PLAYERS

*RSBS-Heroes of the Arena* can be played with as few as one player to as many players as you have gladiators. *RSBS: Heroes of the Arena* comes with six gladiator counters but as it lends itself to being played with miniature figures playing up to twelve gladiators at once is easy to do. Remember that as you become more familiar with the game mechanics your games will take less time to play.

## EQUIPMENT NEEDED TO PLAY

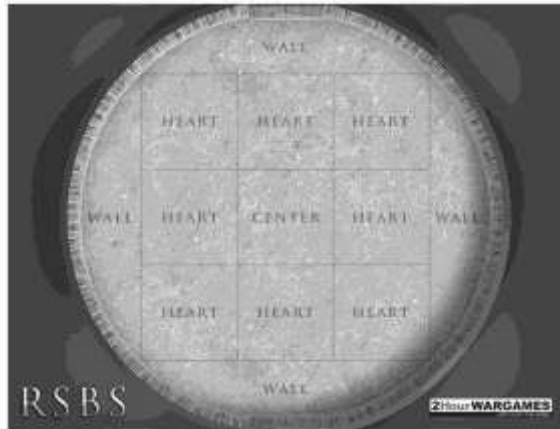
You will need the following items to play *Red Sand Blue Sky - Heroes of the Arena*:

- The wooden arena included in the game or similar flat surface.
- Gladiators. We've included six counters in *Red Sand Blue Sky - Heroes of the Arena*.
- Six sided dice also referred to as d6. Six or more per player is ideal.
- Gladiator and Beast Rosters. We've included blank rosters by gladiator or beast type that can be copied for your personal use.
- Pen or pencil to write on the rosters as needed.

## THE ARENA

The board represents a small wooden arena that would be found on the Fringe of the Empire (*page, 22*). It is divided into thirteen areas called *movement zones*. Gladiators and beasts will always be in one movement zone and the maximum number of gladiators and/or beasts in the same zone is three if they are alive, conscious and functioning. You can stack as many bodies in a *movement zone* as desired but only three functioning one. Let's go over the zones in more detail starting from the outside and working in.

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## THE WALL

These are the areas against the walls of the arena and at least two, and often four of these, will contain the gates from which the gladiators enter. Being in the wall areas will reduce the sight lines of the crowd. Consequently, if you apply for mercy (*page, 19*) and are in a wall area you will be penalized.

## HEART OF THE ARENA

Most of the combat will occur in nine movement zones that comprise the Heart of the Arena. Historically gladiators would enter from opposite ends and make their way to the center of the arena before beginning combat.

## CENTER OF THE ARENA

Note that in the Heart of the Arena the *exact center* movement zone is called the *Center of the Arena*. Word of advice, fight for the center as it will increase your chances of currying favor with the crowd!

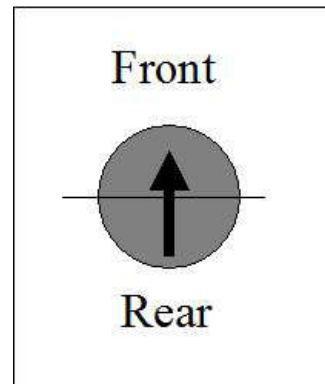
## FACING

Gladiators and beasts will always be in one movement zone. They can be faced in any direction the player desires at the end of their movement. Consequently we need to say a bit about *facings*.

Only two facings are used in *Red Sand Blue Sky - Heroes of the Arena*, the *front* and the *rear*. This applies to both gladiators and beasts.

- The *front facing* is defined as 90 degrees to the left and right of the way the figure is facing.
- The *rear facing* is the 90 degrees to the left or right behind the back of the figure and away from the direction he is facing. Note

that for beasts this is measured from behind its head.



## ATTACKING TO THE REAR

Attacking to the rear of an opponent depends upon the actual physical location of the attacker prior to it moving.

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target.

## THE DICE

*RSBS-Heroes of the Arena* is played with six-sided dice also known as d6. You will be asked to roll a set number of d6 based upon the gladiator type and test that is being attempted. The dice are used in a variety of ways. They are:

## INFO DICE

Sometimes you will be asked to roll one or two d6 to provide some info, such as when rolling 1d6 on the Gladiator Pool Tables (*page, 30*). When rolling 1d6 the result is read as rolled. When rolling 2d6 you add the scores together. To remind you to roll 1d6 or 2d6, we've placed a "1" or "2" in the upper left hand corner of the table.

## ATTRIBUTE DICE

A player will also be called upon to roll *Attribute Dice*. When this occurs simply roll 1d6 for each point of the required Attribute. Example, if you are called upon to roll Speed Dice as on the Attack Table and have a Speed of 3 you would roll 3d6. Note that the number of Attribute d6 rolled can be modified by the gladiator type or from damage. When rolling Attribute Dice you read each one individually.

## RED SAND BLUE SKY - HEROES OF THE ARENA

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- If a result of 1, 2 or 3 is rolled you have scored a *success*.
- If a result of 4, 5, or 6 is rolled you have *failed*.

### **BONUS DICE**

Bonus Dice are rolled when you choose to use them or when a Non-Player Gladiator or NPG (*page, 4*) is called upon to use them. When rolling Bonus Dice you read each one individually.

- If a result of 1, 2 or 3 is rolled you have scored a *success*.
- If a result of 4, 5, or 6 is rolled you have *failed*.
- Once a Bonus Die is rolled it is removed from your current number of Bonus Dice.

### **RECOVERING BONUS DICE**

Each time a gladiator uses or burns a Bonus Die he discards it and reduces his current total accordingly. However, gladiators can recover Bonus Dice; *catch their breath*, in the following ways.

- When directed from a combat table such as the Maneuver Table (*page, 39*).
- When spending the *whole turn* in a Movement Zone that was never occupied by an opposing gladiator.
- When directed from a Diludium (*page, 18*).

### **AUTO-SUCCESSSES**

There will be times where the player *is allowed* to count Auto-Successes in addition to any successes he may have rolled. When these occur, add the auto-successes and rolled successes together to arrive at the total number of successes. Auto-successes occur on the following tables.

- Maneuver Table (*page, 39*).
- Attack Table (*page, 40*).

### **PASSING DICE**

There will be times where the player will roll 1 or 2d6 versus the Savvy or other Attribute of a gladiator. Here's how it's done:

- Read each result individually and compare it to the Savvy or other Attribute in question.

- If the result is equal or lower than the Attribute the die has been *passed*.
- If the result is higher than the Attribute the die has *failed*.
- Determine how many d6 were *passed* and consult the appropriate table. Immediately carry out the results.
- You can pass 2d6, 1d6, or 0d6. Isn't passing 0d6 failing 2d6? *No, because we are counting how many d6 you pass.*
- Note that whenever you are asked to pass dice a result of a 6 may be an automatic failure. When it is it will be listed on the appropriate table.

*Example - Cletus is a Non-Player Gladiator (NPG). It is turn to move and I must determine how he will move. I roll 2d6 against his Savvy of 3 and score a 3 and 5, so have passed 1d6. Looking on the NPG Movement Table (page, 38) I see he will move towards the closest opposing gladiator.*

### **TRACKING THE GLADIATORS**

All the information needed to play a gladiator in *RSBS- Heroes of the Arena* can be found on the *Gladiator and Beast Rosters (page, GR-1)*. Each player must have one roster of the appropriate type for each gladiator that he plays and one for each Non-Player Gladiator or beast.

Note that when using the word gladiator when describing a rule the rule will also apply to beasts (*page, 35*).

### **STARS AND GRUNTS**

*Red Sand Blue Sky - Heroes of the Arena* is played with two *classes* of gladiators. They are Stars and Grunts.

#### **STARS**

These gladiators are you, the player, and are also referred to as Player Gladiators. These are the gladiators that the campaign (*page, 22*) revolves around).

*Stars should begin with ten Attribute Points (page, 6). This can be modified up or down by the size of the gladiator (page, 5).*

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## GRUNTS - NON-PLAYER GLADIATORS

These are the Non-Player Gladiators, also referred to as NPG that may fight with you or against you in the arena. They will come and go as your campaign progresses. This class also includes all beasts.

## STAR ADVANTAGES

Being a Star in *Red Sand Blue Sky - Heroes of the Arena* has two important advantages. These are:

- Larger Than Life.
- Cheating Death

### LARGER THAN LIFE (LTL)

The Larger Than Life rule can be used to capture the cinematic flavor of gladiator movies and novels where the Star is a "larger than life" character. This is represented in the following way:

- Stars cannot be killed by anyone with a lower total number of Attribute Points than the Star. Instead the worse result a Star can suffer would be a pass 1d6 on the Recovery Test (page, 24) and all Killing Strokes against him are converted to unconscious and forced to surrender (page, 18).
- However, if appealing for mercy (page, 19) or Imperial Intervention (page, 20) he could be condemned to death. In this case the Cheating Death rule will still apply.

### CHEATING DEATH

A Star can be killed by any gladiator with an equal or greater number of total Attribute Points. This can come from a Killing Stroke (page, 16) or a result of pass 0d6 on the Recovery Table (page, 24). When this occurs the Star may declare that he is *cheating death* and can use the Larger Than Life rule in this case.

When a player chooses to *cheat death* he must drop one Attribute Point determined at random by rolling 1d6 for each Attribute, taking the one with the lowest score. Ties are re-rolled. This reduction may cause him to change Locales (page, 22).

*In addition* he has his Maximum Attribute Points (page, 6) allowed reduced by one.

*Example - Brutus has suffered a Killing Stroke from a gladiator with an equal total number of Attribute Points. Brutus evokes the Cheating Death rule and rolls 1d6 for each Attribute. The lowest result is Speed so it is immediately dropped from 5 to 4. This drops him under the minimum total number of Attribute Points needed to fight in the Outside Rome Locale (page, 23) so is sold to a school in the Heart of the Empire. Finally, the maximum number of Attribute Points he can ever attain is reduced from twenty to nineteen (page, 6).*

## BUILDING YOUR GLADIATOR

In *Red Sand Blue Sky - Heroes of the Arena* each player can build their gladiator in their own unique way. Here's how it's done and in what order:

- Decide if the gladiator will be a Star or Grunt (page, 3).
- Choose the gender of the gladiator and then determine its size (page, 5).
- Determine the Signature of the gladiator (page, 6).
- Choose how to distribute its Attribute Points (page, 6).
- Determine the number of Bonus Dice the gladiator starts with (page, 7).
- Choose the Fighting Styles of the gladiator (page, 7).
- Fill out the appropriate Gladiator Roster for each Fighting Style the gladiator will use (page, GR-1).

### GLADIATOR SIZE

Gladiators are also differentiated by their physical size. Here's how we determine the physical size of a gladiator.

- Roll 2d6 and add the results together.
- Modify this total if the gladiator is a female.
- Consult the Gladiator Size Table (page, 5).

## RED SAND BLUE SKY - HEROES OF THE ARENA

### 2 GLADIATOR SIZE

(Adding the results together)

CIRCUMSTANCE	MODIFIER
The gladiator is a woman	-2

#	SIZE	SPEED <sup>(1)</sup>	STRENGTH <sup>(2)</sup>
2	Small	+1	-2
3	Slight	+1	-1
4	Slight	0	-1
5	Average	0	0
6	Average	0	0
7	Average	0	0
8	Average	0	0
9	Average	0	0
10	Large	0	+1
11	Large	-1	+2
12	Extra Large	-2	+2

(1) After the gladiator has determined its Attributes apply this modifier to its Speed.

(2) After the gladiator has determined its Attributes apply this modifier to its Strength.

### FEMALE GLADIATORS

It is known that the Roman Emperor Septimus Severus, who ruled from 193 to 211 AD, allowed women to fight in the arena, although he subsequently banned them in 200 AD.

Recently in an area of London, England, the remains of what could have been a female gladiator, or *gladiatrix*, were excavated. Although there is no evidence to support the idea that this 20-year-old woman was indeed a *gladiatrix*, no one is certain.

What we can be sure of is that *Red Sand, Blue Sky - Heroes of the Arena* allows for women in the arena so if you have *gladiatrix* figures in your collection, go for it!

### FEMALE ATTRIBUTE MODIFIERS

Female gladiators benefit and suffer from the following modifications:

- To account for the lesser upper body strength of females, when scoring damage with a female always count their Strength as one less than it actually is.

- As they are typically smaller than men they suffer a -2 when rolling on the Gladiator Size Table (page, 5).
- They are allowed to begin each match with two extra Bonus Dice to reflect their greater endurance.
- They are still allowed to have a Signature like all other gladiators.

### SIGNATURE

In *Red Sand Blue Sky - Heroes of the Arena* we use *Signatures* to further differentiate the gladiators. A Signature is a demonstrated trait that the gladiator does that is recognizable during his career. Here's how a gladiator gains a signature:

- Player gladiators can choose any one Signature with the following restriction. No Player gladiators in the same school (page, 27) may have the same Signature as another gladiator in the school.
- Non-Player Gladiators (NPGs) have their Signature determined the first time they are used. This includes all pre-generated NPGs. Roll 2d6, add the results together and consult the Signature Table to determine if they indeed have a Signature. It is possible that the NPG will not have a Signature. Any Signatures rolled that match the Signature of another gladiator in the same school, are re-rolled.
- Players need to note the Signature of the gladiator in the History section of the Gladiator Roster and what affect it has.

## RED SAND BLUE SKY - HEROES OF THE ARENA

### 2 SIGNATURE

*(Adding the results together)*

#	SIGNATURE
2 (1-3)	<b>Fear:</b> Gladiators with fear will subtract 1d6 when rolling on the Maneuver, Attack and Net Attack Table until they have inflicted damage upon their opponent.
2 (4-6)	<b>Weak:</b> The weak gladiator starts each match with three less Bonus Dice than normal.
3 (1-3)	<b>Slow to React:</b> This gladiator will roll 1d6 less when rolling on the Attack Table.
3 (4-6)	<b>Slow:</b> The slow gladiator will roll 1d6 less when rolling on the Maneuver Table.
4	<b>No Signature:</b>
5	<b>No Signature:</b>
6	<b>No Signature:</b>
7 (1-2)	<b>Brawler:</b> This gladiator will add 1d6 when called upon to <i>re-take</i> an Attack Test.
7 (3-4)	<b>Agile:</b> The agile gladiator will add 1d6 when rolling on the Maneuver Table.
7 (5-6)	<b>Strong:</b> This gladiator starts each match with three Bonus Dice more than normal.
8	<b>No Signature:</b>
9	<b>No Signature:</b>
10	<b>No Signature:</b>
11 (1-3)	<b>Frenzy:</b> The frenzied gladiator will always use at least one Bonus Die when rolling on the Attack Table until he has less than half Bonus Dice left.
11 (4-6)	<b>Second Air:</b> This gladiator receives two Bonus Dice, instead of one, the first time he catches his breath.
12 (1-3)	<b>Resilient:</b> This gladiator is allowed to use three Bonus Dice, anytime during the match and in any combination, without having to discard them from their current total. NPGs will roll 1d6 each time they use a Bonus Die. On a score of 1, 2, or 3 he does not discard the Bonus Die.
12 (4-6)	<b>Steady:</b> The steady gladiator will remain on his feet the first time he is knocked down during the match.

### ATTRIBUTE POINTS

Each gladiator has three Attributes that represent how hard the gladiator has trained and how good he is.

They are:

- Savvy
- Strength.
- Speed.

#### SAVVY

Savvy is a measure of how well the gladiator is trained.

#### STRENGTH

Strength is a measure of how physically strong the gladiator is.

#### SPEED

Speed is a measure of how fast and agile the gladiator is.

Players will do well to read the Gladiator Combat Tables (*page, 39-42*) to see how each Attribute works with each table before choosing how to spend their Attribute Points.

### ATTRIBUTE POINTS

Players begin with a set number of Attribute Points (AP) that is used to build their gladiator. The APs are to be divided between three Attributes and each Attribute must have a minimum of two AP.

*Newly recruited player gladiators start with ten APs.*

Adding the Attributes from all three categories is called the *total number of Attribute Points* and is used to determine which Locale (*page, 22*) a gladiator can fight in and a reasonable barometer of the overall quality of the gladiator.

### MAXIMUM TOTALS

The Savvy, Strength and Speed Attributes each cannot exceed seven.

The maximum total number of Attribute Points a gladiator can ever have is *twenty*. This number can be reduced when using the Cheating Death rule (*page, 4*).



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## BONUS DICE

Each Player and Non-Player Gladiator receives Bonus Dice equal to their total Attribute Points.

Players can use as many Bonus Dice as desired when rolling on the Maneuver, Attack and Net Attack Tables.

NPG must dice to see when they will use their Bonus Dice.

- In the Maneuver Phase the NPG will roll *all* Bonus Dice. Use a Bonus Die for each "1" that is scored.
- In the Attack Phase the NPG will roll *all* Bonus Dice. Use a Bonus Die for each "1" or "2" that is scored.
- If ensnared in a net or knocked to the ground the NPG will roll all Bonus Dice. Use a Bonus Dice for each "1, 2, or 3" that is rolled.

## FIGHTING STYLES

The armor and weapons of the gladiator define his style of fighting. For maximum financial gain and entertainment value gladiators were trained to fight in a variety of styles. To reflect this each player gladiator can choose one *primary* and two *secondary* styles of fighting.

- Player gladiators will fight in their primary style at full Savvy, Strength, and Speed.
- Player gladiators will fight in their secondary style at one less Savvy but at full Strength and Speed.
- Non-Player Gladiators are always assumed to fight in their primary style.

Here are the six gladiator styles (\*) used in *Red Sand Blue Sky: Heroes of the Arena*. Note that any of the last five styles can be used as primary and secondary styles but the *Dimachaerus* style can only be used as a secondary style.

(\*) Although there were many fighting styles we have chosen the six most popular ones to use in RSBS - HotA.

## DIMACHAERUS

His name means "two-weapon man". Not much is known about this style of gladiator other than that he was armed with two swords and therefore didn't carry a shield. He may have been a separate category of gladiator, or he may have been a fighting style used by other categories of fighters. There are no depictions from ancient times of this gladiator, so his armor, if any, is open to speculation. It is not known who his usual opponents were.

The Dimachaerus has two equipment options on his Gladiator Roster and the gladiator can choose to use either one.

- *The opponents for the Dimachaerus are the Murmillo (1-2), Hoplomachus (3-4), and Thraex (5-6).*

## HOPLOMACHUS

His name comes from the Greek word "*hoplon*" which means *weapon*, but it is usually associated with the Greek Shield.

The Hoplomachus carried a round shield, usually a small one, and his head was entirely enclosed in a metal helmet. His belly was protected with leather while quilted fabric protected his upper legs. Metal *ocreae* protected both of his lower legs.

This gladiator was primarily armed with a long spear.

- *His traditional opponent was the Murmillo (1-4) but the Hoplomachus could be matched against the Thraex (5) or Secutor (6).*

## MURMILLO

The Murmillo's name is believed to come from a Greek word meaning *fish*.

The head of the Murmillo was entirely encased in an ornate helmet, often surmounted with the image of a fish. He carried a large shield with the lower left leg protected by an *ocrea*. His sword arm was covered with a *manica*, usually made of quilted fabric.

The Murmillo has two equipment options on his Gladiator Roster and the gladiator can choose to use either one.

The Murmillo was armed with a short sword called a *gladius* from which the word gladiator is derived.

- *His traditional opponent was the Thraex (1-4) but he could be matched against the Retiarius (5-6).*

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### RETIARIUS

His name comes from the Latin word "*rete*", meaning net. This gladiator was lightly armored and usually did not wear a helmet. His only armor was on his left arm and that was some sort of protective sleeve called a *manica*, usually made of quilted fabric and a bronze shoulder guard called a *galerus*. He may also have worn leather gaiters on his lower legs as well as leather across his belly.

He was primarily armed with a long three-pronged spear called a *trident* and a net. The Retiarius would try to ensnare his opponent with his net while keeping him at bay with his trident. Once the gladiator was knocked to the ground and trapped in the net the Retiarius would move in for the kill.

The Retiarius has two equipment options on his Gladiator Roster and the gladiator can choose to use either one

- *His traditional opponent was the Secutor (1-4) but he could be matched against the Murmillo (5-6).*

### SECUTOR

The word *Secutor* means *chaser* in Latin. This fighting style replaced the earlier *Samnite*. He carried a large rectangular shield (*scutum*) and his head was entirely enclosed in a helmet of iron or bronze. Unlike the ornate helmets used by others, his was very plain and smooth except for a small fin on its crest that made him look somewhat like a fish. This was done intentionally as it reduced the chances of it being snagged by the net of the Retiarius, his traditional opponent.

The Secutor carried the short sword called the *gladius*. His sword arm was protected by a *manica* and he wore a metal greave called an *ocrea* on his left leg.

The Secutor has two equipment options on his Gladiator Roster and the gladiator can choose to use either one.

- *His traditional opponent was the Retiarius (1-5) but he could be matched against the Hoplomachus (6).*

### THRAEX

His name means "*Thracian*" and originally referred to his place of origin.

The head of the Thraex was entirely enclosed in a helmet that often bore the crest of the mythological Griffin, the companion of Nemesis, the Goddess of Fate. He carried a small rectangular shield and each leg was protected by an *ocrea* that came up to beyond his knees.

The Thraex has two equipment options on his Gladiator Roster and the gladiator can choose to use either one

This gladiator was armed with either a *gladius* or a curved long dagger called a *sica*, which still counts as a sword.

- *His traditional opponent was the Murmillo (1-4) but he could be matched against the Hoplomachus (5-6).*

### ARMOR

There are three types of armor used in *Red Sand, Blue Sky - Heroes of the Arena*. They are:

- Leather (L).
- Metal armor (A).
- Extra heavy metal (A+) reserved for the helmet.

Unless the body part is unarmored (U), each will have one of the three armor types protecting it. Armor comes into play in helping to absorb damage (causes the attacker to subtract Damage Dice) but at the cost of reducing the speed of the wearer.

As most gladiators wore armor or carried a shield we have chosen to give those wearing little or no armor or carrying a shield, a +1 to their Speed. This can be found in the Speed box of the appropriate Gladiator Roster. This is not a permanent increase to Speed but a temporary one lasting as long as the gladiator uses this Fighting Style. The two gladiators affected by this increase are the:

- Dimachaerus when using the lighter armored option listed on his Gladiator Roster.
- Retiarius when not carrying the net.

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## SHIELDS

Shields will only protect a gladiator when he is attacked head on and cannot be used when wielding a weapon with two hands. There are two types of shields:

- **Large shield** - The large shield protects the user to his left arm, chest, and belly.
- **Small shield** - The small shield protects the user to his left arm and chest.

## NETS & TWO SWORDS IN DEFENSE

Although not actually using a shield, the net of the Retiarius and the second sword of the Dimachaerus provide protection to the gladiator as if he were using a small shield.

## WEAPONS

Weapons can be used in three ways.

- Wielded with one hand (1-handed).
- Wielded with two hands (2-handed).
- Tossed at the opponent (thrown).

Some of the weapons can be used in more than one of the previous manners.

Here is a list of weapons and how they can be used.

### SPEAR

The spear is a sharp blade on a long pole. It can be used with one hand, usually with a shield in the other, or with two hands and without the shield, which must have been dropped. It can also be thrown at an opponent.

### SWORD

The sword is a sharp blade much longer than a dagger. It can be used with one hand, usually with a shield in the other, or with two hands and without the shield, which must have been dropped. Some gladiators (Dimachaerus) may forsake their shield and instead use two swords, one in each hand. It can also be thrown at an opponent.

### TRIDENT

The trident is a three prong weapon used by the Retiarius. It can be used with one hand, usually with

a net in the other, or with two hands and without the net, which must have been dropped. If the net is still in the possession of the Retiarius then the trident is always used with one hand

It can also be thrown at an opponent.

## WEAPONS TABLE

WEAPON TYPE	WEAPON REACH	DAMAGE 1-HAND	DAMAGE 2 - HAND
Spear	+2 successes	+1d6	+2d6
Sword	+1 success	+1d6	+2d6
Trident	+2 successes	+2d6	+3d6

## SPECIAL WEAPON - THE NET

The net is a special weapon used by the Retiarius with the purpose of ensnaring or hindering their opponents.

See the section on Net Attacks (*page, 17*) for more info.

## PICKING UP WEAPONS

Gladiators may choose to pick up dropped weapons, nets after a failed toss, shields or switch a weapon or shield to another hand (but not both). See the section on Ranged Attacks (*page, 16*) for more info.

- This can only be done during the Movement Phase, at any time during it, and the movement zone must be unoccupied by the enemy. If there are enemies in the Movement Zone the item cannot be retrieved or switched.
- To recover an item the gladiator must spend its whole turn in the same movement zone as the item to be retrieved and nothing else. To switch a weapon the gladiator may move. .

### BEFORE THE MATCH

Now that you have created your gladiator, chosen his fighting styles, and filled out his Roster he is ready to fight. But before he can Enter the Arena (page, 12) there are still a few things that need to be done. They are:

- Determine if you will be fighting *solo* or *same side* against the game mechanics or competitively, *head to head*.
- Decide if you will be playing a *campaign* or *one off game*.
- Determine the *Locale* that the combat will be fought (page, 22).
- Determine the *number of combatants* (page, 11).
- Set up the *arena* (page, 11) and any terrain (page, 31), if needed.
- Determine the *opponent match-ups* and their specifics (page, 12).
- Fill out a *Gladiator Roster* for each combatant.
- Determine if the match is "*to the death*" (page, 12).
- Determine the *entry point of the arena* for each gladiator (page, 12).

Let's cover each one of these in more depth.

#### PLAYING SOLO OR SAME SIDE

*Players should know that playing solo or same side is no way inferior to playing against a live opponent. In some cases it may be more desirable!*

When playing *solo* or co-operatively, called *same side*, with all players playing on the same side, the players will use the traditional opponents of each gladiator. This is found in the information section for each gladiator in the Fighting Styles section (page, 7). This is easily done by the Player gladiator rolling 1d6 and consulting his info section.

*Example - I decide to use the Hoplomachus Fighting Style, one of my Secondary Styles (page, 7) and roll a 3. Looking in the information section I see that my opponent will be a Murrillo.*

Now that I know what type of gladiator I will be fighting I need to see the Attributes and other

specifications of my Non-Player Gladiator opponent. Here how this is done:

- Go to the Gladiator Pool section (page, 30).
- Go to the appropriate table or in some cases, tables, for the *Locale* in which the combat is occurring.
- Pick the gladiator from that table against whom you are matched.
- Roll 1d6 for each Attribute and consult the info above the table that may or may not direct you to alter the Attributes of your opponent.

*Example - My Hoplomachus is fighting a Murrillo on the fringe of the empire. I roll 1d6 and score a 3. My opponent has a Savvy of 3, Strength of 3, and Speed of 3. I roll 1d6 for each Attribute and score a "2", "4" and "6" in that order. The Savvy is reduced by one point while the Speed is raised by one point. My opponent now has Savvy 2, Strength 3, and Speed 4.*

#### PLAYING HEAD TO HEAD

If playing *head to head* or competitively against another player and each of them is running a troupe of gladiators, *familia gladiatoria*, the opponents are limited to the fighters on hand. So if you want some variety in your matches be sure to use a variety of Fighting Styles.

When playing head to head, players are free to match-up gladiators as they like and need not stick to their traditional opponents.

#### CAMPAIGN OR ONE OFF MATCH

*Red Sand Blue Sky - Heroes of the Arena* can be played as a one off game or part of a campaign where each match ties into and affects future matches. In a campaign players will retain one or more gladiators trying to increase their Attributes, reach the Colosseum in Rome, and eventual freedom.

#### DETERMINING THE LOCALE

Matches can be fought in one of four *locales*. During the Campaign Game (page, 22) your gladiator will start on the Fringe of the Empire.

In a one off game the players can pick a *Locale* of their choice or determine the *Locale* of the match

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randomly by using the Locale Table. Here's how it's done:

- Roll 2d6 and add the results together.
- Consult the Locales Table to see where the gladiator will start.

## 2 LOCALES

(Adding the results together)

#	LOCALE
2 or less	Fringe of the Empire
3	Fringe of the Empire
4	Fringe of the Empire
5	Fringe of the Empire
6	Fringe of the Empire
7	Heart of the Empire
8	Heart of the Empire
9	Outside of Rome
10	Outside of Rome
11	In the Colosseum
12 or more	In the Colosseum

Details on each Locale can be found in the Campaign Rules (page, 22). Players are advised to start on the Fringe of the Empire. If they choose otherwise, be sure to check out the Total Attribute Points of the pre-generated gladiators found on the Gladiator Pool Tables (page, 30) to get an idea of how tough they are.

### NUMBER OF COMBATANTS

Gladiator matches ranged in size from local small affairs of one pair of gladiators to huge spectacles involving dozens.

During the Campaign Game each gladiator in a school can fight in the Day of Events (page, 24). The number of gladiators available for matches will vary depending on how many were purchased by the school and/or are healthy enough to participate.

Battles between groups of gladiators, often of opposing schools, will only happen at the Colosseum. The Colosseum will also be the setting for more spectacular kinds of matches involving some of the more exotic fighting styles and situations. For details about group combats and other aspects of fighting in the Colosseum see the Campaign Rules.

Those playing one off games are encouraged to use their imagination to create one -of -a-kind spectacular scenarios or keep it to simple combat between a pair

of gladiators. For inspiration check out the two Special Events (page, 31) that we've included.

However, players should keep in mind that the more gladiators and novel features they add, the longer it will take to play the game. Players should be able to handle comfortably 4-6 gladiators at a time once they are familiar with the rules. Your mileage may vary.

### SETTING THE SCENE IN THE ARENA

The arena can be square, circular, or, as was usually the case, oval like many of the amphitheaters in ancient Rome, as is the Colosseum. We've included a wooden circular arena like those found on the fringe of the Empire. We've also added an amphitheater style arena that can be downloaded for free off the *Red Sand Blue Sky - Heroes of the Arena* web page found on the THW website.

For miniatures gaming purposes the playing area may be as large or as small as you like. As movement is from zone to zone the actual size of the arena is not that important.

The arena is considered to have a high wall around its perimeter whether or not it is actually represented on the table. There are at least two, and there may be as many as four, separate entry points or gates to the arena with each pair of entrances set directly across from each other.

Usually, the arena is just a flat, featureless expanse of sand. In fact, the word "arena" comes from *harena*, the Latin word for sand. However, the Romans would occasionally transform the arena of the Colosseum into a fantastic artificial forest by placing dozens of trees in it for the *venationes*, or "hunts" (page, 33), that were staged for the entertainment of the crowd where hundreds, if not thousands of animals were slaughtered. The Romans would also add artificial hills and other scenery when special presentations were performed that might represent an incident from mythology or when re-staging a battle from the past.

Contrary to popular belief, the Colosseum was not routinely flooded for the naval battles called *naumachiae*. This was only possible before the Emperor Domitian added the subterranean structures below the wooden floor of the arena. This area, the *hypogeum*, provided passageways and storage rooms for animals, scenery and gladiators. It also had lifts and ramps that could be used to make them appear suddenly in the arena.

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Players are encouraged to come up with their own spectacles for the Colosseum and make life a bit more “interesting” not only for the fighters, but especially for the crowd. For more information see the section entitled Special Events (*page, 31*).

### OPPONENT MATCH-UPS

Historically, gladiators were routinely pitted against certain gladiators. Two of the classic pairings were the matches between the Retiarius and the Secutor and the Thraex and Murmillo. However, there are several styles where no information is available about their opponents. There is nothing preventing you as editor of a match to pair any style against any other.

### GLADIATOR AND BEAST ROSTERS

All the information about each gladiator or beast, both Player and Non-Player, is tracked on individual Gladiator or Beast Rosters (*page, Bestiary 1*). See that section on how to fill out the roster.

### TO THE DEATH

Not all matches could end with a gladiator surrendering and appealing to the crowd (*page, 19*). Some did not end until there was a dead body on the sand. This was called Fighting to the Death: Sine Missione (*page, 21*).

If fighting a one off match, the players can choose to fight to the death. If desired you can use the following procedure:

- *Fringe of the Empire* - Matches are never fought to the death but death could result from combat. Losers are free to return to their training.
- *Heart of the Empire* - Gladiators that have lost and are not dead must appeal to the crowd for mercy.
- *Outside of Rome* - When fighting Outside of Rome roll 2d6 and add the scores together. If the total is a *nine* the match is to the death.
- *In the Colosseum* - When fighting in the coliseum roll 2d6 and add the scores together. On a total of *seven* the match is to the death.

### ENTERING THE ARENA

Opposing individual gladiators or groups will enter the arena from entrances directly opposite each other and into a wall movement zone (*page, 2*). Once all gladiators are in a wall movement zone the match can begin

## RULES OF COMBAT

### “Uri, uinciri, uerberari, ferroque necari”

*“To endure burning with fire, shackling with chains, to be whipped with rods and killed with steel.” - The gladiator’s oath of submission.*

### PLAYING THE GAME

Here's a brief outline of how *Red Sand Blue Sky - Heroes of the Arena* is played.

- Each player chooses the Fighting Style for each of the gladiators they wish to use.
- Each player fills out a Gladiator Roster for each gladiator.
- Each gladiator starts in opposite wall movement zones. If there are an odd number of gladiators, roll d6 for each gladiator. Lowest places first, second is opposite #1, third one as desired, fourth opposite #3, and so forth with the odd man left choosing from available areas.
- At the start of each turn the gladiators roll to see who moves first (*page, 13*). This means when playing more than one gladiator each player will roll for each one separately.
- When it is their turn the gladiators determine if the movement zone they are in is occupied by an enemy gladiator or beast or not.
- If desired a Retiarius can attempt to toss his net using the Net Attack Table (*page, 42*).
- Attacks are carried out on the Attack Table (*page, 40*) if called for by a Maneuver Table result.
- Each successful attack rolls for the body part location that was hit (*page, 14*).
- Damage is applied to the body part that was hit.



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- Surviving gladiators return to the Movement Phase (page, 13).
- Play continues until the match stops either by death (page, 18), surrender (page, 18), or appeal to the crowd (page, 19) or Emperor (page, 20).

### TURN SEQUENCE

Each match can last an unlimited number of turns but each turn uses the following Turn Sequence.

- The first phase of each gladiators turn is Movement. Note that movement is *not* simultaneous and only after one gladiator has finished its complete turn of movement, maneuver, and attack does the next gladiator carry out its turn.
- At the start of the turn all gladiators and beasts dice to see who moves first.
- During their Movement Phase each gladiator or beast can move from one movement zone to another movement zone around the arena.
  - This is also when gladiators armed with nets, throwing weapons, or choosing to kick sand at their opponent can attempt Ranged Attacks, if they are eligible, into an adjacent Movement Zone, *instead of moving*.
- The next phase is the Maneuver Phase. This is where gladiators in the same movement zone maneuver to obtain the best position to attack its opponent.
- The third Phase is the Attack Phase. In the Attack Phase gladiators in the same movement zone can attack each other.

### FLOW OF THE TURN

*Red Sand Blue Sky - Heroes of the Arena* does not use a traditional Turn Sequence. Here's a short example of how the phases interact with each other.

*Example - Cassius a Retiarius and Marius a Murrillo are fighting a match. They have finished the last turn in adjacent movement zones. The turn begins with both gladiators rolling 1d6 and adding the result to their respective Speed Attributes. Cassius, Speed 3, rolls a 6 for a total of 9. Marius,*

*Speed 4, rolls a 3 for a total of 7. As Cassius scored higher he moves first.*

- *Cassius decides to toss his net and the gladiators go to the Net Attack Table (page, 42) and roll their respective d6. The result is a miss and Cassius is allowed to retrieve his net.*
- *Marius moves next and enters the Movement zone occupied by Cassius. They roll on the Maneuver Table and Marius scores a chance to Bash Attack (page, 16). Marius and Cassius roll on the Attack Table and the attack is ineffective, both sides catch their breath.*
- *The next turn begins with both gladiators in the same movement zone. Cassius and Marius dice to see who moves first. Cassius scores higher so can move first. He moves out of the movement zone shared with Marius.*

### MOVEMENT PHASE

At the start of the turn all gladiators and beasts will roll 1d6 and add the result to their current Speed Attribute.

- A *knocked down* (page, 14) gladiator will subtract one from its total.
- A *bleeder* (page, 15) will subtract two from its total.
- A *spent* (page, 18) gladiator will subtract one from its total.
- A gladiator that is *ensnared in a net* will subtract two from its total.
- All effects are cumulative.

The highest score will move first. Ties are re-rolled.

*Example - Fiscus, Speed 4, is knocked down, a bleeder and spent. He rolls 1d6 for determining the order of movement and scores a 6. His modified total would be 6 (Speed 4, minus 1 for knocked down, minus 2 for being a bleeder, and minus 1 for being spent).*

### MOVEMENT RATES

Gladiators can move up to one movement zone when it is their turn to move. Movement is from zone to zone and may be in a straight line or diagonally.

When it is their turn to move the gladiator determines if it is in a movement zone unoccupied by an opposing gladiator *or* if it is in a movement zone occupied by an opposing gladiator or beast.

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- If the movement zone does not contain an enemy gladiator or beast the gladiator may choose to do one of the following.
  - Move into another enemy unoccupied movement zone.
  - Move into an enemy occupied movement zone.
  - Remain in their current movement zone.
  - Make a Ranged Attack if armed with a net, throw his weapon, or kick sand at their opponent.
- If the movement zone does contain an enemy gladiator or beast the gladiator may choose to do one of the following.
  - Move out of the movement zone into another movement zone that may or may not have opposing gladiators in it.
  - Remain in the movement zone and go to the Maneuver Table (page, 39).

### **MOVING OUT OF OCCUPIED ZONES**

Gladiators cannot move out of a movement zone through another *facing* gladiator or beast.

*Example - Thraex starts his turn in the same movement zone as a Secutor. As the Secutor is facing Thraex he can move to the movement zone to the left, right, or back away from the Secutor but cannot move past him into the movement zone past his opponent. If the Secutor was not facing him, Thraex could move into the zone past him.*

### **MANEUVER PHASE**

Opposing gladiators that occupy the same movement zone at the end of their Movement Phase will roll on the Maneuver Table. Here's how it's done:

- Each gladiator rolls 1d6 for each point of Savvy.
- Each gladiator rolls 1d6 for any Bonus Die he chooses to use. Once used, the Bonus Die is discarded.
- Each gladiator totals the number of success that he rolled (a result of 1, 2 or 3) and adds this to his current Speed Auto-successes.

- Gladiators then compare the total number of successes scored and consult the Maneuver Table.
- Immediately carry out the results.

### **NPG MANEUVER TABLE OPTIONS**

When a NPG has an option to do more than one thing on the Maneuver Table, roll 2d6 on the NPG Option Table (page, 38) versus his current Savvy to determine what he will choose.

### **ATTACK PHASE**

When directed from the Maneuver Table opposing gladiators will roll on the Attack Table. Here's how it's done:

- Each gladiator rolls 1d6 for each point of Savvy.
- Each gladiator rolls 1d6 for each point of Speed.
- Each gladiator rolls 1d6 for any Bonus Die he chooses to use. Once used, the Bonus Die is discarded.
- Each gladiator totals the number of success that he rolled (a result of 1, 2 or 3) and adds this to his Weapon Reach Auto-successes.
- Gladiators then compare the total number of successes and consult the Attack Table.
- Immediately carry out the results.

Note that there may be a result where the gladiators must immediately re-take the test. When this occurs the Reach of the Weapon is not counted but more Bonus Dice can be used.

### **UNSHIELDED SIDE**

Note that when the unshielded side is referred to on the Maneuver Table this represents a quick dash to attack and does not require changing the position of the gladiators.

### **KNOCKED DOWN**

The gladiator is knocked to the ground and must try to regain his feet. Here's how it's done.

- All gladiators roll for order of movement normally.
- Knocked down gladiators will subtract one from their total.
- Knocked down gladiators will regain their feet on their movement turn. They are still

## RED SAND BLUE SKY - HEROES OF THE ARENA

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allowed to move one movement zone as normal.

NPGs will *always* regain their feet and then roll on the NPG Movement Table (page, 38).

### DAMAGE TO BODY PARTS

Each body part has Strength equal to the gladiators Strength Attribute.

As damage occurs subtract it from the body part.

When "0" or lower is reached that body part can no longer function. Here's a list of what happens when a body part no longer functions.

**HEAD** - The gladiator has dropped to the ground. Roll 1d6.

- If the score is equal or lower than the original Strength of the gladiator he is unconscious and at the mercy of the crowd (page, 19).
- If the score exceeds the Strength of the gladiator he has suffered a killing stroke (page, 16) and is dead.

**ARM** - The arm cannot use a shield or weapon. When both arms are no longer functioning the gladiator is at the mercy of the crowd. If the gladiator switches his weapon to the other arm he is considered to be fighting with his "offhand".

**CHEST** - The gladiator has dropped to the ground. Roll 1d6.

- If the score is equal or lower than the original Strength of the gladiator he is unconscious and at the mercy of the crowd.
- If the score exceeds the Strength of the gladiator he has suffered a killing stroke and is dead.

**BELLY** - The gladiator has dropped to the ground. Roll 1d6.

- If the score is equal or lower than the original Strength of the gladiator he is unconscious and at the mercy of the crowd.
- If the score exceeds the Strength of the gladiator he has suffered a killing stroke and is dead.

**LEGS** - When one leg reaches zero Strength the gladiator Speed Attribute is reduced by half, rounded up, and the Maneuver and Attack Values are

refigured. When both legs no longer function the Speed Attribute has been reduced to zero the gladiator has dropped to the ground. He cannot defend himself and is at the mercy of the crowd (page, 19).

### BLEEDERS

When a result of *bleeder* is scored on the Damage Table (page, 41) the gladiator has suffered a potentially fatal wound. Here's how *bleeders* are handled:

- At the start of the *bleeding* gladiator's Movement Phase he will burn one Bonus Die for *each* result of bleeder that he has.
- If he does not have any Bonus Dice to burn he will reduce the Strength of the injured body part.
- If the Strength for that body part reaches zero it will no longer function and the damage will transfer to an adjoining body part and the process will continue.
- If the gladiator gains one or more Bonus Points after he has reached zero Bonus Points he will lose them before losing Strength.
- Bleeders will also subtract 2d6 on both the Maneuver and Attack Tables.
- Bleeders also subtract 2 when rolling for movement order.

*Example - Brutus receives a result of bleeder in his right arm. At the start of the next turn he burns one Bonus Die. Three turns later he has been reduced to zero Bonus Dice and will now lose one point of Strength in his arm. Later his Strength in that arm is reduced to zero and is now non-functional. At the start of the next turn loses one point of Strength from his chest. Later in the turn he catches his breath (gains one Bonus Die). The next turn he burns that Bonus Die instead of a point of Strength.*

### DAMAGE TRANSFERENCE

Whenever a result of *bleeder* occurs on a leg or arm its Strength Attribute will slowly be reduced to zero. At the start of the following turn that that the Strength of that body part reaches zero the damage will transfer to the closest body part based on the Damage Transference Table.

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Note that Damage Transference only applies to bleeders (page, 15).

### DAMAGE TRANSFER

IF THIS BODY PART IS INJURED	THE DAMAGE IS TRANSFERRED TO THIS BODY PART...
Right Leg	Belly
Left Leg	Belly
Left Arm	Chest
Right Arm	Chest

### KILLING STROKE

A gladiator that delivers a killing stroke receives double the Fame for winning the match.

### BASH ATTACKS

This is a special attack that can be done by gladiators and even some beasts but only when called for by a result on the Maneuver Table.

The object is to bash into the opponent and then attack while he is on the ground. Here's how bash attacks are done:

- The attacker must be on his feet.
- The attacker can only attack targets to his front.
- The attacker must score a Bash Attack result on the Maneuver Table.
- The Bash Attack is resolved like a normal attack on the Attack Table.
- Results are immediately carried out.

### MULTIPLE GLADIATOR ATTACKS

Up to three gladiators can occupy the same movement zone at the same time. This means that one gladiator could be fighting two in the same turn but they are still carried out individually. Here's an example of how this would be handled:

*Example - Mancos the Murmillo is pitted against Rialto the Retarius and Timmons the Thraex. All three roll for the order of movement. Timmons goes first followed by Mancos then Rialto.*

*Timmons moves into the same movement zone as Mancos and they go to the Maneuver Table. On the table they score the same number of successes so catch their breath.*

*It now is Mancos' turn. Mancos decides not to move and he remains in the same movement zone with Timmons. They go to the Maneuver Table then to Mancos attacking head on. On the Attack Table Timmons wins and inflicts a wound on Mancos who has his chest Strength reduced by 1.*

*Rialto now moves and enters the occupied zone (he's the third one in the zone) and he and Mancos roll on the Maneuver Table. Rialto scores higher and attacks head on. On the Attack Table they score the same number of successes so both remain in the same movement zone and catch their breath.*

### FORCED INTO AN OCCUPIED ZONE

Gladiators forced into a movement zone occupied by three other gladiators will behave as follows:

- If the Movement Zone is already occupied by three friendly gladiators, the one farthest from the entering gladiator will move to an unoccupied movement zone of its choice.
- If the Movement Zone is occupied by three gladiators and at least one is an opponent, the entering gladiator must roll on the Maneuver Table against the closest opposing gladiator. The loser, whether directed by the Maneuver or Attack Table or not, must move into an unoccupied movement zone after the combat. In the case of a tie each gladiator rolls 1d6 with the lower score leaving the movement zone. This means that the gladiator could be forced back into the movement zone he came from!

### RANGED ATTACKS

*Red Sand, Blue Sky - Heroes of the Arena* is all about man to man combat. But what if I'm getting the short end of the stick and ....

Getting desperate? We got you covered.

When you're desperate you can throw your weapon at your opponent. The good news is if you score a hit the damage is considerable. The bad news is once

## RED SAND BLUE SKY - HEROES OF THE ARENA

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you've thrown your weapon it will be hard to recover it. Still want to give it a try? Here's how it's done.

- The thrower must be in an adjacent movement zone to the target.
- The thrower makes his attack using the Net Attack Table (*page, 42*).
- The thrower that scores 2+ more successes than his opponent has successfully thrown his weapon.
  - If successful he rolls on the Hit Location Table (*page, 41*) then the Damage Table counting twice the number of Damage Dice for the weapon when used with one hand.
  - If unsuccessful the weapon has missed and lands in the movement zone behind the target and will remain there until retrieved by the thrower or another gladiator.
  - A gladiator recovering a weapon may not move in the same turn.

Okay, so throwing your weapon is a bit extreme. How about if you just want a slight advantage. Then take a look at our next section, Kicking Sand.

### KICKING SAND

This is an attack that can be used by any gladiator prior to them moving during the Movement Phase.

The object of the attack is to temporarily blind their opponent prior to attacking. Here's how it is done:

- The attacker must be on his feet and in a movement zone adjacent to the target.
- The attacker can only attack targets to his front and must be able to see the face of the target.
- To carry out the attack the attacker and the defender roll 1d6 per each point of Savvy they have. They *cannot* add Bonus Dice.
- Each will count the number of successes (score or 1, 2 or 3) that they score and compare them to each other.
- If the attacker scores more successes than the attack is successful and the target gladiator is temporarily blinded. The attacker can immediately enter the occupied movement zone and go directly to the Attack Table.

- The blinded gladiator will fight at a minus one penalty to his Savvy *until his eyes are cleared* (*page, 17*).
- If the attacker scores equal or less successes then the *target* is allowed to immediately move into the movement zone occupied by the attacker, whether he has moved earlier in the turn or not, and go directly to the Attack Table.\*
  - The gladiator that has failed his Sand Attack will fight at a minus one penalty to his Savvy for this attack.

### CLEARING THE EYES

At the beginning of its Movement Phase the blinded gladiator will attempt to clear the sand from his eyes. To clear sand from the eyes the gladiator must roll 1d6 versus their Savvy.

- If the score is equal or less the eyes are cleared.
- If the score exceeds the Savvy then the eyes remain blinded. The gladiator may attempt to clear his eyes again at the beginning of his Movement Phase.
- Gladiators with sand in their eyes can still move, attack, etc. normally but at a penalty of minus one to Savvy.
- NPGs will always attempt to clear their eyes. After the attempt they will function normally.

### NET ATTACKS

This is a special attack that can only be done by the Retiarius during its Movement Phase. The object is to ensnare the opponent and then attack while he is on the ground. Here's how net attacks are done:

- The Retiarius must be on his feet and possess a functional net.
- The Retiarius can only attack targets that he is facing.
- The Retiarius must be in a Movement Zone adjacent to the target. Net attacks cannot be made at targets in the same movement zone.
- The net attack is resolved using the Net Attack Table (*page, 42*) instead of the normal Attack Table.
- Results are immediately carried out.

## ***NPG NET ATTACKS***

Non-Player Gladiators will attempt to throw their net whenever there is a target.

## ***RECOVERING THE NET***

After a net attack had failed the net can be recovered by the Retiarius or destroyed (rendered useless for the remainder of the match) by another gladiator. See the Net Attack Table (*page, 42*) for more information.

## ***ESCAPING THE NET***

Gladiators that have suffered a result of ensnared in the net is in serious trouble.

The good news is once the net has ensnared a gladiator it cannot be used anymore during the match. The further good news is if the ensnared gladiator is allowed to move he can slip out of the net but will still be knocked down on the ground.

The bad news is trying to get out of the net, if you survive the attack. To do this, *simply* win on the Attack Table. And that is going to be pretty tough. Good luck!

## ***RANGED ATTACKS AND FRIENDS***

Ranged attacks can be attempted against opponents that occupy the same movement zone as a friend. Here's how it's done:

- Carry out the attack against the opponent. If it succeeds then carry on as outlined elsewhere.
- If the attack is unsuccessful roll 1d6 versus the Savvy of the attacker.
  - If the score is equal or lower than the Savvy of the attacker then carry on normally.
  - If the score is higher than the Savvy of the attacker then his friend could possibly be hit by the errant attack. The attacker immediately carries out a ranged attack against his friend.

## ***ENDING THE MATCH***

The match can end in the following ways:

- A gladiator is killed outright.
- A gladiator becomes unconscious.
- A gladiator cannot use his weapon.
- A gladiator is spent.
- A gladiator surrenders.

Let's cover each one in more detail.

## ***KILLED OUTRIGHT***

Death can come as a result of a single blow during combat, from the cumulative effect of, or after appealing for mercy (*page, 18*).

## ***UNCONSCIOUSNESS***

The gladiator takes a wound to the head, chest or belly that reduces the Strength Attribute of that body part to zero or less, rendering him unconscious and at the mercy of the crowd.

## ***CANNOT USE A WEAPON***

The gladiator takes wounds that reduces their arm Strength to zero or lower and cannot use his weapon.

## ***SPENT***

A gladiator is spent when he reaches zero Bonus Dice. Keep in mind that a gladiator may be able to catch his breath (*page, 3*) and regain Bonus Dice during the match.

## ***SURRENDER***

Gladiators will surrender for a variety of reasons and this will bring the match to an immediate end. Once a gladiator surrenders he must appeal to the crowd for mercy (*page, 19*). A NPG will surrender if *any* of the following circumstances apply:

- He was forced to drop his weapon, shield, or net due to arm wounds reducing its Strength Attribute to zero or less.
- He has taken wounds to the legs reducing his Speed Attribute to zero or less and cannot stand up.
- He is unconscious.
- He is spent, on the ground and has more wounds than his opponent does.



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## RED SAND BLUE SKY - HEROES OF THE ARENA

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- He is spent, his opponent is not, and he has more wounds than his opponent.
- He and his opponent are both spent but he has more wounds than his opponent has.

Player gladiators have the *option* to surrender whenever they desire or due to any of the above conditions.

*Surrender can only be done at the end of a turn after all gladiators have finished their turn.*

### THE DILUDIUM

It would sometimes happen that a match would last longer than usual without a clear-cut winner. In a situation like this, the principle referee, *summa rudis*, would call for a break in the action, a *diludium*.

When this was called the gladiators would separate and assistants (*harenarii or ministri*) would attend the gladiators giving them massages, refreshments, tend to small wounds, and offer advice as well as a "pep talk", no doubt.

In game terms, if both characters are spent at the end of any Attack Phase and the referee has not previously called for a break, he will call for one if:

- Both gladiators are standing and neither have any wounds (loss of Attribute Points).
- Both gladiators are standing and have an equal number of wounds and none of them are *bleeders*.

If a break is called both gladiators recover half of their original Bonus Dice, rounded up. The match resumes with each gladiator in opposing wall sections. The match continues until one of the conditions for ending the match occur (*page, 18*).

However, if both gladiators complete their turn and are again *spent*, see the Dismissed Standing section.

### DISMISSED STANDING

Play continues after the *diludium* until the conditions to end the match, as previously outlined, are met or if both gladiators are once again *spent*.

Should it happen again that a break would be called for, the match is ended and both characters are "dismissed standing" (*stantes missi* in Latin); in other words, the match was a "draw". When characters are "dismissed standing", they each receive half of the Fame Points (*page, 25*) that would have been earned if they had won the match.

### APPEALING FOR MERCY

When a gladiator was bested, signified by falling to the ground and being unable to rise, very often his only hope for survival lay with the crowd of spectators he had entertained. Unless he had won the crowd over with his performance, he could expect a quick death at the hands of the victor. Here's how a gladiator may appeal for mercy.

- Roll 2d6 against the gladiator's original Savvy.
- Modify his Savvy up or down by whatever circumstances apply.
- Look at each d6 individually and determine if it has passed or failed. A score equal or less than the modified Savvy of the gladiator passes while a score over the modified Savvy has failed.
- Determine if the gladiator has passed 2d6, 1d6 or 0d6 and consult the Fate of the Fallen Table (*page, 20*).

If the crowd is undecided it may look to the Emperor or *editor* (\*) for *Imperial Intervention* (*page, 21*).

*\* On any locale other than In the Colosseum, the editor was the fellow that was paying for the games, and replaces the Emperor when called upon. The Editor was often a Senator trying to buy votes or a wealthy patron of the city trying to gain reputation and political influence.*

## RED SAND BLUE SKY - HEROES OF THE ARENA

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### 2 FATE OF THE FALLEN

(Taken versus Savvy)

Any result of a "6" is an automatic failure

CROWD CIRCUMSTANCE	MODIFIER
Each opponent the gladiator defeated this match	+1
Gladiator is spent (zero Bonus Dice)	+1
For each wound the gladiator has inflicted this match	+1
For each head, chest, or belly wound the gladiator has received.	+1
If the gladiator is appealing for mercy in the <i>center of the arena</i> .	+1
For each full 100 points of total Fame the gladiator has	+1
If the gladiator is appealing for mercy in a wall movement zone.	-1
If the gladiator kicked sand at his opponent during the match	-1
If the gladiator threw his weapon during the match.	-1
If the gladiator still has half or more of its original Bonus Dice.	-1

# D6 PASSED	RESULT
2	Mercy! The crowd wants mercy and the Emperor or <i>editor</i> spares the gladiator.
1	Undecided! The crowd is evenly split and look towards the Emperor or editor for the final verdict. Go to Imperial Intervention ( <i>page, 20</i> ).
0	Death! The sentiment of the crowd is clearly against the fallen and the Emperor or editor makes a gesture that signifies death.

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### IMPERIAL INTERVENTION

When the crowd cannot decide the fate of the fallen gladiator, the Emperor, when in the Colosseum, or the *editor*, when in any other locale, will be called upon to deliver the final verdict. Here's how it is done.

- Both the gladiator and Emperor or *editor* will roll 2d6 against their original Savvy. The Emperor has a Savvy of 9 while the *editor* has a Savvy of 8.
- Modify the Savvy of the Emperor or editor by whatever circumstances apply.
- Look at each d6 individually and determine if it has passed or failed. A score equal or less than the modified Savvy passes while a score over the modified Savvy has failed.
- Determine if the gladiator and Emperor or *editor* has passed 2d6, 1d6 or 0d6 and consult the Intervention Table (*page, 21*).
- Carry out the results based on how many d6 each person passed.

- Note that the Savvy of either person cannot go lower than one.

## RED SAND BLUE SKY - HEROES OF THE ARENA

# 2 INTERVENTION

*(Taken versus Savvy of the gladiator & Emperor or editor)*

*Any result of a "6" is an automatic failure*

IMPERIAL CIRCUMSTANCE	MODIFIER
Each opponent the gladiator defeated this match	-1
Gladiator is spent (zero Bonus Dice)	-1
For each wound the gladiator has inflicted this match	-1
For each head, chest, or belly wound the gladiator has received.	-1
If the gladiator is appealing for mercy in the center of the arena.	-1
For each full 100 points of total Fame the gladiator has	-1
If the gladiator is appealing for mercy in a wall movement zone.	+1
If the gladiator kicked sand at his opponent during the match	+1
If the gladiator threw his weapon during the match.	+1
If the gladiator still has half or more of its original Bonus Dice.	+1
If the Emperor has previously intervened on behalf of the gladiator.	+3

# D6 PASSED	EMPEROR/EDITOR	GLADIATOR
Pass 2d6 more	The Emperor or <i>editor</i> makes a gesture signifying death and the gladiator is killed.	The gladiator is spared and allowed to fight in the same Locale when healed.
Pass 1d6 more	The Emperor or <i>editor</i> makes a gesture signifying death and the gladiator is killed.	The Emperor declares that the gladiator be spared but sent to the <i>heart of the empire</i> to fight his way back. Note that an editor cannot send the gladiator to another locale but will allow the gladiator to fight again when healed.
Both pass same number	The Emperor or <i>editor</i> hesitates as he judges the mood of the crowd. Both sides reduce their Savvy by 1 and immediately re-roll.	The Emperor or <i>editor</i> hesitates as he judges the mood of the crowd. Both sides reduce their Savvy by 1 and immediately re-roll.

### ***FIGHTING TO THE DEATH***

Matches were sometimes fought to the death (*sine missione*). There was no surrender, no appeal for mercy would be considered, and the fighters could not be “dismissed standing” (*page, 19*). There had to be a dead body on the sand at the end of the match. Certain locales may be more prone to declaring matches *sine missione*, but if players are not playing a campaign game, they are free to decide whether or not the match will be fought to the death. If matches are fought under this condition, there are a few changes regarding how a match will end.

- A gladiator that dropped his shield will continue to fight without the protection of it.

- A gladiator that dropped his weapon because of wounds to the arm will switch his weapon (*page, 9*) to his “offhand”.
- A gladiator that becomes unconscious will be put to death.
- A gladiator that has fallen and is unable to stand because of wounds will be put to death.
- If a gladiator becomes “spent” but his opponent is not “spent”, the match will continue.
- If both gladiators become "spent" another break or *diludium* (*page, 19*) is called. If a break is called both gladiators recover half of their original Bonus Dice. The match resumes with each gladiator in opposing wall sections. The process will be repeated until one of the gladiators is dead.

## **CAMPAIGN**

Now that you are familiar with the rules let's take your matches a step further. This section will allow you to link your matches together where each one has an effect on the next. When finding rules or procedures that contradict those found in the non-campaign section of the book these rules replace them.

### **HOW TO PLAY**

There are three ways to play the campaign game.

- Players may choose to create and follow the career of one gladiator.
- Players may choose to operate a *familia gladiatoria* (page, 27) or school.
- Players may chose to play a gladiator *and* run a *gladiatorial troupe* (page, 27).

### **TIME IN THE CAMPAIGN**

Time in *RSBS - HotA* is tracked in *monthly* turns. For convenience we follow the modern calendar.

The campaign starts in September 106 AD around the time of the Emperor Trajan's victory over the Dacians. \* It was a time of Roman glory and many gladiatorial contests were held in celebration.

The campaign game lasts as long as desired. *RSBS-HotA* is perfect in that it can be played for awhile, left alone and then picked up months later without missing a beat.

*\* The events of Trajan's campaigns against the Dacians are depicted in great detail on the famous Trajan's Column.*

### **THE PLAYER'S JOURNAL OR "DEAR DIARY..."**

It is a good idea for the player to keep some sort of journal for his gladiator in addition to its Gladiator Roster. This can be as simple or as elaborate as you like. With skill and luck your gladiator will have a long and successful career and keeping a journal can help to keep your gladiator's information straight. Each Gladiator Roster has a section called History that can be used for this if so desired.

## **LOCALES**

Gladiators will start in one of four areas of the Empire called Locales. As your gladiator fights and wins he will gain Fame (page, 25) and experience. He will work his way up from the fringes of the sprawling Roman Empire through its heart into Italy and perhaps into the Colosseum in Rome and eventual freedom.

Let's cover each Locale in more detail.

### **FRINGE OF THE EMPIRE**

Gladiators will usually start their careers in a province on the *Fringe of the Empire*. Examples of these provinces would be Syria, Judea, Germania, Hispania, Cyrenaica and Numidia. Gladiators available for purchase and opponents in these Locales can be found in the Fringe of the Empire Gladiator Pool (page, 30).

Gladiators in these Locales who become unconscious or *spent* will survive and continue to learn their trade; they do *not* have to appeal to the crowd for mercy. Matches will not be fought to the death but gladiators may be killed during the course of the match.

When a Player Gladiator reaches *thirteen or fourteen* total Attribute Points he is purchased by a school in the next Locale and is then moved to the next level of arenas.

### **HEART OF THE EMPIRE**

When the gladiators reach a total of *thirteen or fourteen* Attribute Points he has reached one of the provinces that make up the *Heart of the Empire*. Examples of these provinces are Gallia, Aegyptus, and Africa. Gladiators available for purchase and opponents in these locales can be found in the Heart of the Empire Gladiator Pool (page, 30).

Gladiators in these locales who become unconscious, *spent*, or forced to surrender are at the mercy of the crowd and must appeal for mercy (page, 19).

When a Player Gladiator reaches *fifteen or sixteen* total Attribute Points he is purchased by a school in the next Locale and is then moved to the next level of arenas.

## RED SAND BLUE SKY - HEROES OF THE ARENA

### OUTSIDE OF ROME

When the gladiators reach a total of *fifteen or sixteen* Attribute Points he has reached the home province of Italia and is closing in on the pinnacle of gladiatorial venues, the Colosseum in Rome. Gladiators will now represent cities in the home province such as Capua, Carnuntum, Florentia, and Pompeii to name a few. Gladiators available for purchase and opponents in these locales can be found in the Outside of Rome Gladiator Pool (page, 30).

Gladiators in these locales who become unconscious, *spent*, or forced to surrender are at the mercy of the crowd and must appeal for mercy. In addition to this, matches may be fought to the death. Prior to each match roll 2d6 and add the results together. On a score of *nine* the match is to be fought to the death.

When a Player Gladiator reaches *seventeen or more* total Attribute Points he is moved to Rome and the Colosseum.

### ROME AND THE COLOSSEUM

This is it! The "Big Time"! The Colosseum! This is the place every *lanista* dreams of: the place with the biggest purses! This is the place every gladiator hopes for as it is only here that he can hope to earn the *wooden sword (rudis)* the symbol of his freedom.

Matches in the Colosseum are under the watchful eyes of the crowd and more importantly the Emperor. The Emperor and the crowd may consider appeals for mercy or the matches may be declared *sine missione*: to the death. In this case no appeals for mercy will be considered; there must be a dead body on the sand for the match to end!

Prior to each match roll 2d6 and add the results together. On a score of *seven* the match is to be fought to the death.

### FIGHTING IN THE COLOSSEUM - TRAPS

When fighting in the Colosseum roll 2d6 and add the results together. On a score of *four* there is the possibility of a *trap* being located somewhere in the floor of the arena. Here's how traps work:

- A trap occupies *one* of the movement zones in the arena.
- Every time a gladiator moves into a movement zone, even if it has been entered previously or even if it is occupied, he rolls

2d6 and adds the results together. On a score of *four* he has *activated* the trap.

- A trap is occupied by one of the following *big cats* determined by rolling 1d6. The big cat is tethered to that zone and cannot move out of it. It will always face the closest gladiator in hopes of attacking it.
  - 1 = Cheetah.
  - 2 = Leopard.
  - 3 = Lion.
  - 4 = Lioness.
  - 5 = Panther.
  - 6 = Tiger.
- When the trap is activated the gladiator and *big cat* immediately roll on the Maneuver Table. The *big cat* does not roll for movement as it will always remain in the movement zone where the trap is located.
- If the gladiator should survive his combat with the *big cat* his turn is done.

## MOVING ON

There may be times when the gladiator has risen in ability and has gotten *too good* for the Locale that he is in. In these cases he must be sold to a school in the next highest locale. How do you determine how good the gladiator is? Simply add the total number of Attribute Points together and consult the Gladiator Skill Table.

## GLADIATOR SKILL

IF THE GLADIATOR HAS TOTAL ATTRIBUTE POINTS OF ...	HE FIGHTS IN THIS LOCALE
6 to 12	Fringe of the Empire
13 or 14	Heart of the Empire
15 to 16	Outside Rome
17 or more	Rome

## RED SAND BLUE SKY - HEROES OF THE ARENA

*Example - Cletus has 12 total Attribute Points and has just won a match. He increases his Speed by 1 point and thus to 13 total AP. He must now be sold to another school in the Heart of the Empire.*

Don't want to sell your gladiator? No problem, move your school (page, 27).

## FREEDOM

Eventually, if the player is extremely fortunate, he will find himself with *twenty* Attribute Points. He has become the *best of the best* and is eligible for freedom.

At the end of each match roll 2d6 and add the results together. On a result of *seven or higher* he has gained the favor of the Emperor and has won his freedom. He may retire to a life of luxury...or not.

If desired the player may choose to continue fighting and covering themselves with glory by adding to their Fame. This is totally up to the player's discretion but remember he cannot exceed twenty total Attribute Points or even less if he has chosen to Cheat Death (page, 4).

On the other hand, he may decide to buy a gladiator school, become a *lanista* and form a *familia gladiatoria*...

## DAY OF EVENTS

In a campaign the availability of matches are called the Day of Events. \* There will be one Day of Events per month.

Each Day of Events consists of 4 + 1d6 matches. Each gladiator can participate in up to three matches in the same Day of Events. When fighting more than one match in the same day damage is not recovered nor is the gladiator allowed to increase any Attribute. Bonus Dice are replenished normally at the start of each match.

*\* In reality, most of the experienced gladiators would fight very few matches per year, one even complaining that he was wasting the best years of his career as he sat idle.*

## INJURED GLADIATORS

Gladiators that take damage must test after their match to see if they recover. *Each individual body part that has taken damage must be tested for recovery.*

- Start with the first damaged body part that you wish to check.
- Roll 2d6 versus the Strength of the gladiator prior to the match.
- Look at each d6 individually and determine how many d6 were passed.
- Consult the Recovery Table.
- Repeat for each damaged body part until all have been checked or the gladiator has died.

## 2 RECOVERY

*(Taken versus original Strength)*

*Any result of a "6" is an automatic failure*

# D6	RESULT
<b>PASSED</b>	
2	Gladiator recovers to participate in the next Day of Events.
1	Gladiator recovers all lost Attribute Points but must sit out the next Day of Events.
0	Gladiator that has a belly wound will die. Otherwise, all other body parts recover but will count at one Strength Point lower from now on. Must sit out the next two Days of Events.

## RED SAND BLUE SKY - HEROES OF THE ARENA

### FAME

Gladiators were the rock stars of ancient Rome. They were famous for their exploits and we take this into account in *Red Sand Blue Sky - Heroes of the Arena*. Here's how your gladiator raises in Fame.

### TYPES OF FAME

There are two types of Fame in *Red Sand Blue Sky - Heroes of the Arena*.

1 - Total Fame - This is the total Fame points the gladiator earns over his whole career. Each time a gladiator gains Fame this is added to his current total Fame.

2 - Used Fame - These are Fame points that are spent to increase an Attribute. This is not subtracted from the total Fame of the gladiator.

3 - Leftover Fame - These are Fame points leftover from raising an Attribute that can be added to new Fame to be used raise more Attributes

*Example - Brutus starts with zero total Fame. He wins a match and gains 12 Fame points. This is his total Fame. He spends this Fame to raise his Speed Attribute. This costs him 9 Fame points. He has 3 leftover Fame. Later he wins another match and gains 10 Fame points. He now has 22 total Fame points. He adds the 10 to the 3 leftover Fame Points to use to increase his Strength Attribute. He uses 12 Fame so has 1 Fame point left over.*

### GAINING FAME

So how does a gladiator gain Fame points. It all starts with the total points of Attributes of the opponent.

- If the winner is equal in total points of Attributes to his opponent he wins Fame equal to the total points of Attributes of his opponent.

*Example - Brutus has 12 total points of Attributes. His opponent, Gaius has 12 as well. Brutus wins and collects 12 Fame Points.*

If the winner is lower in total points of Attributes to his opponent he wins Fame equal to the total points of Attributes of his opponent multiplied by the difference.

*Example - Brutus has 12 total points of Attributes. His opponent, Paulus has 15 total points. Brutus wins and collects 15 multiplied by 3 or 45 Fame Points.*

If the winner is higher in total points of Attributes to his opponent he wins Fame equal to the total points of Attributes of his opponent divided by the difference, rounded down.

*Example - Brutus has 12 total points of Attributes. His opponent, Marius has 9 total points. Brutus wins and collects 9 divided by 3 or Fame Points.*

### WINNING LAURELS

The victor of a match was traditionally given a *palm branch* that he would hold high above his head as he ran a victory lap around the arena while the admiring crowd cheered, but those fighters that truly distinguished themselves were awarded the *corona*, or *laurel wreath*. It was the highest honor a gladiator could receive next to his freedom (*page, 24*).

To win a laurel wreath a fighter will have to do exceptionally well. He will be awarded one if he meets *all* of the following conditions:

1. He defeated an opponent with a total number of Attribute Points (AP) higher than his own.
2. He received damage to no more than two body parts.
3. He dealt out twice as much damage as he received or dealt out one or more Killing Strokes.
4. The gladiator ended the match with one or more Bonus Dice left.

Winning a laurel wreath adds 25 Fame Points to the gladiator's total Fame for the match.

### USING FAME POINTS

Gladiators use Fame Points to increase their Attributes. Whenever possible the gladiator *must* increase one or more Attributes. This means that you may be forced to increase very low Attributes before a higher one. You cannot save them to increase by more than one point at a time nor not use them to avoid moving up to a tougher Locale. This represents better training, food, and living conditions as well as their portion of the purse. Attributes can be raised by one point in the following manner:

## RED SAND BLUE SKY - HEROES OF THE ARENA

- Decide which Attribute you will raise. This can be Savvy, Strength, or Speed.
- To raise a point of Attribute multiply the existing Attribute point value by the point value that you are trying to raise it to. It cannot be any higher than one more than the current Attribute point value.
- This is the number of Fame points that must be spent to raise the Attribute.

*Example - Brutus has a Savvy Attribute value of 3. He wants to raise it to 4. He must spend 3 multiplied by 4 or 12 Fame Points to do so. After he has raised his Attribute value to 4 he discards the 12 Fame Points that he used.*

Although Attributes can only be raised by one point at a time there is no limit to the number of times that it can be raised. Nor is there a limit to the number of Attributes that can be raised at the same time - provided the maximum of seven points per attribute or twenty total Attribute points are not exceeded.

*Example - Brutus has a Savvy of 3 and Strength of 2. He has earned 36 Fame Points. He decides to raise his Strength by one point. He must spend 2 multiplied by 3 or 6 Fame Points to do so. He discards the six Fame Points and now has 30 left. He now raises his Strength from 3 to 4. He must spend 3 multiplied by 4 or 12 Fame Points to do so. He discards the twelve fame Points and now has 18 left. He now wants to raise his Savvy from 3 to 4. This will cost him 12 Fame Points. He discards the twelve Fame Points to do so and now he has 6 Fame Points left.*

Players need to note the left over Fame Points that can be used to increase Attributes in the History section of the Gladiator Roster.

### TOTAL FAME

Gladiators can use Fame to increase their Attributes. In addition they should keep a running total of the amount of Fame Points they have won during their career as it could come into play when appealing for mercy.

*Example - Brutus had accumulated 36 Fame Points during his career. He also spent 30 of them on Attribute improvement so currently his useable Fame Points are six but he still has thirty six career Fame Points.*

Players need to note the Total Fame Points of the gladiator in the History section of the Gladiator Roster or in their journal.

## WAGERING

Wagering on gladiator matches was common in the Roman Empire and you can do it in *Red Sand Blue Sky - Heroes of the Arena*. Want to bet on gladiator matches? Here's how it's done.

- Determine the total number of Attribute Points of each gladiator by adding all three together.

*Example - Savvy 3, Strength 4 and Speed 3 would be 10 total Attribute Points.*

- Compare the total number of Attribute points between the gladiators. The one with the most points is the *favorite*.

*Example - Cletus has 10 total Attribute Points and Haimas has 12. Haimas is the favorite.*

- If the gladiators have the same total number of Attribute Points then they are *even money*. If you bet 1 aurei you will receive 1 aurei in winnings. Note that winning bets will always consist of the winnings *and* the amount bet.

*Example - I bet four aurei on Haimas, who has 12 total Attribute Points, to win in his match against Santos, who also has 12 total Attribute Points. They are even money. Haimas wins so I collect my bet (4) plus my winnings (4) or 8 total aurei. Note that if Santos would have won those that bet on him would have received the same pay off.*

- If the gladiators have different total numbers of Attribute Points then the one with the higher number is the *favorite* while the other is the *long shot*.
- If you bet 1 aurei on the *long shot* to win you will receive aurei equal to the difference between Attribute Points, times your bet, in winnings. Note that winning bets will always consist of the winnings *and* the amount bet.



## RED SAND BLUE SKY - HEROES OF THE ARENA

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*Example - Santos has two fewer Attribute Points than Haimas. I bet four aurei on him to win. Santos wins so I collect my bet (4) plus my winnings (4x2 = 8) or 12 aurei.*

- If you bet 1 aurei on the *favorite* you will receive aurei equal to your bet divided by the difference in Attribute Points. As the aurei is the lowest form of currency players can only make bets that will pay off in whole numbers. Note that winning bets will always consist of the winnings *and* the amount bet.

*Example - Haimas has two more Attribute Points than Santos. I bet four aurei on him to win. Haimas wins so I collect my bet (4) plus my winnings (4/2 = 2) or 6 aurei.*

### GLADIATOR SCHOOLS

Every gladiator in the campaign is trained by a *lanista*, belongs to a gladiator school or *ludus*, and often owned by *munerarius* or *editors* of good family, high status and independent means.

If the player wants more than playing a single gladiator perhaps he can take a crack at running one such school.

#### OBJECTIVE

The object of the school is to accumulate as much wealth as possible for the owner. The way to do this is by winning matches in the arena and/or selling off gladiators.

#### GETTING STARTED

To get started the player receives a specific number of gold coins or *aurei* as their *bank*. As money exits and enters the player's bank track the total as this determines in which *locale* their *ludus* is located. Here are the recommended starting aurei for schools in each Locale but players can adjust these totals as desired.

- *Fringe of the Empire* = 5,000 aurei.
- *Heart of the Empire* = 16,500 aurei.
- *Outside of Rome* = 41,500 aurei.
- *In Rome* = 83,000 aurei.

### CHANGING LOCALES

Just as gladiators rise in total Attribute Points and change locales\* so can gladiator schools. Whenever a school has money in its bank that is at least equal to the starting bank level of the next highest locale, the *editor* may move the school to that locale. If you choose to move the school your gladiators that are not good enough to fight in the new locale must be sold off.

\* When a gladiator rises above or dips lower than the suggested total Attribute Points listed for each locale the gladiator must be sold to another school and leave the locale. This can be to a player or non-player school.

#### OPENING ADDITIONAL SCHOOLS

As an alternative to moving your school, you can choose not to move your school until you have money equal to the starting bank of the new Locale plus money equal to the starting bank of the current Locale. This way you could move your original school and open another school in the current location to use as a *feeder pool*. This has two benefits.

1. You can leave your unqualified gladiators in the current locale instead of selling them off.
2. You can move gladiators between schools at no cost when called upon due to a change in their total number of Attribute Points.

#### STRATEGY

Players will want to carefully examine the decision to move their school to a higher Locale. If they are close to the amount of money needed to change Locales, they may want to consider selling off some or all of their *familia gladiatoria*, if it will put them at or over the money level required to change Locales.

They may want to start afresh by purchasing gladiators at the higher total Attribute Points found in the higher Locale. Taking along a bunch of fighters with lower Attribute Point totals might end up costing you more in the long run. Yes, they can fight in the new Locale but will be at a serious disadvantage.

### ACCUMULATING WEALTH

As mentioned previously the objective of running a *ludus* is to acquire wealth. Success is defined by how much coin you have in the bank. And the way to do this is by winning matches and selling gladiators.

## RED SAND BLUE SKY - HEROES OF THE ARENA

### WINNING MATCHES

The primary way to accumulate wealth is by winning in the arena and here how's it's done.

Matches are fought between two or more schools at a time. These schools can be run by players or by non-players with the gladiators for each match being generated from the appropriate Gladiator Pool.

Before each match the opposing schools *ante up* a set number of *aurei*, based on the locale, as follows:

- Fringe of the Empire = 100 *aurei* ante.
- Heart of the Empire = 300 *aurei* ante.
- Outside of Rome = 500 *aurei* ante
- In Rome = 1000 *aurei* ante.

The school that wins the match takes the total *ante* wagered. Players must deduct all bets lost and add all winnings to their *bank* as the campaign moves along.

### SELLING GLADIATORS

The other way to create wealth is to sell gladiators to other schools, either player or non-player owned. A player may sell a gladiator at any time but if the gladiator, through advancement, has total Attribute Points exceeding the school's current Locale, the gladiator must be sold off to a school in the next highest Locale and is not available to be bought back.

If playing the campaign solo you sell the gladiator to a non-player school, essentially *cashing in* a gladiator for working capital.

If playing with other players, you can offer the gladiator to them for outright purchase or you may hold an auction. If sold outright, you'll receive the amount of money equivalent to the cost of the gladiator calculated using the formula in the Cost of Gladiators section.

If the gladiator is auctioned, the player will, of course, receive whatever the highest bidder was willing to pay. Players may auction off gladiators by using any method agreed upon by the players.

*Note that if a gladiator drops down to less than 6 total Attribute Points he can be sold off to the mines for 3 aurei and nothing more.*

### COST OF GLADIATORS

Gladiator costs are calculated in *aurei* and have two parts.

Part one is the cost for the gladiator himself and this is based on his total Attribute Points. This is calculated by multiplying the Savvy Attribute times the Strength Attribute times the Speed Attribute. This cost is calculated when the gladiator is purchased or sold.

*Example - Cletus has a Savvy of 3, Strength of 3, and Speed of 4. His initial cost is 36 aurei.*

The second part of the gladiator cost is based upon his Fame. Each full 100 Fame points the gladiator has increases his value by 20%.

*Example - After a few years Cletus is to be sold to another ludus. He has a Savvy of 4, Strength of 4 and Speed of 5. This is a base cost of 80 aurei. He also has 123 Fame Points so his value is 20% higher or 96 aurei. As he was originally purchased for 36 aurei and sold for 96 the venture was highly profitable.*

### EQUIPMENT COST

The school must also purchase the equipment needed to outfit their gladiators. Schools need only pay for whatever armor they use and it is only paid for once. The school can only place fully equipped gladiators in the arena so players may find it useful to have more than one set of equipment by type. Here are the costs for the equipment for each gladiator. When two numbers appear this means the gladiator has two choices of equipment and the cost of the lighter is on the left while the heavier is on the right.

## EQUIPMENT COST

FIGHTING STYLE EQUIPMENT	COST IN AUREI
Dimachaerus	9/16
Hoplomachus	18
Murmillio	15/16
Retiarius	9/12
Secutor	14/15
Thraex	17/18

*Example - Horace the Elder has purchased two sets of Murmillio equipment, one light and one heavy (15/16) for 31 aurei so can have two Murmillio clad gladiators in the arena at the same time. He does not own any Retiarius equipment so cannot send out a Retiarius gladiator.*

## RED SAND BLUE SKY - HEROES OF THE ARENA

### MAXIMUM PURCHASES

Schools may purchase as many gladiators as they want limited only by the amount of *aurei* they have in the bank, but players should keep in mind that they will need a certain amount of "operating capital" for paying the money needed to compete in matches and to replace injured and dead gladiators.

### REPLACING GLADIATORS

As gladiators are lost due to death, sold back into slavery because they've gone lame or sold because their total Attribute Points has outgrown the current Locale, they may be replaced with new ones.

This can be done either by buying them from other players, at auction (*page, 31*), or from the Gladiator Pools for that locale, or, as a last resort, buying slaves.

### SLAVE POOLS

Before they were trained for the arena they were slaves. Once a month players may choose to buy new slaves to train as gladiators. There will be three more slaves than number of players wishing to purchase them. Slaves must be sold at auction (*page, 31*).

Once the number of slaves is determined it's time to determine their Attributes. Here's how it's done:

- Go to the Slave Pool. The Slave Pool is used for all locations but note that some slaves that are purchased may not be fit to fight in the arena. This is based on the total number of Attributes the gladiator has. If the total does not meet the minimum for that Locale he may not fight. The minimum is six total Attributes and then he can only fight on the Fringe of the Empire.
- Next roll 2d6 for each gladiator to determine from whence he came.
- Next roll 1d6 for the Strength and Speed Attribute to see if it has been raised by one if a *five* was rolled or by two if a *six* was rolled.
- I determine the opening bid to be Savvy multiplied by Strength multiplied by Speed. Go to the Auction section to see how an auction is done (*page, 31*).
- If there is only one player then add 1d6 to represent the bids from opposing Non-Player schools. If the player does not wish to

or cannot spend that much the slave is considered to have been sold to the Non-Player School.

### SLAVE POOL

Roll 1d6 for Strength and Speed

On a score of "5" increase by one.

On a score of "6" increase by two.

SCORE	FROM	SAVVY	STRENGTH	SPEED
2	Judea	2	2	2
3	Numidia	2	2	2
4	Syria	2	2	2
5	Hispania	2	2	2
6	Dacia	2	2	2
7	Germania	2	2	2
8	Gallia	2	2	2
9	Thrace	2	2	2
10	Cyrenaica	2	2	2
11	Galatia	2	2	2
12	Britannia	2	2	2

*Example - Three players on the Fringe of the Empire are looking to buy slaves. That means there will be six slaves available. I need to generate them, one at a time. I roll 2d6 and add the scores together and get a 7. This means the first slave comes from Germania. I next roll 1d6 for Strength and score a "5" so it is raised by one. I next roll a "3" so his Speed remains as listed.*

*I do this for all the slaves. Next I determine their sale price, or if there is an auction, their opening bid.*

*The starting bid for the first slave from Germania (because there is more than one player looking to buy) would be 2x3x2 or 12 aurei. After all five slaves are rolled for and Attributes adjusted the auction begins. Bidding goes from highest opening bid to lowest. Note that if only one player was buying he would pay the opening bid plus 1d6 in aurei.*

### TRAINING

There will be times when a slave does not meet the minimum Attribute Total to fight in the Locale. When this occurs the player can spend 10 aurei for one die roll. On a score of "6" he may increase one Attribute by 1. On a score of "1" he must reduce one Attribute. Spend as much as you like until he reaches the minimum or give up and sell him off!

## **RED SAND BLUE SKY - HEROES OF THE ARENA**

### **GLADIATOR POOLS**

There may be times where players wish to recruit new gladiators instead of slaves. A good example of this would be a school Outside of Rome. Buying a slave that may not be able to meet the minimum requirements to fight would be ill advised. Instead, the player can buy gladiators. Here's how it's done.

Each location will have a Gladiator Pool that tells you what gladiators may be purchased when needed as well as for generating an opponent. These are fully trained gladiators and not slaves. Here's how they work for replacing or buying gladiators:

- Go to the appropriate Gladiator Pool.
- Next roll 1d6 to determine what type of gladiator is available.
- Next roll 1d6 for each Attribute the gladiator has. Depending upon what is rolled; modify that Attribute as outlined on the Gladiator Pool.
- Next determine the Gladiator Cost (*page, 28*) that you must pay. Remember that this cost does not include the equipment that the gladiator uses and if you do not have a set of that equipment (*page, 28*) you must buy some before he can be used in the arena.

Only a certain number of gladiators can be purchased from the Gladiator Pools once per month. How many? There will be three plus the number of players looking to buy. This means there may be more than one of the same type of gladiator. When more than one player wishes to purchase a gladiator, he is auctioned off to the highest bidder. When there is only one player then the gladiator can be purchased for his base price plus 1d6. If the player cannot or do not wish to pay this price the gladiator is assumed to have been sold to a Non-Player school.

*Example - Three players on the Fringe of the Empire are looking to buy gladiators. That means there will be six gladiators available. I need to generate them, one at a time. I roll 1d6 and score a 3. This means the first gladiator available is a Murmillo. I roll 1d6 for each of his Attributes and scores a "2", reducing his Savvy by 1 to a 2. I score a "3" for his Strength, no effect, and a "6" for his Strength, which is increased to 4. The starting bid for him (because there is more than one player looking to buy) would be 2x3x4 or 24 aurei. After all six gladiators are rolled for and Attributes adjusted the auction begins. Bidding goes from highest opening bid to lowest.*

### **GLADIATOR POOL - FRINGE OF THE EMPIRE**

Roll 1d6 for each Attribute.

On a score of "1 or 2" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

#	STYLE	SAVVY	STRENGTH	SPEED	ATTRIBUTE
1	Dimachaerus	3	3	3	9
2	Hoplomachus	3	3	3	9
3	Murmillo	3	3	3	9
4	Retiarius	3	3	3	9
5	Secutor	3	3	3	9
6	Thraex	3	3	3	9

### **GLADIATOR POOL - HEART OF THE EMPIRE**

Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

#	STYLE	SAVVY	STRENGTH	SPEED	ATTRIBUTE
1	Dimachaerus	5	4	4	13
2	Hoplomachus	5	4	4	13
3	Murmillo	5	4	4	13
4	Retiarius	5	4	4	13
5	Secutor	5	4	4	13
6	Thraex	5	4	4	13

### **GLADIATOR POOL - OUTSIDE OF ROME**

Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "5" or "6" increase that Attribute by one.

#	STYLE	SAVVY	STRENGTH	SPEED	ATTRIBUTE
1	Dimachaerus	5	5	5	15
2	Hoplomachus	5	5	5	15
3	Murmillo	5	5	5	15
4	Retiarius	5	5	5	15
5	Secutor	5	5	5	15
6	Thraex	5	5	5	15

## RED SAND BLUE SKY - HEROES OF THE ARENA

### GLADIATOR POOL - FIGHTING IN THE COLOSSEUM

Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

#	STYLE	SAVVY	STRENGTH	SPEED	ATTRIBUTE
1	Dimachaerus	6	6	5	17
2	Hoplomachus	6	6	5	17
3	Murmillio	6	6	5	17
4	Retiarius	6	6	5	17
5	Secutor	6	6	5	17
6	Thraex	6	6	5	17

### AUCTIONS

Whenever an auction is called for whether due to a bankruptcy or when more than one player wishes to purchase a slave use the following procedure.

- Each player involved writes down their final bid.
- Bids are revealed at the same time.
- High bid wins the auction.

*Example - Frank and Jim Bob Joe are looking to buy some new slaves. As there are two players there will be five slaves for sale. They next roll a "2", "4", "6" "5" and "7". This means there are slaves from Judea, Syria, Hispania, Dacia, and Germania available. Next 1d6 is roll. , 1d6 is rolled for each Attribute of each gladiator and modifications are made. Frank and Jim Bob Joe want the Murmillio so write down their final bid. The Murmillio has a Savvy of 3, Strength of 3, and Speed of 3 so the normal price would be 27 aurei. Frank reveals that he has bid 35 aurei and Jim Bob Joe 48. The Murmillio is sold to Jim Bob Joe for 48 aurei.*

### BANKRUPTCY

If the player gets to the point where he doesn't have enough money to ante up for even a single match in his current Locale, he must raise the money by selling off some of his gladiators and/or equipment. If he no longer has any gladiators to sell and not enough money to buy more, he has gone bankrupt.

A player that goes bankrupt can start over at the next Locale below where he was when it occurred and at the minimum *aurei* in his bank. If a player goes

bankrupt on the *Fringe of the Empire* he might want to consider another line of work like becoming a gladiator for another school!

## SPECIAL EVENTS

As mentioned previously, the Romans were fond of spectacular events. We've provided two such events for your use. But before we go into more detail on each let's explain how to set up terrain in the arena.

### SETTING UP TERRAIN

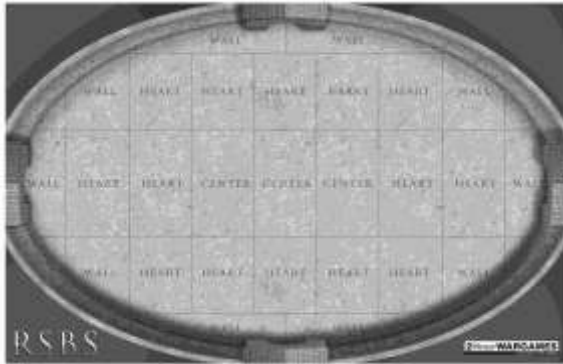
The majority of matches will take place in a flat arena which would provide wide sight lines for the crowd. But if you desire to add a little more spectacle to your matches try adding some terrain. Here is how terrain is handled.

- Terrain can be placed in one or more movement zones.
- The movement zone containing terrain is considered to be totally full of that terrain type.
- There are four terrain types. They are:
  - **Clear** - This is the normal floor of the arena. Gladiators can see into and through clear movement zones.
  - **Wooded** - These are patches of wood or thickets imported into the arena on platforms to obscure sight. Gladiators and beasts can look into a wooded area or out of it but not through it. This comes into play when using PEFs (page, 33). Only two gladiators or beasts can occupy the same wooded movement zone at the same time, a reduction of one from the norm.
  - **Rough** - Rough terrain are patches of rocks or felled timber. Gladiators, but not beasts, fighting in rough terrain will do so at a -1 penalty to their Speed Attribute. Gladiators and beasts can look into and out of rough movement zones but not through it. This comes into play when using PEFs.
  - **Hill** - A hill is a rise in the ground that prevents gladiators from seeing

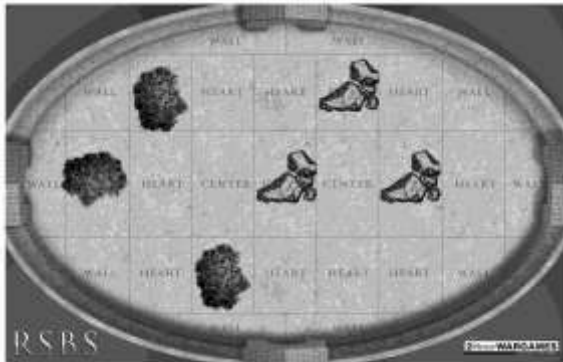
## RED SAND BLUE SKY - HEROES OF THE ARENA

through the movement zone that it occupies. This comes into play when using PEFs.

*Note that the wooden arena included in the game has a clear floor. We recommend that you go to the THW website and download the 11" x 17" stone amphitheater with a clear arena floor and with terrain in place.*



*Stone amphitheater*



*Stone amphitheater with terrain in place*

We now present two Special Events, the Triumph and the Hunt.

## THE TRIUMPH

The spectacle of the gladiatorial contests worked well to celebrate a real or perceived victory of Roman might over barbarians. Usually a gladiator champion, assisted by other gladiators, would recreate these triumphs by fighting prisoners or criminals dressed to represent these barbarians.

*Example - Satorias has decided to honor the anniversary of his grandfather's triumph over Germani invaders by putting on a spectacular Day of Events. He hires an editor to put on the event.*

Here is what is needed to put on a Triumph.

- One gladiator champion representing the *great man*.
- Two to four other gladiators each with a total number of Attribute Points at least two points less than the *great man*.
- At least one *barbarian per gladiator* chosen from the Fringe of the Empire Gladiator Pool. Note that the more barbarians the more Fame may be gained.
- The gladiators will use the Murmillo Gladiator Roster with the following changes. The chest and belly locations are now classed as *metal armor (page, 8)*.
- The *barbarians* are completely *unarmored* and armed with swords (1-4), spear (5) or a two handed axe (6) counting as a trident wielded with two hands.

The object of the match is the slaughter of the *barbarians* so the *editor* must pick his gladiators and barbarians with care!

### THE HUNT

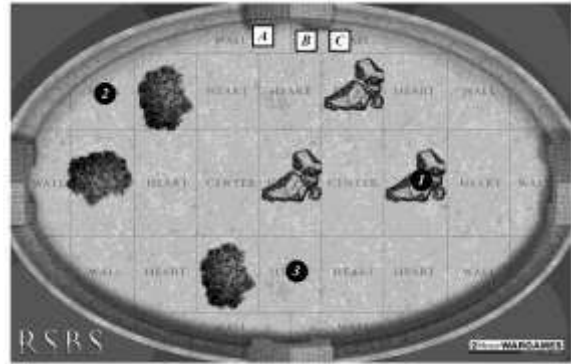
The second Special Event we present is the Hunt. Pitting animals against gladiators was common in ancient times but in this event the gladiators will hunt down the beast as they move about the woods and rough terrain brought into the arena for this event. Of course, the beasts believe they are the hunters as well!

In the Hunt we try to recreate the uncertainty of stalking and being stalked by the beasts. To do this we use the *Possible Enemy Force* (PEF) mechanic found in other THW rules.

### PEF

A PEF represents possible contact with a live beast or maybe just a case of nerves. Here's a quick outline of how PEFs are used.

- Determine what beasts and how many of them will be used in the match.
- First roll on the Beast Match Table (page, 36).
- Then roll once on the appropriate Beast Type Table (page, 37) for each gladiator in the match.
- Next decide from which gate the gladiators will enter from. All gladiators must enter through the same gate.
- Now it's time to place the PEFs. Place the PEFs in an unoccupied movement zone with a terrain feature between them and all the gladiators. See the following picture for an example of how to place the PEFs. If there is a small amount of terrain in the arena then more than one PEF can be placed in the same movement zone but they will count separately for resolution. Ideally the PEFs will be placed around the arena, apart from each other, but always with a piece of terrain between them and all gladiators.



The white squares, labeled A, B, and C, represent the gladiators, while the black circles, 1, 2 and 3, represent the PEFs. PEFs can be placed in a terrain feature if they still have a terrain feature between it and all the gladiators such as PEF 1. Note that there is a terrain feature, obstructing view, between each PEF and all gladiators.

Once all PEFs are placed the match can begin.

### PEF MOVEMENT

To determine who moves first each gladiator and beast rolls 1d6 and adds the result to its Speed. When PEFs are used and before they have been resolved each PEF will have a Speed of 4.

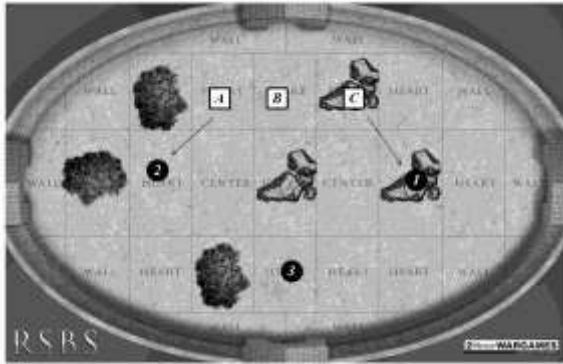
*Example - Keeping with the previous examples all gladiators and PEFs roll 1d6 and add it to their Speed. The order of movement is PEF 1 (10), gladiator A (9), gladiator B (8), PEF 3 (7), gladiator C (6) and finally PEF 3 (5).*

### SEEING PEFs

Once all gladiators have entered the arena and all PEFs have been placed the first Movement Phase begins. After the order of movement has been determined the gladiators and PEFs begin to move. *Immediately* when a PEF comes into sight of a gladiator the PEF is resolved. This means that this will occur during the movement of one gladiator or PEF and *not* at the end of all movement!

- This can happen when a gladiator moves and can now see and/or be seen by a PEF.
- This can happen when a PEF moves and can now see and/or be seen by a gladiator.

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In the above example PEFs 2 and 1 must be resolved while PEF 3 does not as there is a terrain feature between it and all the gladiators.

### HOW PEFs MOVE

PEF movement is determined by 2d6 versus the Savvy of 4 on the PEF Movement Table. As long as the PEF has not been resolved it has a Savvy of 4, just like its Speed.

Note that when the PEF is resolved the actual Savvy and Speed of the beast is used for the remainder of the match.

## 2 PEF MOVEMENT

*(Taken versus the PEF Savvy of "4")*

When:

- The PEF has not yet been seen.

#D6 PASSED	RESULT
2	PEF moves towards the closest target. If it comes into sight it is immediately resolved. Otherwise the PEF remains on the board.
1	Moves to the unoccupied movement zone to the left (1-3) or right (4-6) of the closet target. If it comes into sight it is immediately resolved. Otherwise the PEF remains on the board.
0	The PEF remains in the movement zone.

### RESOLVING PEFs

When a PEF comes into sight of a gladiator or a gladiator comes in sight of a PEF immediately roll 1d6 and consult the PEF Resolution Table.

## 1 PEF RESOLUTION

*(Reading the result as rolled)*

When:

- The PEF has been seen.

#	RESULT
1	If this is the last PEF to be resolved remove the PEF and replace it with all remaining beasts that have not yet been placed on the board.  Otherwise remove the PEF and replace it with nothing. Just a case of nerves
2	If this is the last PEF to be resolved remove the PEF and replace it with all remaining beasts that have not yet been placed on the board.  Otherwise remove the PEF and replace it with nothing. Just a case of nerves
3	If this is the first PEF to be resolved remove it and replace it with nothing. Just a case of nerves.  Otherwise remove the PEF and replace it with one of the beasts that have not yet been placed on the board. This is done randomly by rolling 1d6 for each and taking the highest score.
4	Remove the PEF and replace it with one of the beasts that have not yet been placed on the board. This is done randomly by rolling 1d6 for each and taking the highest score.
5	Remove the PEF and replace it with one of the beasts that have not yet been placed on the board. This is done randomly by rolling 1d6 for each and taking the highest score.
6	Replace the PEF with all remaining beasts that have not yet been placed on the board.

Once a beast is placed on the board it uses its actual Speed to determine when it will move and Savvy to determine where it will move. Regardless of what transpire previously when the last PEF is resolved all of the beats for the match will be on the board.



## BEASTS

Now that you understand how to use gladiators it's time to add *Beasts* or *Animals*. This section covers rules for using them and is totally optional.

If players choose to use Beasts in their campaigns, roll 2d6, add the result together, and consult the Beast Match Table (*page, 36*). This will tell you if there is a beast available for a match and also which table to roll on to determine what beast it is. Be sure to use the columns and tables for the appropriate Locale.

Of course, players may choose to fight *beasts* any way they want to! Word to the wise, try and stay on the appropriate tables when choosing what beast to fight.

## BEAST TYPES

Here's a list of the beasts used in *Red Sand Blue Sky - Heroes of the Arena*. Each one has its own Beast Roster.

- Bear
- Cheetah
- Hyena
- Leopard/Panther
- Lion
- Lioness
- Tiger
- War Dog
- Wild Dog
- Wolf

## BEASTS BY LOCALE

The type of beast to be used in a match can be found on the Beast Match Table. Be sure to roll for the appropriate Locale. If you decide that a beast may not fit in with the geographical area you have chosen simply replace it with one that does from the same list.

*Example - Brutus is a gladiator in Britain, on the Fringe of the Empire. He has a match scheduled with a Hyena. Brutus will be fighting a Wild Dog instead.*

## BEAST ATTRIBUTES

Beasts use the same three Attributes as gladiators. Consult each Beast Roster to see the basic Attributes of each beast type.

- Next roll 1d6 for each Attribute.
- If a "1" is scored count the Attribute as one lower.
- If a "6" is scored count the Attribute as one higher.

## BEAST BONUS DICE

Beasts receive one Bonus Die per each Attribute Point they have. All Bonus Dice rules will apply.

## BEAST ATTACKS

Beasts do not use weapons but for ease of play their natural attacks are represented by one of the weapon types used by the gladiators.

Some beasts are also able to perform Bash Attacks.

## MOVING THE BEASTS

When seeing a target for the first time or when in an enemy unoccupied movement zone the beast will roll on the Beast Movement Table (*page, 36*) to determine what action it will take. Here's how it's done:

- During the Movement Phase and when it is their time to move roll 2d6.
- Read each result individually.
- Compare the results to the Savvy of the beast. If a result is equal or less than the Savvy of the beast it has passed that d6. Beasts can pass 2d6, 1d6 or 0d6.
- Determine how many d6 the beast has passed, consult the Beast Reaction Table, and carry out the results.

## RED SAND BLUE SKY - HEROES OF THE ARENA

### 2 BEAST MOVEMENT

*(Taken versus Savvy of the Beast)*

When:

- The Beast enters the arena and sees its target for the first time.
- The Beast is in an enemy unoccupied movement zone.

#D6 <i>PASSED</i>	<i>RESULT</i>
2	Beast moves towards closest target entering the same movement zone if possible. Once inside go to the Maneuver Table.
1	Beast moves to the unoccupied movement zone to the left (1-3) or right (4-6) of the closet target <i>catching its breath</i> (gain one Bonus Die).
0	Beast remains in place <i>catching its breath</i> (gain one Bonus Die).

*Example - A lion and a Murmillo are fighting. It is the start of the Movement Phase and both roll 1d6 and add the result to their Speed. The lion scores a total of nine and the Murmillo a total of eight. The lion moves first and must roll on the Beast Movement Table. He scores a "3" and "6", passing 1d6. This means the lion will move to the left (1-3) or right (4-6) so requires the lion to roll 1d6. A score of "5" is rolled and the lion is moved one movement zone to the right, catching its breath (gain one Bonus Die).*

### 2 BEAST MATCH

*(Adding the results together)*

SCORE	FRINGE OF THE EMPIRE	HEART OF THE EMPIRE	OUTSIDE OF ROME	IN THE COLOSSEUM
2	No	No	No	No
3	No	No	No	No
4	No	No	No	No
5	No	No	No	No
6	No	No	No	No
7	No	No	No	No
8	No	No	No	No
9	No	No	No	No
10	No	No	Beast Table "A"	Beast Table "B"
11	No	Beast Table "A"	Beast Table "B"	Beast Table "C"
12	Beast Table "A"	Beast Table "B"	Beast Table "C"	Beast Table "C"

## 2 BEAST TYPE

*(Adding the results together)*

#	TABLE A BEAST	#	TABLE B BEAST	#	TABLE C BEAST
2	Hyena or similar	2	Two Wild Dogs	2	Two Wolves
3	Hyena or similar	3	Three Wild Dogs	3	Three Wolves
4	Two Hyenas or similar	4	Wolf	4	Leopard
5	Wild Dog	5	Two Wolves	5	Lioness
6	Wild Dog	6	Two Wolves	6	Lioness
7	Wild Dogs	7	Cheetah	7	Tiger
8	Two Wild Dogs	8	Leopard	8	Lion
9	War Dog	9	Lioness	9	Lion
10	Wolf	10	Tiger	10	Bear
11	Wolf	11	Lion	11	Bear
12	Wolf	12	Lion	12	Bear

### **SUGGESTED READING**

For additional information about the history and social aspects of the gladiatorial games we'd like to suggest the following books.

Michael Grant, *Gladiators*, 1967

Roland Auget, *Cruelty and Civilization: The Roman Games*, 1972

Eckart Köhne and Cornelia Ewigleben (editors), *Gladiators and Caesars: Power and Spectacle in Ancient Rome*, 2000

Stephen Wisdom, illustrated by Angus McBride, *Gladiators: 100 BC-AD 200*, 2001

## RED SAND BLUE SKY - HEROES OF THE ARENA

### 2 **NPG MOVEMENT**

*(Versus current Savvy)*

CIRCUMSTANCE	MODIFIER
If opponent is knocked down	+2 to Savvy

#D6 PASSED	STARTING IN UNOCCUPIED MOVEMENT ZONE	STARTING IN OCCUPIED MOVEMENT ZONE
2	<b>If a bleeder</b> count as if otherwise. <b>If not a bleeder</b> and have half or less Bonus Dice remaining stay in zone and <i>catch breath</i> (Gain one Bonus Die). <b>Otherwise</b> move towards nearest opponent.	<b>All</b> go to Maneuver Table.
1	<b>If have half or less Bonus Dice</b> left count as if passed 0d6. <b>Otherwise</b> count as passed 2d6.	<b>If have half or less Bonus Dice</b> left count as if passed 0d6. <b>Otherwise</b> count as passed 2d6.
0	<b>Remain in zone</b> and <i>catch his breath</i> (Gain one Bonus Die).	<b>Drop back one zone</b> and <i>catch his breath</i> (Gain one Bonus Die).

### 2 **NPG MANEUVER**

*(Versus current Savvy)*

CIRCUMSTANCE	MODIFIER
If opponent is knocked down	+2 to Savvy

# SUCCESSES	RESULT
Gladiator scored 3+ successes more than opponent.	Gladiator may choose to Bash Attack, or gain advantage and attack to the unshielded side, or drop back one zone and <i>catch his breath</i> (gain one Bonus Die).
Gladiator scored 2 successes more than opponent.	Gladiator may choose to gain advantage and attack to the unshielded side or drop back one zone and <i>catch his breath</i> (gain one Bonus Die).
Gladiator scored 1 success more than opponent.	Gladiator attacks <i>head on</i> . <sup>(1)</sup> If attacking onto the rear the gladiator the attack is still considered to be onto the rear.
Gladiators scored same number of successes	Both sides remain in their respective Movement Zones seeking an opening and <i>catching their breath</i> (gain one Bonus Die).

### 2 **NPG OPTION**

*(Versus current Savvy)*

#D6 PASSED	RESULT
2	<b>If have large shield and opponent does not or if have small shield and opponent is shield less</b> will make Bash Attack. <b>Otherwise</b> will gain advantage and attack to the unshielded side
1	<b>If have half or less Bonus Dice</b> left count as passed 0d6. <b>Otherwise</b> will gain advantage and attack to the unshielded side
0	<b>Drop back one zone</b> and <i>catch his breath</i> (Gain one Bonus Die).

## RED SAND BLUE SKY - HEROES OF THE ARENA

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### MANEUVER

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each point of Savvy	+1d6
Each Bonus Die if used.	+1d6
Gladiator is a bleeder	-2d6
If gladiator is knocked down	-2d6
Fighting with the "offhand"	-1d6
If gladiator is ensnared in the net	-1 success
If attacked to rear.	Do not count Speed successes
Each point of Speed	+1 success

# SUCCESSES	RESULT
Gladiator scored 3+ successes more than opponent.	Gladiator may choose to Bash Attack, or gain advantage and attack to the unshielded side, or drop back one zone and <i>catch his breath</i> (gain one Bonus Die).
Gladiator scored 2 successes more than opponent.	Gladiator may choose to gain advantage and attack to the unshielded side or drop back one zone and <i>catch his breath</i> (gain one Bonus Die).
Gladiator scored 1 success more than opponent.	Gladiator attacks <i>head on</i> . If attacking onto the rear of the gladiator the attack is still considered to be onto the rear.
Gladiators scored same number of successes	Both sides remain in their respective Movement Zones seeking an opening and <i>catching their breath</i> (gain one Bonus Die).

### TURN SEQUENCE

#### 1 - Movement Phase

- All gladiators and beasts roll 1d6 and add to their Speed. High total goes first.
- Net attacks may be attempted.

#### 2 - Maneuver Phase

#### 3 - Attack Phase

- Hit Location determined.
- Damage taken.

#### 4 - Start new turn

## RED SAND BLUE SKY - HEROES OF THE ARENA

# ATTACK

(Looking for successes)

CIRCUMSTANCE	MODIFIER	MELEE WEAPONS REACH	MODIFIER
Each point of Savvy	+1d6	If attacked to the rear	Do not count Reach successes
Each point of Speed	+1d6	Spear	+2 successes
Each Bonus Die if used.	+1d6	Sword	+1 success
If Bash Attacking with a large shield	+2d6	Trident	+2 successes
If Bash Attacking with a small shield	+1d6		
Gladiator is a bleeder	-2d6		
If gladiator is knocked down	-2d6		
Fighting with the "offhand"	-1d6		
If gladiator is ensnared in the net	-1 success		

# SUCCESSES	ATTACKER	DEFENDER	ENSNARED DEFENDER
Gladiator scored 3+ successes more than opponent.	Defender is forced into the adjacent movement zone directly away from the Attacker (Bash Attack victim is knocked down) or to the left (1-3) or right (4-6) if in a wall area. Go to Hit Location Table then to Damage Table adding 1 success to the success total.	Attacker lunges aggressively, defender steps aside. Attacker is forced into the adjacent movement zone directly behind the Defender or to the left (1-3) or right (4-6) if in a wall area. Attacker is now knocked down. Defender scores hit on the attacker as he goes by. Go to Hit Location Table then to Damage Table adding 1 success to the success total.	Ensnared gladiators escape from the net and move one movement zone away ending standing up. The net is lost for the remainder of the match.
Gladiator scored 2 successes more than opponent.	Defender is forced into the adjacent movement zone directly away from the Attacker or to the left (1-3) or right (4-6) if in a wall area. Go to Hit Location Table then to Damage Table.	Counterstrike! Defender becomes attacker. Both gladiators re-take Attack Test but do not count weapon Reach.	Ensnared gladiators escape from the net and move one movement zone away ending standing up. The net is lost for the remainder of the match.
Gladiator scored 1 success more than opponent.	Both gladiators re-take Attack Test but do not count weapon reach. Those attacked to the rear have turned around to face.	Both gladiators re-take Attack Test but do not count weapon reach. Those attacked to the rear have turned around to face.	Ensnared gladiators escape from the net and move one movement zone away ending standing up. The net is lost for the remainder of the match.
Gladiators scored same number of successes as opponent.	Both sides remain in the movement zone and <i>catch their breath</i> (gain one Bonus Die).	Both sides remain in the movement zone and <i>catch their breath</i> (gain one Bonus Die).	Ensnared gladiator remains in the net. Both sides remain in the movement zone.

## RED SAND BLUE SKY - HEROES OF THE ARENA

### 2 **HIT LOCATION**

*(Adding the results together)*

SCORE	HIT LOCATION	UNSHIELDED	SMALL SHIELD	LARGE SHIELD
2	<i>Lower Right Leg</i>	Damage	Damage	Damage
3	<i>Lower Left Leg</i>	Damage	Damage	Damage
4	<i>Left Arm</i>	Damage	No effect.	No effect.
5	<i>Right Arm</i>	Damage	Damage	Damage
6	<i>Chest (Back)</i>	Damage	No effect.	No effect.
7	<i>Chest (Back)</i>	Damage	Damage	Damage
8	<i>Belly (Lower Back)</i>	Damage	Damage	No effect.
9	<i>Belly (Lower Back)</i>	Damage	Damage	Damage
10	<i>Head</i>	Damage	Damage	Damage
11	<i>Upper Left Leg</i>	Damage	Damage	Damage
12	<i>Upper Right Leg</i>	Damage	Damage	Damage

### **DAMAGE**

*(Looking for successes)*

CIRCUMSTANCE	MODIFIER	WEAPON (1- HAND)	MODIFIER	WEAPON (2- HAND)	MODIFIER
Each point of Strength in weapon arm	+1d6	<i>Spear</i>	+1d6	<i>Spear</i>	+2d6
Target body part has L	-1d6	<i>Sword</i>	+1d6	<i>Sword</i>	+2d6
Target part has A	-2d6	<i>Trident</i>	+2d6	<i>Trident</i>	+3d6
Target part has A+	-3d6				
Fighting with the "offhand"	-1d6				

SUCCESSES	HEAD	ARM	CHEST/BACK	BELLY/BACK	LEG
1 or lower	Wound! -1 Strength	Wound! -1 Strength	Wound! -1 Strength	Wound! -1 Strength	Wound! -1 Strength
2	Serious Wound! -1 Strength -1 Savvy	Wound! -2 Strength	Wound! -2 Strength	Wound! -2 Strength	Wound! -2 Strength
3	Serious Wound! -2 Strength -1 Savvy Knocked Down	Wound! -2 Strength	Serious Wound! -2 Strength Knocked Down	Serious Wound! -2 Strength Knocked Down	Wound! -2 Strength
4	Killing stroke!	Serious Wound! -3 Strength Bleeder	Serious Wound! -3 Strength Knocked Down Bleeder	Serious Wound! -3 Strength Knocked Down Bleeder	Serious Wound! - 3 Strength Knocked Down Bleeder
5 or higher	Killing stroke!	Serious Wound! -4 Strength Bleeder	Killing stroke!	Killing stroke!	Serious Wound! - 4 Strength Knocked Down Bleeder

## RED SAND BLUE SKY - HEROES OF THE ARENA

### NET ATTACK

*(Looking for successes)*

*Those attacked to the back cannot use Speed*

CIRCUMSTANCE	MODIFIER
Each point of Savvy	+1d6
Each point of Speed	+1d6
Each Bonus Die if used.	+1d6
Gladiator is a bleeder	-2d6
If target is knocked down	-2d6
Target is a Secutor	-1d6
Fighting with the "offhand"	-1d6

# SUCCESSES	ATTACKER	DEFENDER
Gladiator scored 3+ successes more than opponent.	Target is ensnared and pulled to the ground.	Net lands in target zone but misses target. Remains there until retrieved or destroyed. <sup>(1)</sup>
Gladiator scored 2 successes more than opponent.	Target is tripped up by a net sweep and knocked to the ground.	Net lands in zone directly past the target or lands in target zone if it is a wall area. Remains there until recovered or destroyed. <sup>(1)</sup>
Gladiator scored 1 success more than opponent.	Retiarius cannot find an opening to attempt the toss so retains the net but may not move. Retiarius <i>catches his breath</i> (gain one Bonus Die).	Tug of War! Both gladiators roll 1d6 and add the result to their Strength. <ul style="list-style-type: none"> <li>• If the Target scores higher he pulls away the net, dropping it in target zone. Remains there until recovered or destroyed. <sup>(1)</sup></li> <li>• If the Retiarius scores higher he recovers the net but may not move.</li> </ul> If score is tied repeat the process until winner is determined.
Gladiators scored same number of successes as opponent.	Retiarius cannot find an opening to attempt the toss so retains the net but may not move. Both sides <i>catch their breath</i> (gain one Bonus Die).	Retiarius cannot find an opening to attempt the toss so retains the net but may not move. Both sides <i>catch their breath</i> (gain one Bonus Die).

*(1) Net is recovered if the Retiarius enters the Movement Zone when it is unoccupied. Net is destroyed if opponent spends one turn of movement in the unoccupied Movement Zone with the net,*



## *RED SAND BLUE SKY - HEROES OF THE ARENA*

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### **GLADIATOR ROSTERS**

In this section we provide a Gladiator Roster for each gladiator fighting style. Each gladiator has a roster that must be filled out prior to the match and used to track damage as it occurs. Going from left to right and top to bottom here's how you fill out each roster.

**Savvy** - Write in the current Savvy Attribute of the gladiator.

**Strength** - Write in the current Strength Attribute of the gladiator.

**Speed** - Write in the current Speed Attribute of the gladiator. Where a "+1" occurs it is added the current Speed Attribute of the gladiator due to armor.

**Weapons** - Write in the weapons that the gladiator uses.

**Shield** - This will be none, small, or large based on the Fighting Style of the gladiator.

**Maneuver** - Write in the current number of Savvy d6 the gladiator rolls on the Maneuver Table, a slash, and the number of current Speed Auto-Successes he receives.

**Attack** - Write in the current number of Savvy and Speed d6 that the gladiator rolls on the Attack Table, a slash, and the number of current Weapons Reach Auto-Successes he receives.

**Bonus Dice** - Write in the current number of Bonus Dice the gladiator has, reducing it as they are used and adding them when they are gained.

**Fame** - Write in the total number of Fame Points the gladiator has and the current balance of unused Fame that it can use to improve Attributes.

**Score** - When the gladiator takes damage, roll 2d6 and add them together to determine the Hit Location. Look down this column to see which body part was hit.

**Location** - This is the body part that was hit based upon the 2d6 Hit Location roll

**Armor** - Look down this column to see what type of armor, if any, the body part is protected by. When two types of armor are listed, use the armor type that the player chooses or whatever is on the figure if playing with miniatures.

**History** - Use this section for any notes that you may want to write.

**Body** - For each body part fill in any excess circles that exceeds the gladiator's Strength. As damage is taken fill in the Strength circles.

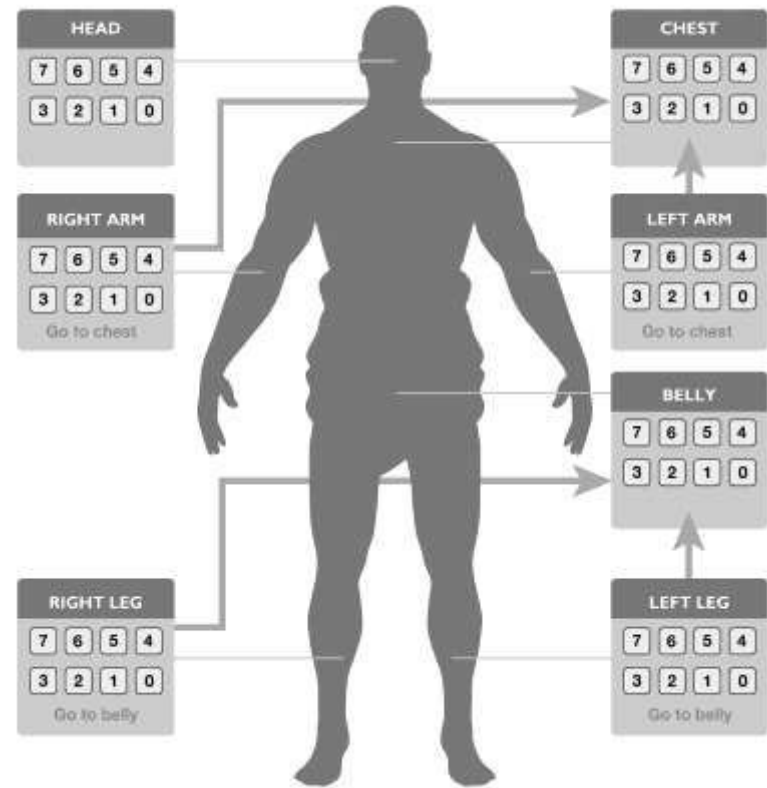
**RED SAND BLUE SKY - HEROES OF THE ARENA**

***DIMACHAERUS***

SAVVY	STRENGTH	SPEED	WEAPONS	SHIELD
		+1*	Two Swords	None
MANEUVER	ATTACK	BONUS DICE	FAME	

\* When using the lighter armor option.

SCORE	LOCATION	ARMOR
2	Lower Right Leg	U
3	Lower Left Leg	U
4	Left Arm	U/A
5	Right Arm	U/A
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	L
9	Belly (Lower Back)	L
10	Head	U/A+
11	Upper Left Leg	U
12	Upper Right Leg	U



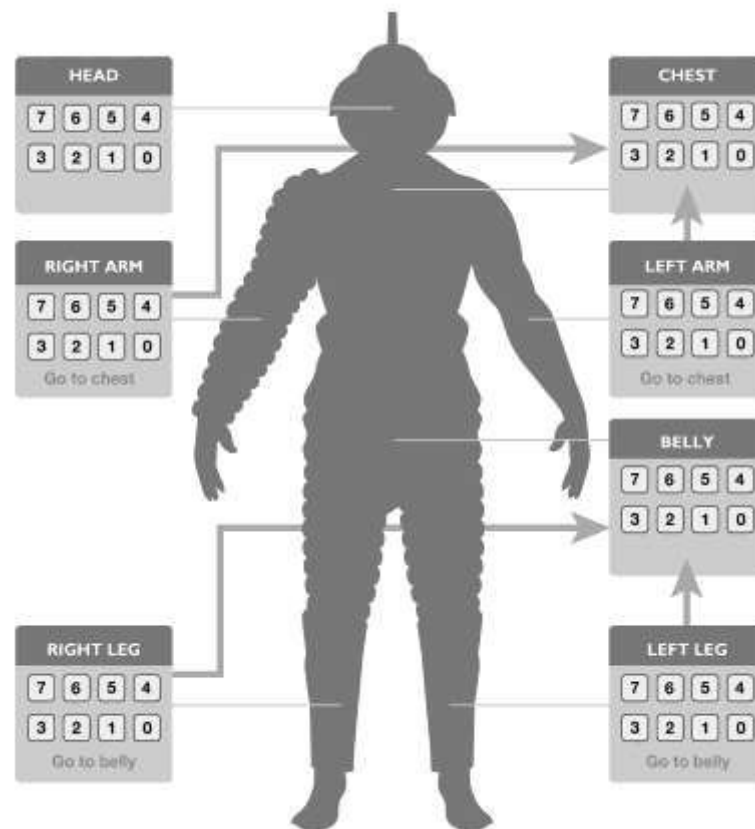
***History***

**RED SAND BLUE SKY - HEROES OF THE ARENA**

# HOPLOMACHUS

SAVVY	STRENGTH	SPEED	WEAPONS	SHIELD
			<i>Spear</i>	<i>Small</i>
MANEUVER	ATTACK	BONUS	FAME	
		<i>DICE</i>		

SCORE	LOCATION	ARMOR
2	<i>Lower Right Leg</i>	<i>A</i>
3	<i>Lower Left Leg</i>	<i>A</i>
4	<i>Left Arm</i>	<i>U</i>
5	<i>Right Arm</i>	<i>L</i>
6	<i>Chest (Back)</i>	<i>U</i>
7	<i>Chest (Back)</i>	<i>U</i>
8	<i>Belly (Lower Back)</i>	<i>L</i>
9	<i>Belly (Lower Back)</i>	<i>L</i>
10	<i>Head</i>	<i>A+</i>
11	<i>Upper Left Leg</i>	<i>L</i>
12	<i>Upper Right Leg</i>	<i>L</i>



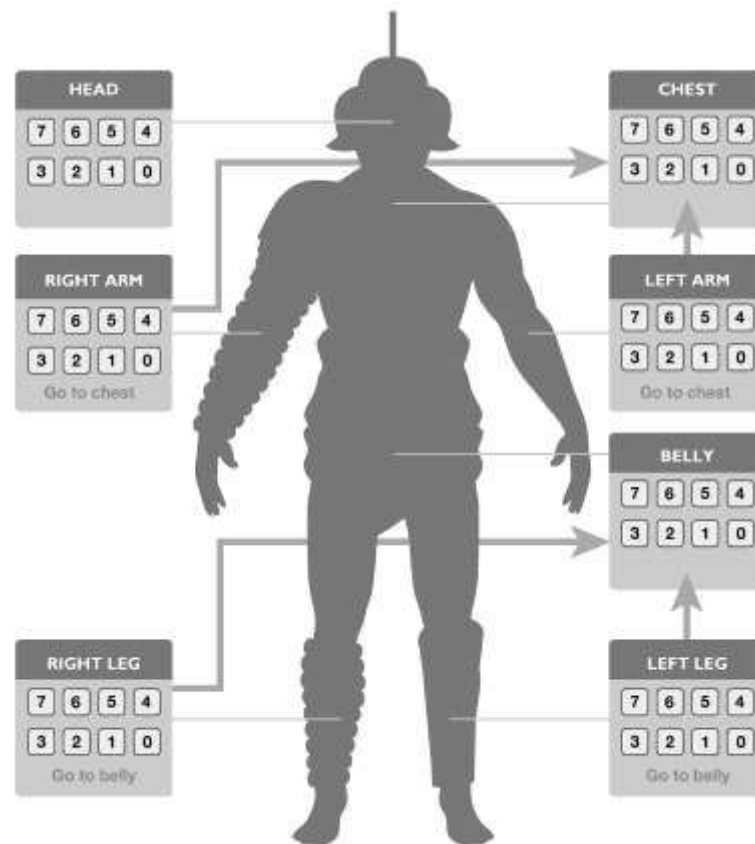
## History

*RED SAND BLUE SKY - HEROES OF THE ARENA*

# MURMILLO

SAVVY	STRENGTH	SPEED	WEAPONS	SHIELD
			Sword	Large
MANEUVER	ATTACK	BONUS	FAME	
		DICE		

SCORE	LOCATION	ARMOR
2	Lower Right Leg	L
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L/A
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U



**History**

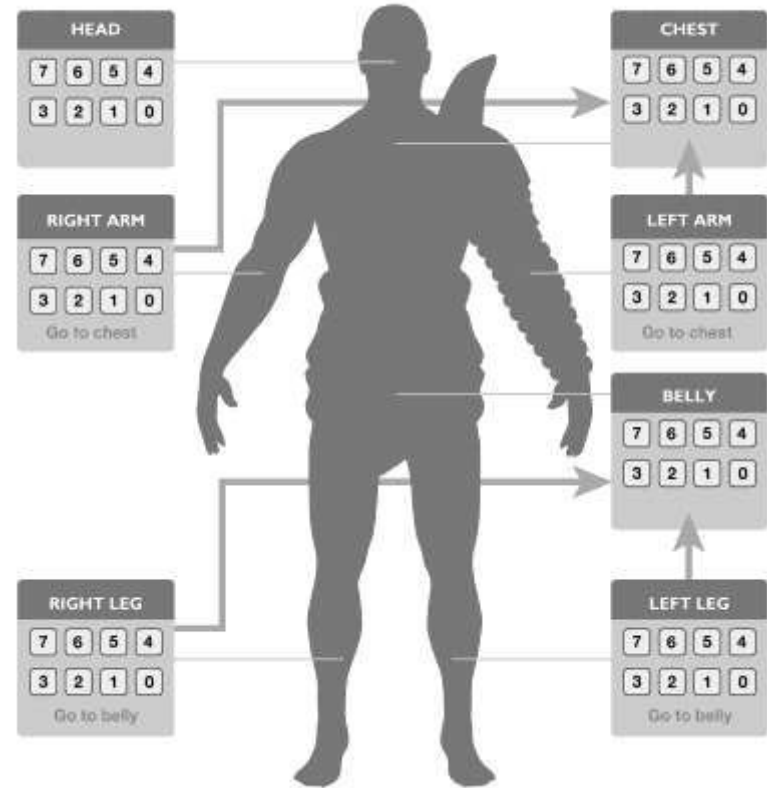
**RED SAND BLUE SKY - HEROES OF THE ARENA**

**RETIARIUS**

SAVVY	STRENGTH	SPEED	WEAPONS	SHIELD
		+1*	Trident	Net
MANEUVER	ATTACK	BONUS	FAME	
DICE				

\* When using the lighter armor option.

2	Lower Right Leg	U/L
3	Lower Left Leg	U/L
4	Left Arm	L/A
5	Right Arm	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	L
9	Belly (Lower Back)	L
10	Head	U
11	Upper Left Leg	U
12	Upper Right Leg	U



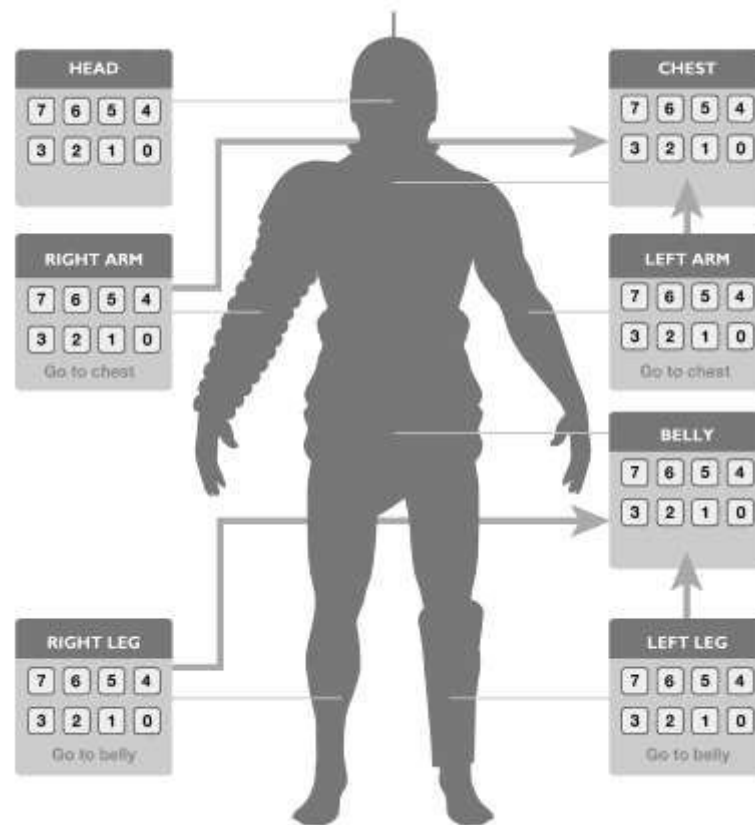
**History**

*RED SAND BLUE SKY - HEROES OF THE ARENA*

# SECUTOR

SAVVY	STRENGTH	SPEED	WEAPONS	SHIELD
			Sword	Large
MANEUVER	ATTACK	BONUS	FAME	
		DICE		

SCORE	LOCATION	ARMOR
2	Lower Right Leg	U
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L/A
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U



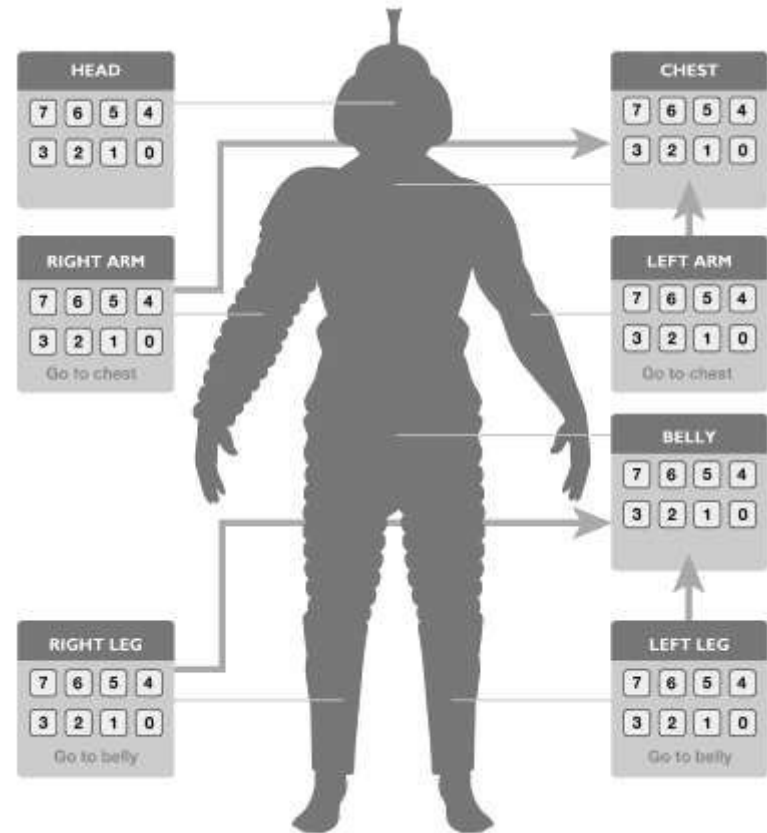
## History

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**THRAEX**

SAVVY	STRENGTH	SPEED	WEAPONS	SHIELD
			Sword	Small
MANEUVER	ATTACK	BONUS	FAME	
		DICE		

SCORE	LOCATION	ARMOR
2	Lower Right Leg	A
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L/A
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	L
12	Upper Right Leg	L



**History**

# *BESTIARY*

In this section we provide a Beast Roster for each animal type. Be sure to roll 1d6 for each beast Attribute, raising it by one point of a "6" is rolled and reducing it by one if a "1" is rolled.

Going from left to right and top to bottom here's how you fill out each roster.

**Savvy** - Write in the current Savvy Attribute of the beast.

**Strength** - Write in the current Strength Attribute of the beast.

**Speed** - Write in the current Speed Attribute of the beast.

**Weapons** - These are the weapons that the beast uses.

**Bash** - This determines if the beast can or cannot use Bash Attacks.

**Maneuver** - Write in the current number of Savvy d6 the beast rolls on the Maneuver Table, a slash, and the number of current Speed Auto-Successes it receives.

**Attack** - Write in the current number of Savvy and Speed d6 that the beast rolls on the Attack Table, a slash, and the number of current Weapons Reach Auto-Successes it receives.

**Bonus Dice** - Write in the current number of Bonus Dice the beast has, reducing it as they are used and adding them when they are gained.

**Score** - When the beast takes damage, roll 2d6 and add them together to determine the Hit Location. Look down this column to see which body part was hit.

**Location** - This is the body part that was hit based upon the 2d6 Hit Location roll.

**Armor** - Look down this column to see what type of armor, if any, the body part is protected by. When two types of armor are listed, use the armor type that the player chooses or whatever is on the figure if playing with miniatures (page, ##).

**History** - Use this section for any notes that you may want to write.

**Body** - For each body part fill in any excess circles that exceeds the beast's Strength. As damage is taken fill in the Strength circles.

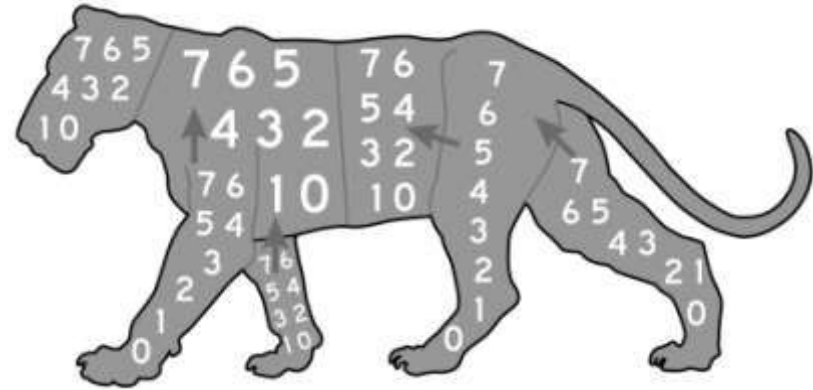


**RED SAND BLUE SKY - HEROES OF THE ARENA**

# BEAR

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Trident 2 Hands	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	L
3	Right Hind Leg	L
4	Left Front Leg	L
5	Right Front leg	L
6	Chest (Back)	L
7	Chest (Back)	L
8	Belly (Lower Back)	L
9	Belly (Lower Back)	L
10	Head	L
11	Left Hind Leg	L
12	Left Hind Leg	L



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "5 or 6" increase that Attribute by one.

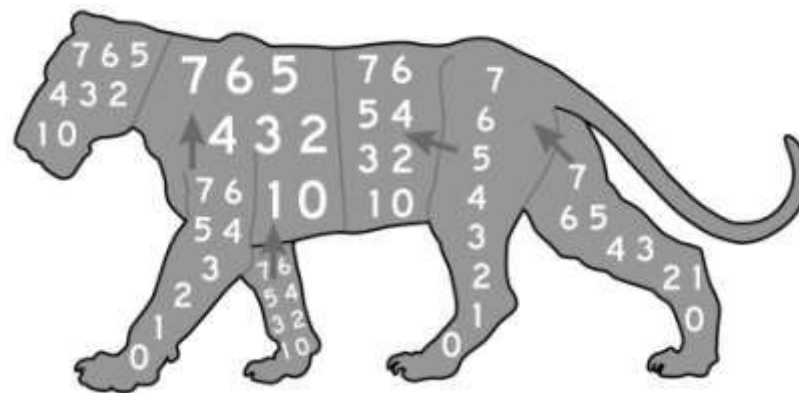
## History

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**CHEETAH**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Sword	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	U
3	Right Hind Leg	U
4	Left Front Leg	U
5	Right Front leg	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	U
9	Belly (Lower Back)	U
10	Head	U
11	Left Hind Leg	U
12	Left Hind Leg	U



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

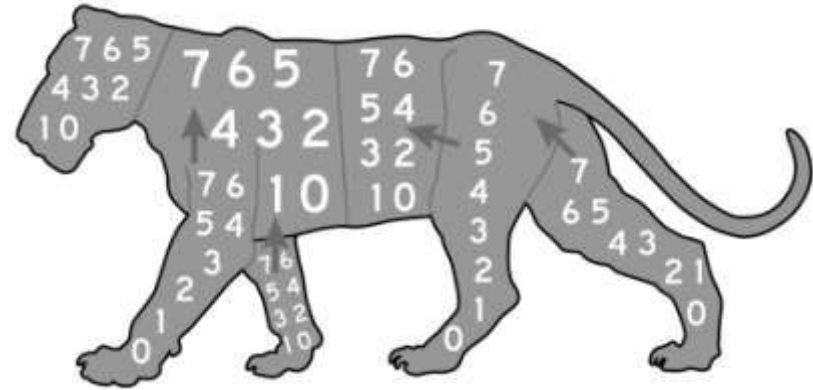
**History**

**RED SAND BLUE SKY - HEROES OF THE ARENA**

## ***HYENA***

<i>SAVVY</i>	<i>STRENGTH</i>	<i>SPEED</i>	<i>WEAPONS</i>	<i>BASH</i>
			<i>Dagger</i>	<i>No</i>
<i>MANEUVER</i>		<i>ATTACK</i>		<i>BONUS DICE</i>

<i>SCORE</i>	<i>LOCATION</i>	<i>ARMOR</i>
2	<i>Right Hind Leg</i>	<i>U</i>
3	<i>Right Hind Leg</i>	<i>U</i>
4	<i>Left Front Leg</i>	<i>U</i>
5	<i>Right Front leg</i>	<i>U</i>
6	<i>Chest (Back)</i>	<i>U</i>
7	<i>Chest (Back)</i>	<i>U</i>
8	<i>Belly (Lower Back)</i>	<i>U</i>
9	<i>Belly (Lower Back)</i>	<i>U</i>
10	<i>Head</i>	<i>U</i>
11	<i>Left Hind Leg</i>	<i>U</i>
12	<i>Left Hind Leg</i>	<i>U</i>



*Roll 1d6 for each Attribute.*

*On a score of "1 or 2" reduce that Attribute by one.*

*On a score of "6" increase that Attribute by one.*

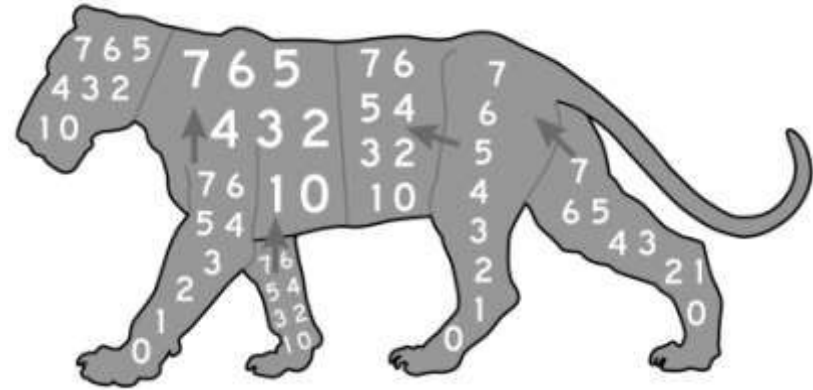
### ***History***

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**LEOPARD/PANTHER**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Trident	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	U
3	Right Hind Leg	U
4	Left Front Leg	U
5	Right Front leg	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	U
9	Belly (Lower Back)	U
10	Head	U
11	Left Hind Leg	U
12	Left Hind Leg	U



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

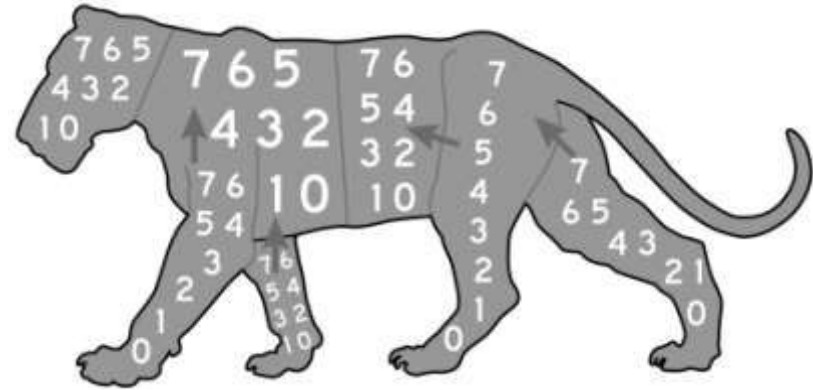
**History**

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**LION**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Trident 2 Hands	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	U
3	Right Hind Leg	U
4	Left Front Leg	U
5	Right Front leg	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	U
9	Belly (Lower Back)	U
10	Head	L
11	Left Hind Leg	U
12	Left Hind Leg	U



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "5 or 6" increase that Attribute by one.

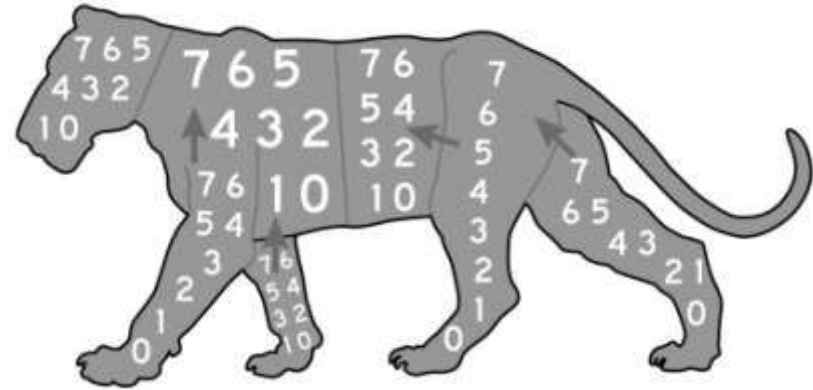
**History**

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**LIONESS**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Trident	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	U
3	Right Hind Leg	U
4	Left Front Leg	U
5	Right Front leg	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	U
9	Belly (Lower Back)	U
10	Head	U
11	Left Hind Leg	U
12	Left Hind Leg	U



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

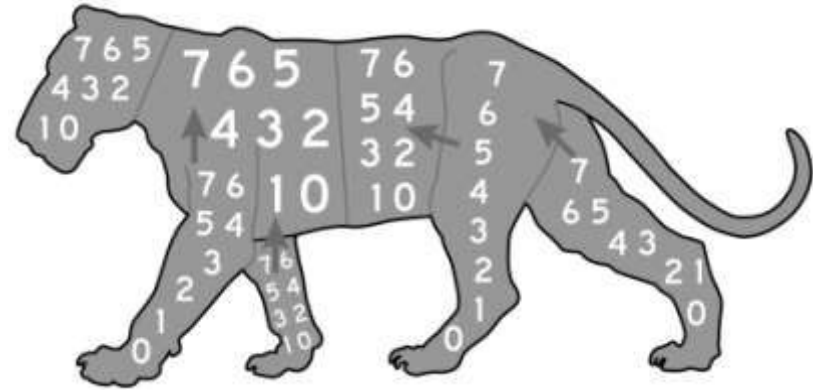
**History**

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**TIGER**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Trident 2 Hand	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	U
3	Right Hind Leg	U
4	Left Front Leg	U
5	Right Front leg	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	U
9	Belly (Lower Back)	U
10	Head	U
11	Left Hind Leg	U
12	Left Hind Leg	U



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

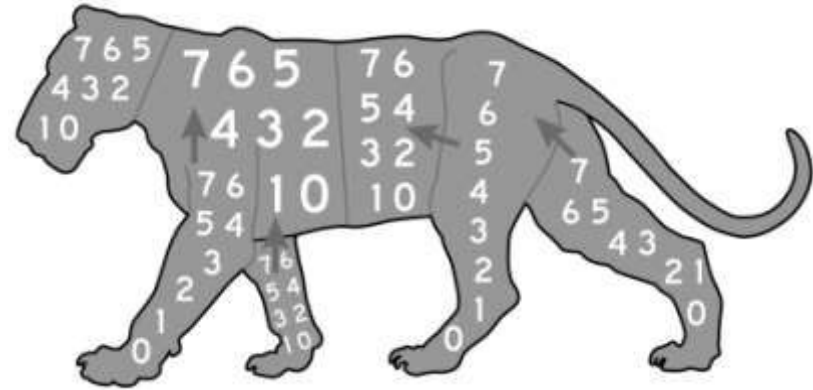
**History**

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**WAR DOG**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Sword	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	U
3	Right Hind Leg	U
4	Left Front Leg	U
5	Right Front leg	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	U
9	Belly (Lower Back)	U
10	Head	U
11	Left Hind Leg	U
12	Left Hind Leg	U



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

**History**

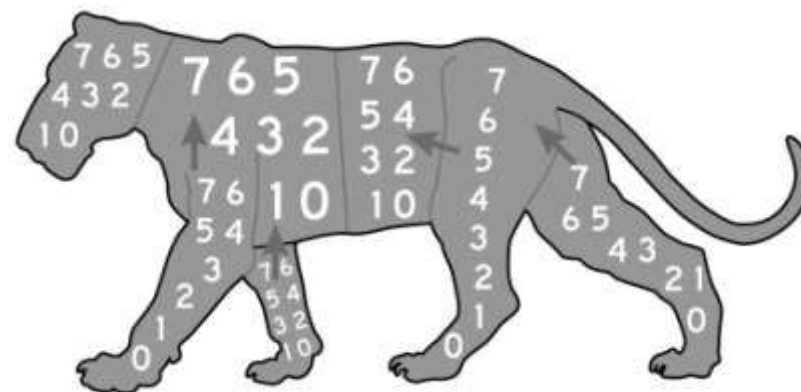


**RED SAND BLUE SKY - HEROES OF THE ARENA**

**WILD DOG**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Dagger	No
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Right Hind Leg	U
3	Right Hind Leg	U
4	Left Front Leg	U
5	Right Front leg	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	U
9	Belly (Lower Back)	U
10	Head	U
11	Left Hind Leg	U
12	Left Hind Leg	U



Roll 1d6 for each Attribute.

On a score of "1 or 2" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

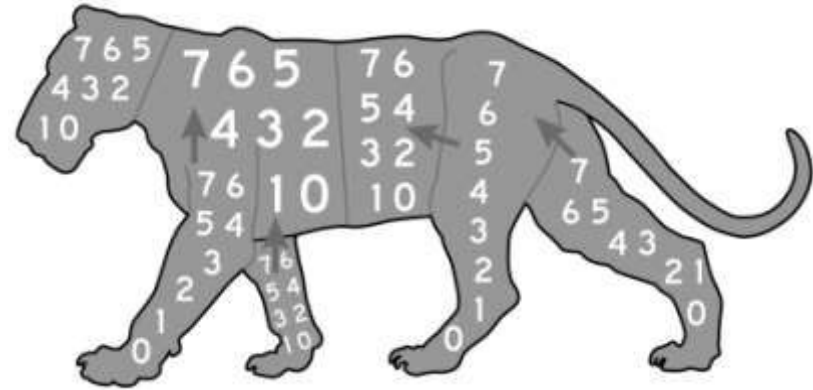
**History**

**RED SAND BLUE SKY - HEROES OF THE ARENA**

**WOLF**

SAVVY	STRENGTH	SPEED	WEAPONS	BASH
			Sword	Yes
MANEUVER	ATTACK	BONUS DICE		

SCORE	LOCATION	ARMOR
2	Lower Right Leg	U
3	Lower Left Leg	U
4	Left Arm	U
5	Right Arm	U
6	Chest (Back)	U
7	Chest (Back)	U
8	Belly (Lower Back)	L
9	Belly (Lower Back)	L
10	Head	U/A+
11	Upper Left Leg	U
12	Upper Right Leg	U



Roll 1d6 for each Attribute.

On a score of "1" reduce that Attribute by one.

On a score of "6" increase that Attribute by one.

**History**

# *RED SAND BLUE SKY - HEROES OF THE ARENA*

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### SAMPLE MATCH

To conclude we present a sample match. In this match we pit Hoplomachus (H) against Dimachaerus (D). For simplicity sake we will make them identical in Attributes.

- Savvy 4
- Strength 4
- Speed 4
- Bonus Dice 12

#### TURN 1

Both gladiators start from opposite sides of the arena in a wall movement zone. The turn starts with the Movement Phase.

- H rolls a 3 and added to his Speed totals a 7.
- D rolls a 6 and added to his Speed totals a 10. D moves first and moves into the heart of the arena towards H.
- H now moves and does the same.



#### TURN 2

The turn starts with the Movement Phase.

- H rolls a 3 and added to his Speed totals a 7.
- D rolls a 2 and added to his Speed totals a 6. H moves first and moves into the center of the arena towards D.



- D now moves and does the same. As both gladiators occupy the same movement zone we go to the Maneuver Table.



- D will roll 4d6 for Savvy and he chooses to use 3 Bonus Dice. This reduces his Bonus Dice to 9. He tosses the 7d6 and scores a 1, 2, 2, 2, 3, 5 and 6 for 5 successes (results of 1, 2, or 3). He adds 4 auto-successes for his Speed Attribute for a total of 9 successes.
- H will roll 4d6 for Savvy and he chooses to use 1 Bonus Die. Note that Bonus Dice are revealed at the same time. H now has 11 Bonus Dice remaining. He tosses 5d6 and

## RED SAND BLUE SKY - HEROES OF THE ARENA

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scores a 1, 2, 2, 3 and a 6 for 4 successes and adds 4 more for his Speed based Auto-Successes.

- D scores 1 more success than H and looking on the Maneuver Table we see that the attack will go in head on. Note that the gladiators are not moved.
- D and H decide how many Bonus Dice they will use. Both will use 3 which reduce D to 6 remaining Bonus Dice and H to 8.
- D rolls a total of 11d6 - 4 Savvy, 4 Speed, and 3 Bonus. He scores 5 successes and adds one Auto Success for the reach of the sword. D has a total of 6 successes.
- H rolls a total of 11d6 - 4 Savvy, 4 Speed, and 3 Bonus. He scores 7 successes and adds two Auto Successes for the reach of the spear. H has a total of 9 successes.
- H has scored 3 more successes than D and reading the Attack Table he has scored a hit and D has been forced back one movement zone.



- H now rolls 2d6, adds them together, and scores a 4. He consults the hit location table and the result is no damage because D is using two swords, so counts as if having a small shield.

### TURN 3

The turn starts with the Movement Phase.

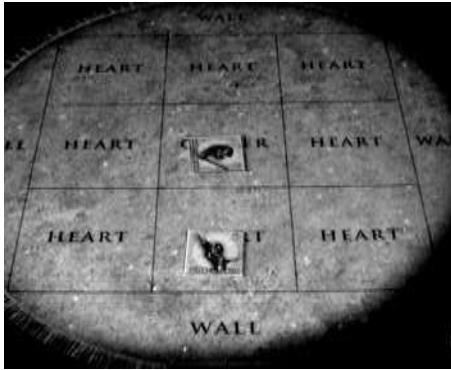
- H rolls a 4 and added to his Speed totals an 8.
- D rolls a 2 and added to his Speed totals a 6. H moves first moves into the movement zone with D.



- As both gladiators occupy the same movement zone we go to the Maneuver Table.
- H and D choose the number of Bonus Dice they will use and they each choose zero.
- H rolls his Savvy and adds his 4 Auto-Successes for Speed and scores three successes.
- H rolls his Savvy and adds his 4 Auto-Successes for Speed and also scores three successes.
- Looking on the Maneuver Table the gladiators, by scoring the same number of successes catch their breath and gain one Bonus Die, H to 9 and D to 7.
- It is now D's turn and he chooses not to move so we return to the Maneuver Table.
- Both gladiators choose to use one Bonus Die and after all d6 are rolled and Auto-Successes added D scores two more successes. D can choose to catch his breath and add 1 Bonus Die or attack to H's unshielded side. D chooses to go to the attack. Note that the gladiators are not moved.
- Going to the Attack Table H scores 1 more success than D. This means they re-roll on the Attack Table but do not count the Reach of their weapon. As H had a 2 and d a 1 H has lost his advantage.
- Rolling on the Attack Table again, D scores three more successes than H. He has scored a hit and H is forced away into the movement zone directly away from the combat.

## *RED SAND BLUE SKY - HEROES OF THE ARENA*

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- D now rolls on the Hit Location Table and scores a 6. On the small shield column the result is no damage but as D has gained the unshielded advantage the hit is to the chest.
- Looking at H's Gladiator Roster we see the chest is unarmored. D now goes to the Damage Table. He starts with 4d6 for his arm Strength and 1d6 for his sword. He rolls 5d6 and scores a 1, 2, 3, 3, and 5 for four successes. Looking down the chest column to the 4 row we see that H has suffered a serious wound. He immediately reduces his Strength in the chest by 3 points. He marks it off on his Gladiator Roster. H is knocked down in the zone. And is also a *bleeder*. This means at the start of his movement phase he will subtract 1 Bonus Die. If he does not have any Bonus Die he will reduce his chest Strength by 1. Should he reach zero he will become unconscious and possibly dead.

### *TURN 4*

- D rolls a 4 and added to his Speed scores an 8.
- H rolls a 6 but subtracts one for being knocked down and two for being a bleeder. This gives him a total of 7. D moves first and enters the movement zone where H is. I place his counter slightly on top of H signifying the H is still knocked down.



- Both gladiators go to the Maneuver Table with H at a disadvantage of -2d6 for being on the ground and another -2d6 for being a *bleeder*. D easily wins the maneuver and is allowed to attack on the unshielded side.
- Moving to the Attack Table H uses his remaining 9 Bonus Dice while D uses 4. D still wins by scoring two more successes and rolls on the Hit Location Table. D scores a total of 3 for a hit to the lower left leg.
- Moving to the Damage Table D starts with 4d6 for his arm Strength and another 1d6 for his sword. However he subtracts 2 because H is armored in the lower left leg. Rolling 3d6 D scores a 1, 2 and 3 for 3 successes. Looking on the damage Table the left leg takes a wound and its Strength is reduced by 2. H marks out two Strength boxes on the left leg.
- H can now move. He stands up and moves away from D. As they are not in the same movement zone the turn ends.



- He is spent, D is not, and he has more wounds than D so can now surrender and appeal to the crowd for mercy.

## *RED SAND BLUE SKY - HEROES OF THE ARENA*

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- Going to the Fate of the Fallen Table H will roll 2d6 versus his Savvy of 4. But there are modifiers.
  - He is spent - Savvy raised to 5.
  - He has a chest wound - Savvy raised to 6.
- H feels pretty good with a modified Savvy of 6 and tosses 2d6. He scores a 6 (auto failure) and a 4. Passing 1d6 the crowd is undecided and the *editor* will now intervene.
- Going to the Intervention Table both H and the *editor* will roll 2d6 versus their Savvy and compare the results.
- The *editor* has a Savvy of 8. His Savvy is reduced by 2 for the chest wound and for H being spent. It is still a 6. He rolls 2d6 and scores a 2 and 4, passing 2d6.
- H has a Savvy of 4 and it cannot be modified. He rolls a 3 and 4 and passes 2d6. As it is a tie they each reduce their Savvy by 1 (*editor* now 5 and H now 3) and roll again.
- The *editor* rolls a 5 and 4 so passing 2d6.
- H rolls a 3 and 4 so passes 1d6.
- Looking on the Intervention Table shows the editor making the gesture signifying death. D plunges his sword into H carrying out the command.



# RED SAND BLUE SKY: HOTA

SUCCESS: 1/2/3

FAIL: 4/5/6

## Turn Sequence

1. Roll for player turn order
2. First Player Moves
3. Ranged Attacks
4. Maneuver
5. Attack
6. Hit Location
7. Damage Allocation

\*Each Player Repeats Steps 2 – 7

\*\*When ALL have completed steps 2 – 7 Go Back to Step 1

## MOVE:

- Start in an emptied zone
  - move into empty zone
  - move into enemy occupied zone
  - remain (Gain 1 Bonus dice)
  - Range attack
  - Start in an enemy occupied zone
  - move out to an empty zone or occupied zone
  - remain and go to maneuver table
- Knocked Down – Gaining feet on Movement phase.  
Clear Eyes if Blinded.  
Spend whole turn in unoccupied zone picking Weapon.

(Net, Throw Wpn, Kick Sand)

Initiative 1d6 + spd

Circumstance	Mods
Ensnared	-2
Spent	-1
Bleeder	-1
On Ground	-1

<Cumulative effects>  
Ties → Reroll

## NPG Movement vs NPG Savvy

Circumstance	Mod
Opponent on Ground	+2 Savvy

## NPG Using Bonus Dice:

- Maneuver Phase: Use all (Used: 1)
- Attack Phase: Use all (Used: 1,2)
- Ensnared/Knockdown: Use all (Used 1,2,3)

## NPG Movement Results (vs Savvy)

Passed	STARTING IN UNOCCUPIED MOVEMENT ZONE	STARTING IN OCCUPIED MOVEMENT ZONE
2	If bleeding count as if otherwise. If not bleeding and has ½ or less Bonus Dice, stay in zone, +1 Bonus Die Otherwise move towards nearest opponent.	All go to Maneuver Table.
1	If has 1/2 or less Bonus Dice count as passed 0d6 Otherwise count as passed 2d6.	If has ½ or less Bonus Dice count as 0d6 passed Otherwise count as 2d6 passed
0	Remain in zone +1 Bonus Die	Drop back one zone +1 Bonus Die

Ranged Attack Test	
Circumstance	Mods
Each Point of Savvy	+1d6
Each Point of Speed	+1d6
Each Bonus Die Used	+1d6
Gladiator Bleeding	-2d6
Target is on ground	-2d6
Target is a Secutor	-1d6
Fighting w/ "off-hand"	-1d6

Ranged Attack Results		
Successes	Attacker	Defended
3+	Target ensnared pulled to the ground Thrown weapon hits, go to hit location	Net misses, lands in target zone (1)
2	Target knocked to the ground. Thrown weapon hits, go to hit location	Net misses lands past target zone (1)
1	Retiarius retains net, may not move +1 Bonus Die	Tug of War! Both roll 1d6 and add Strength. ❖ Target > escapes, dropping net (1) ❖ Retiarius > recovers net, may not move ❖ Tie repeat until winner is determined.
Tie	Retiarius retains net, may not move, BOTH +1 Bonus	Retiarius retains net, may not move, BOTH +1 Bonus

(1) If an opponent spends one uncontested turn in a zone with a net, the net is destroyed

Maneuver Test (BOTH)	
Circumstance	Mod
Each Point of Savvy	+1d6
Each Point of Speed	+1 Success
Each Bonus Die Used	+1d6
Gladiator is a Bleeder	-2d6
Gladiator on ground	-2d6
Fighting w/ "off-hand"	-1d6
Gladiator Ensnared	-1 success
Attacked from Rear	Do not count Speed Successes

Maneuver Results	
Successes	Result
+3	Gladiator may Bash Attack, attack to the unshielded side, or drop back one zone +1 Bonus Die
2	Gladiator may attack to the unshielded side or drop back one zone +1 Bonus Die
1	Gladiator attacks
Tied	Both sides remain in place, BOTH +1 Bonus Die

NPG Movement Options (vs Savvy)	
Passed	Result
2	NPG has large shield and opponent has small or no shield - make Bash Attack. Otherwise gain advantage and attack to the unshielded side
1	NPG has ½ or less Bonus Dice count as 0d6 passed Otherwise NPG gains advantage and attacks to the unshielded side
0	Drop back one zone +1 Bonus Die

Attack Test (BOTH)			
Circumstance	Mods	Melee Reach	Mods
Each point of Savvy	+1d6	If attacked to the rear	Do not count Reach successes
Each point of Speed	+1d6	Spear	+2 successes
Each Bonus Die if used	+1d6	Sword	+1 success
Bash Attacking w/ large shield	+2d6	Trident	+2 successes
Bash Attacking w/ small shield	+1d6	2 Handed Axe	+2 successes
Gladiator is bleeding	-2d6		
Gladiator is on the ground	-2d6		
Fighting with "offhand"	-1d6		
Gladiator is ensnared	-1 success		

Attack Results			
Successes	ATTACKER	DEFENDER	ENSNARED DEFENDER
+3	DEF forced 1 zone directly away. Bash Attack victim is knocked down Go to Hit Location Table Damage Table +1 success to total	ATTK forced to zone behind DEF ATTK knocked down, DEF scores hit Go to Hit Location Table Damage Table +1 success to total.	Ensnared gladiators escape May stand and move one zone Net is destroyed
2	DEF forced 1 zone away from ATTK Go to Hit Location then to Damage Table	Counterstrike! DEF becomes ATTK Re-take Attack Test not counting weapon Reach	Ensnared gladiators escape May stand and move one zone Net is destroyed
1	Re-take Attack Test Do not count weapon reach Attacks from rear are now F2F	Re-take Attack Test Do not count weapon reach Attacks from rear are now F2F	Ensnared gladiators escape May stand and move one zone Net is destroyed
Tie	Remain in zone, BOTH +1 Bonus Die	Remain in zone, BOTH +1 Bonus Die	Ensnared gladiator remains in net Both sides remain in the zone.

(Based on Target)

When using: Net & Second count as Small Shield

Score	Hit Location	Hit Table		
		Unshielded	Small Shield	Large Shield
2	Lower Right Leg	Damage	Damage	Damage
3	Lower Left Leg	Damage	Damage	Damage
4	Left Arm	Damage	No Effect*	No Effect*
5	Right Arm	Damage	Damage	Damage
6	Chest Front	Damage	No Effect*	No Effect*
7	Chest Back	Damage	Damage	Damage
8	Belly Front	Damage	Damage	No Effect*
9	Belly Back	Damage	Damage	Damage
10	Head	Damage	Damage	Damage
11	Upper Left Leg	Damage	Damage	Damage
12	Upper Right Leg	Damage	Damage	Damage

Damage Table (Attacker)					
Circumstance	Mod	1-Hand Weapon	Mod	2-Hand Weapon	Mod
Each pt of Str in weapon arm	+1d6	Spear	+1d6*	Spear	+2d6*
Target body part has L	-1d6	Sword	+1d6*	Sword	+2d6*
Target part has A	-2d6	Trident	+2d6*	Trident	+3d6*
Target part has A+	-3d6			2 Hand Axe	+3d6*
Fighting w/ "offhand"	-1d6	*Double the Damage if the weapon was thrown*			

Damage Results (Apply to Body Part)					
Successes	Head	Arm	Chest/Back	Belly/Back	Leg
1 or <	-1 Strength	-1 Strength	-1 Strength	-1 Strength	-1 Strength
2	-1 Strength -1 Savvy	-2 Strength	-2 Strength	-2 Strength	-2 Strength
3	-2 Strength -1 Savvy Knock Down	-2 Strength	-2 Strength Knock Down	-2 Strength Knock Down	-2 Strength
4	Killing stroke	-3 Strength Bleeding	-3 Strength Knock Down Bleeding	-3 Strength Knock Down Bleeding	-3 Strength Knock Down Bleeding
5 or >	Killing stroke	-4 Strength Bleeding	Killing stroke	Killing stroke	-4 Strength Knock Down Bleeding

**Net Attack:** Only for Retarius. Cannot be in the same zone as target. Use NET ATTACK table instead ATTACK Table.

**Recovering the Net or Picking a weapon:** Spend whole turn when unoccupied zone.

**Escaping the Net:**

Once Ensnared cannot be used anymore.  
When escaping considered is 'Knock down'  
To Escape → Win on the ATTACK TABLE.

**Killing Stroke:** On a result of KS double the Fame for winning the match.

**Bash Attack:** IT is a special attack as a result in the maneuver table. Follow Attack table instructions only.

**Multiple Gladiators:** Only 3 Gladiators in the same zone. Fight per: A vs B and A vs C.

**Throwing Weapon (Net, Sword, Spear):** Use NET ATTACK table. If unsuccessful weapon lands on square behind target until recovered.

**Kicking Sand:**

Can be done by any gladiator.  
Prior to movement Phase in the range attack phase.  
Requirements: Adjacent and facing to enemy face.  
Both ATT/DEF roll #Savvy (1d6). No Adding Bonus dice. Counts Success (1,2,3 score).  
If ATT > DEF → DEF Blinded. ATT enters area immediately and go direct to ATTACK TABLE.  
Blind= -1 to Savvy when fighting until his eyes are cleared.  
  
If ATT <= DEF → DEF move to ATT zone and go direct to ATTACK TABLE.  
The gladiator who tried to kick sand will fight this attack with -1 for his Savvy.

**Clearing Eyes:** At the Beginning of the movement Phase.

Roll 1d6 vs Savvy →  
<= Savvy Eyes Cleared.  
> Savvy – Remain Blinded and can retry next turn. Can move & attack but at -1 Savvy.

**DAMAGE:**

- HEAD → 0. Gladiator gone to ground. Roll 1d6: <= Gladiator Strength - Unconscious appeal mercy from Crowd.  
> Gladiator Strength – Killing Stroke.
- ARM → 0. Gladiator cannot use weapon for arm. Both arms → Appeal for Mercy. Change wpn arm → Consider using Off-Hand.
- CHEST → 0. Dropped to ground. Roll 1d6: <= Gladiator Strength - Unconscious appeal mercy from Crowd.  
> Gladiator Strength – Killing Stroke.
- BELLY → 0. Dropped to ground. Roll 1d6: <= Gladiator Strength - Unconscious appeal mercy from Crowd.  
> Gladiator Strength – Killing Stroke.
- LEGS One leg = 0 → Speed /2. Both legs = 0. Dropped ground and Appeal for Mercy.

**BLEEDERS:**

Start of movement phase → Burn 1 Bonus die / Bleed result.  
If no Bonus die left → Reduce Strength to damaged part.  
If reach 0 → Transfer Damage as per table:  
From Right leg to Belly.  
From Left leg to Belly.  
From Left Arm to Chest.  
From Right Arm to Chest.

**APPEAL FOR MERCY:**

Roll 2d6 vs Original Savvy  
Modify his Savvy up or down by whatever circumstance apply  
Look at each d6 individually. Score <= Pass.  
Determine vs FATE OF FALLEN table.

# Red Sand, Blue Sky - Player Aid

Initiative 1d6 + spd	
Circumstance	Mods
Ensnared	-2
Spent	-1
Bleeder	-1
On Ground	-1

Ranged Attack Test	
Circumstance	Mods
Each Point of Savvy	+1d6
Each Point of Speed	+1d6
Each Bonus Die Used	+1d6
Gladiator Bleeding	-2d6
Target is on ground	-2d6
Target is a <u>Secutor</u>	-1d6
Fighting w/ "off-hand"	-1d6

Ranged Attack Results		
Successes	Attacker	Defended
3+	Target ensnared pulled to the ground Thrown weapon hits, go to hit location	Net misses, lands in target zone (1)
2	Target knocked to the ground. Thrown weapon hits, go to hit location	Net misses lands past target zone (1)
1	<u>Retiarius</u> retains net, may not move +1 Bonus Die	Tug of War! Both roll 1d6 and add Strength. ❖ Target > escapes, dropping net (1) ❖ <u>Retiarius</u> > recovers net, may not move ❖ Tie repeat until winner is determined.
Tie	<u>Retiarius</u> retains net, may not move, BOTH +1 Bonus	<u>Retiarius</u> retains net, may not move, BOTH +1 Bonus

NPG Movement vs NPG Savvy	
Circumstance	Mod
Opponent on Ground	+2 Savvy

(1) If an opponent spends one uncontested turn in a zone with a net, the net is destroyed

- Turn Sequence**
1. Roll for player turn order
  2. First Player Moves
  3. Ranged Attacks
  4. Maneuver
  5. Attack
  6. Hit Location
  7. Damage Allocation

\*Each Player Repeats Steps 2 – 7  
\*\*When ALL have completed steps 2 – 7 Go Back to Step 1

NPG Movement Results		
Passed	STARTING IN UNOCCUPIED MOVEMENT ZONE	STARTING IN OCCUPIED MOVEMENT ZONE
2	If bleeding count as if otherwise. If not bleeding and has ½ or less Bonus Dice, stay in zone, +1 Bonus Die Otherwise move towards nearest opponent.	All go to Maneuver Table.
1	If has 1/2 or less Bonus Dice count as passed 0d6 Otherwise count as passed 2d6.	If has ½ or less Bonus Dice count as 0d6 passed Otherwise count as 2d6 passed
0	Remain in zone +1 Bonus Die	Drop back one zone +1 Bonus Die

Maneuver Test	
Circumstance	Mod
Each Point of Savvy	+1d6
Each Point of Speed	+1 Success
Each Bonus Die Used	+1d6
Gladiator is a Bleeder	-2d6
Gladiator on ground	-2d6
Fighting w/ "off-hand"	-1d6
Gladiator Ensnared	-1 success
Attacked from Rear	Do not count Speed Successes

Maneuver Results	
Successes	Result
+3	Gladiator may Bash Attack, attack to the unshielded side, or drop back one zone +1 Bonus Die
2	Gladiator may attack to the unshielded side or drop back one zone +1 Bonus Die
1	Gladiator attacks
Tied	Both sides remain in place, BOTH +1 Bonus Die

NPG Movement Options	
Passed	Result
2	NPG has large shield and opponent has small or no shield - make Bash Attack. Otherwise gain advantage and attack to the unshielded side
1	NPG has ½ or less Bonus Dice count as 0d6 passed Otherwise NPG gains advantage and attacks to the unshielded side
0	Drop back one zone +1 Bonus Die

Attack Test			
Circumstance	Mods	Melee Reach	Mods
Each point of Savvy	+1d6	If attacked to the rear	Do not count Reach successes
Each point of Speed	+1d6	Spear	+2 successes
Each Bonus Die if used	+1d6	Sword	+1 success
Bash Attacking w/ large shield	+2d6	Trident	+2 successes
Bash Attacking w/ small shield	+1d6	2 Handed Axe	+2 successes
Gladiator is bleeding	-2d6		
Gladiator is on the ground	-2d6		
Fighting with "offhand"	-1d6		
Gladiator is ensnared	-1 success		

Hit Table				
Score	Hit Location	Unshielded	Small Shield	Large Shield
2	Lower Right Leg	Damage	Damage	Damage
3	Lower Left Leg	Damage	Damage	Damage
4	Left Arm	Damage	No Effect*	No Effect*
5	Right Arm	Damage	Damage	Damage
6	Chest Front	Damage	No Effect*	No Effect*
7	Chest Back	Damage	Damage	Damage
8	Belly Front	Damage	Damage	No Effect*
9	Belly Back	Damage	Damage	Damage
10	Head	Damage	Damage	Damage
11	Upper Left Leg	Damage	Damage	Damage
12	Upper Right Leg	Damage	Damage	Damage

Attack Results			
Successes	ATTACKER	DEFENDER	ENSNARED DEFENDER
+3	DEF forced 1 zone directly away. Bash Attack victim is knocked down Go to Hit Location Table Damage Table +1 success to total	ATTK forced to zone behind DEF ATTK knocked down, DEF scores hit Go to Hit Location Table Damage Table +1 success to total.	Ensnared gladiators escape May stand and move one zone Net is destroyed
2	DEF forced 1 zone away from ATTK Go to Hit Location then to Damage Table	Counterstrike! DEF becomes ATTK Re-take Attack Test not counting weapon Reach	Ensnared gladiators escape May stand and move one zone Net is destroyed
1	Re-take Attack Test Do not count weapon reach Attacks from rear are now F2F	Re-take Attack Test Do not count weapon reach Attacks from rear are now F2F	Ensnared gladiators escape May stand and move one zone Net is destroyed
Tie	Remain in zone, BOTH +1 Bonus Die	Remain in zone, BOTH +1 Bonus Die	Ensnared gladiator remains in net Both sides remain in the zone.

Damage Table					
Circumstance	Mod	1-Hand Weapon	Mod	2-Hand Weapon	Mod
Each pt of Str in weapon arm	+1d6	Spear	+1d6*	Spear	+2d6*
Target body part has L	-1d6	Sword	+1d6*	Sword	+2d6*
Target part has A	-2d6	Trident	+2d6*	Trident	+3d6*
Target part has A+	-3d6			2 Hand Axe	+3d6*
Fighting w/ "offhand"	-1d6	*Double the Damage if the weapon was thrown*			

Damage Results					
Successes	Head	Arm	Chest/Back	Belly/Back	Leg
1 or <	-1 Strength	-1 Strength	-1 Strength	-1 Strength	-1 Strength
2	-1 Strength -1 Savvy	-2 Strength	-2 Strength	-2 Strength	-2 Strength
3	-2 Strength -1 Savvy Knock Down	-2 Strength	-2 Strength Knock Down	-2 Strength Knock Down	-2 Strength
4	Killing stroke	-3 Strength Bleeding	-3 Strength Knock Down Bleeding	-3 Strength Knock Down Bleeding	-3 Strength Knock Down Bleeding
5 or >	Killing stroke	-4 Strength Bleeding	Killing stroke	Killing stroke	-4 Strength Knock Down Bleeding

# MURMILLO

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

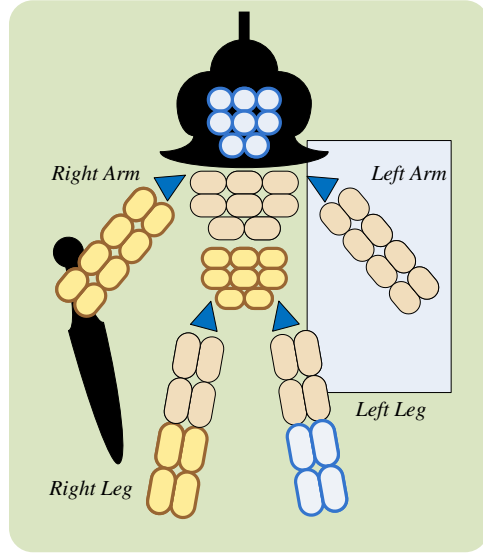
**Sword**

**Shield**

**Large**

**Attack**  **Maneuver**

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	L
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# MURMILLO

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

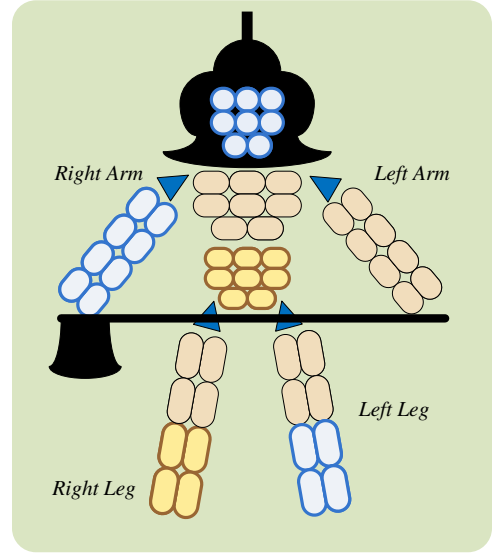
**Weapons**

**Shield**

**2 Handed  
Axe**

**Attack**  **Maneuver**

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	L
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	A
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# RETIARIUS

**Savvy**

 7 Max

**Strength**

 7 Max

**Speed**

 7 Max

**Bonus**

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>

**Fame**

Total

Remaining

**Weapons**

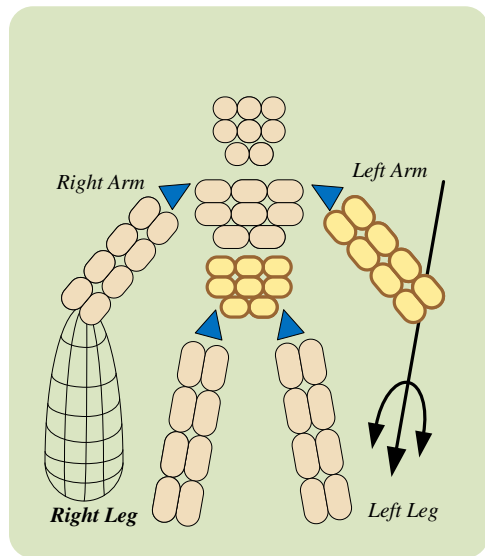
**Trident**

Attack

**Shield**

**Net**

Maneuver



Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	U
4	Left Arm	L
5	Right Arm	U
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# RETIARIUS

**Savvy**

 7 Max

**Strength**

 7 Max

**Speed**

 7 Max

**Bonus**

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>

**Fame**

Total

Remaining

**Weapons**

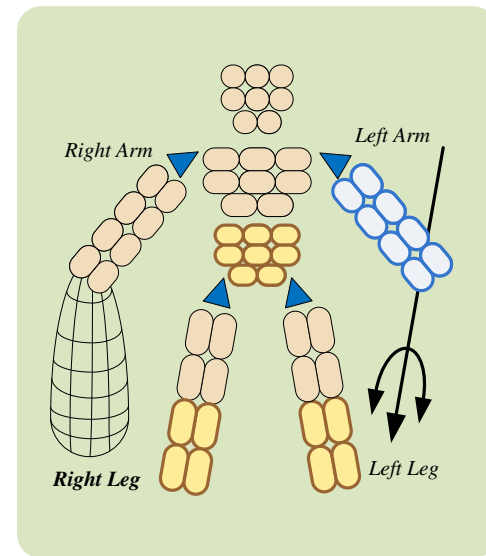
**Trident**

Attack

**Shield**

**Net**

Maneuver



Score	Location	Armor
2	Lower Right Leg	L
3	Lower Left Leg	L
4	Left Arm	A
5	Right Arm	U
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# DIMACHAERUS

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

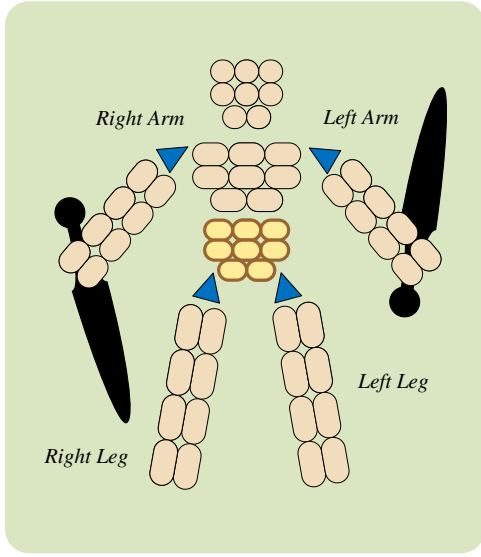
Sword  
Sword

**Shield**

Attack

Maneuver

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	U
4	Left Arm	U
5	Right Arm	U
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	U
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# DIMACHAERUS

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

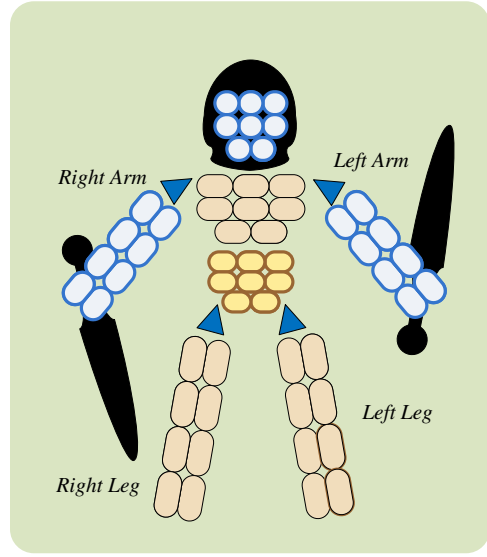
Sword  
Sword

**Shield**

Attack

Maneuver

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	U
4	Left Arm	A
5	Right Arm	A
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# HOPLOMACHUS

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

**Spear**

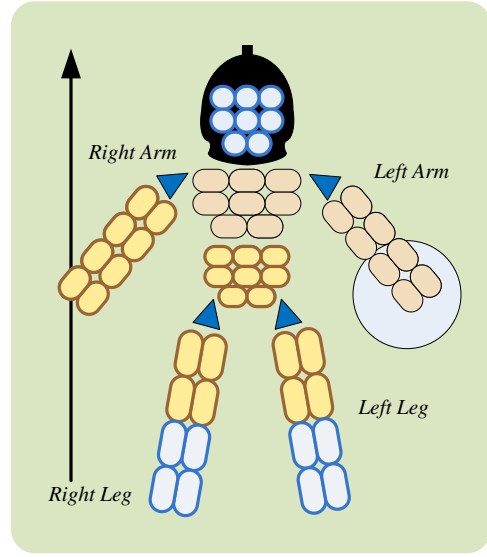
**Shield**

**Small**

Attack

Maneuver

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	A
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	L
12	Upper Right Leg	L

**History**

# HOPLOMACHUS

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

**Spear**

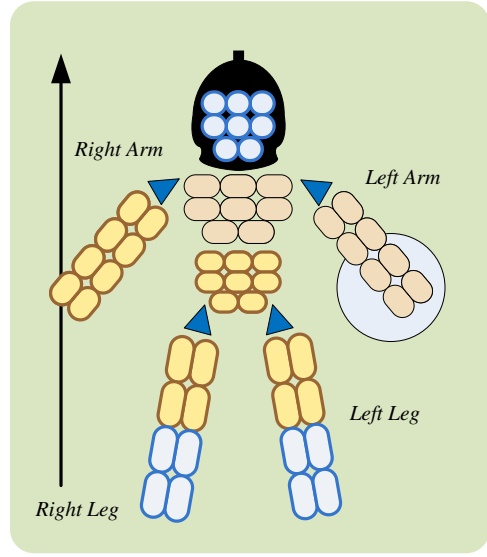
**Shield**

**Small**

Attack

Maneuver

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	A
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	L
12	Upper Right Leg	L

**History**



# SECUTOR

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

Sword

**Shield**

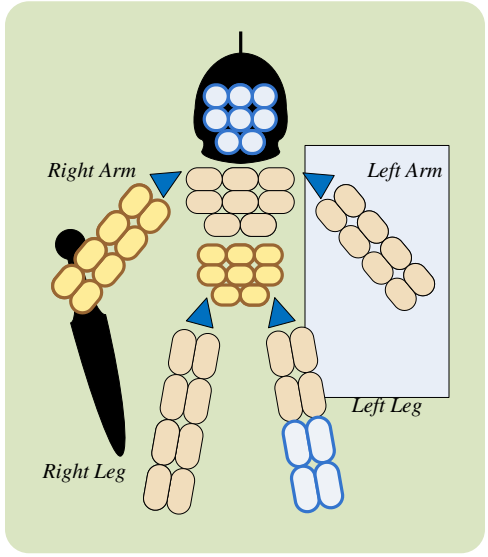
Large

Attack

Maneuver

Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>



**History**

# SECUTOR

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

Sword

**Shield**

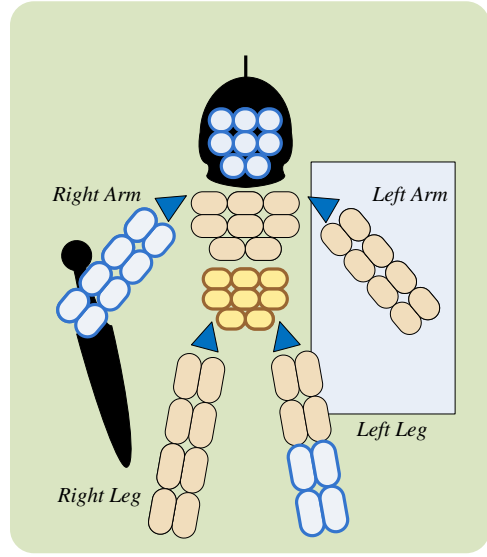
Large

Attack

Maneuver

Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	A
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

<b>Name</b>			<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i>	<i>Female</i>	<b>Size</b>	
<b>Origin</b>			<b>Signature</b>	
<b>Ludus</b>				
<b>Lanista</b>			<b>Status</b>	<i>Slave</i> <i>Free</i>



**History**



# THRAEX

Savvy

 7 Max

Strength

 7 Max

Speed

 7 Max

Bonus

Fame

Total

Remaining

Weapons

Sword

Attack

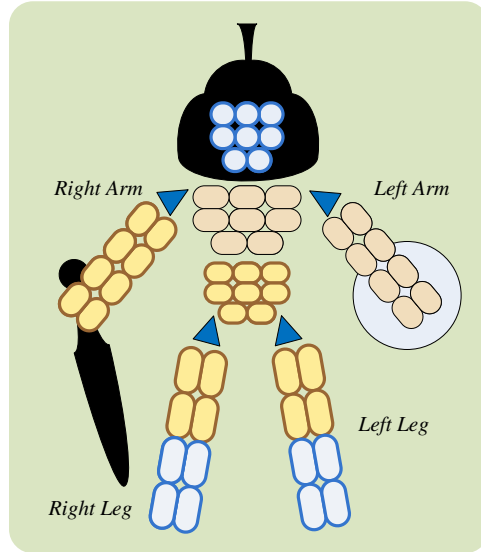
Shield

Small

Maneuver

Score	Location	Armor
2	Lower Right Leg	A
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	L
12	Upper Right Leg	L

Name			Star	Grunt
Gender	Male	Female	Size	
Origin			Signature	
Ludus				
Lanista			Status	Slave Free



History

# THRAEX

Savvy

 7 Max

Strength

 7 Max

Speed

 7 Max

Bonus

Fame

Total

Remaining

Weapons

Sword

Attack

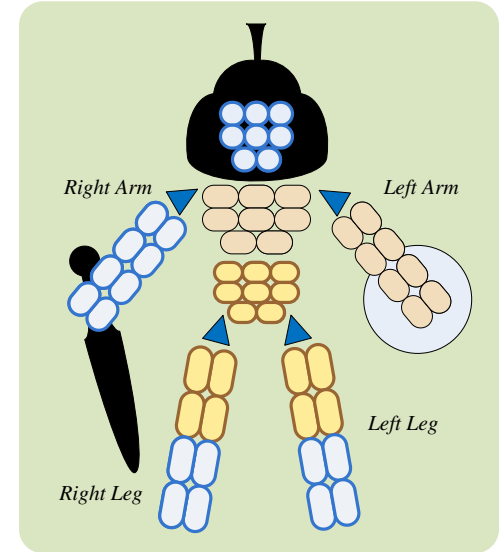
Shield

Small

Maneuver

Score	Location	Armor
2	Lower Right Leg	A
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	A
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	L
12	Upper Right Leg	L

Name			Star	Grunt
Gender	Male	Female	Size	
Origin			Signature	
Ludus				
Lanista			Status	Slave Free



History

# CRUPELLARIUS

**Savvy**

 7 Max

**Strength**

 7 Max

**Speed**

 7 Max

**Bonus**

**Fame**

Total

Remaining

**Weapons**

**Sword**

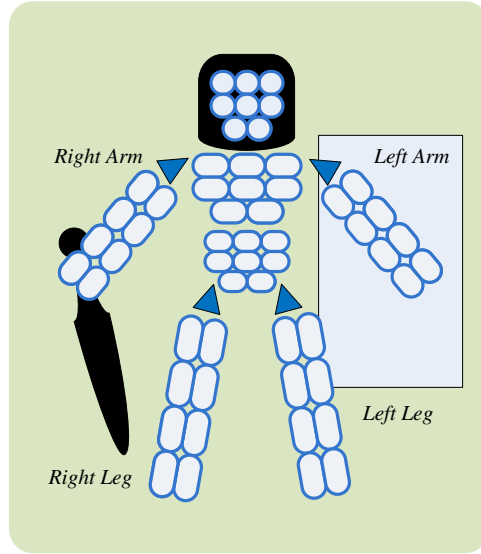
Attack

**Shield**

**Large**

Maneuver

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



**History**

Score	Location	Armor
2	Lower Right Leg	A
3	Lower Left Leg	A
4	Left Arm	A
5	Right Arm	A
6	Chest (Front)	A
7	Chest (Back)	A
8	Belly (Lower Front)	A
9	Belly (Lower Back)	A
10	Head	A+
11	Upper Left Leg	A
12	Upper Right Leg	A

# CRUPELLARIUS

**Savvy**

 7 Max

**Strength**

 7 Max

**Speed**

 7 Max

**Bonus**

**Fame**

Total

Remaining

**Weapons**

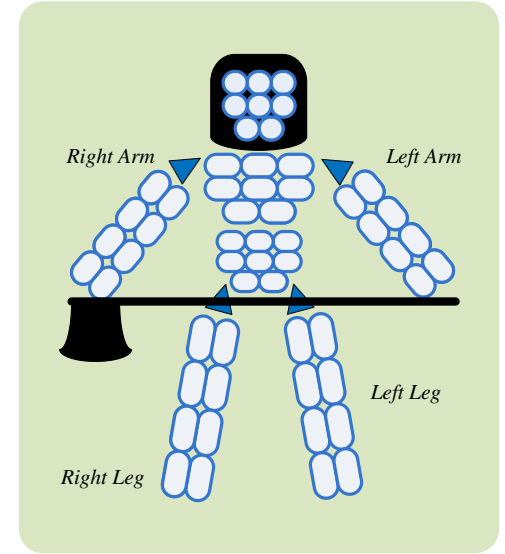
**2 Handed  
Axe**

Attack

**Shield**

Maneuver

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



**History**

Score	Location	Armor
2	Lower Right Leg	A
3	Lower Left Leg	A
4	Left Arm	A
5	Right Arm	A
6	Chest (Front)	A
7	Chest (Back)	A
8	Belly (Lower Front)	A
9	Belly (Lower Back)	A
10	Head	A+
11	Upper Left Leg	A
12	Upper Right Leg	A

# LAQUERARIUS

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

**Sword**

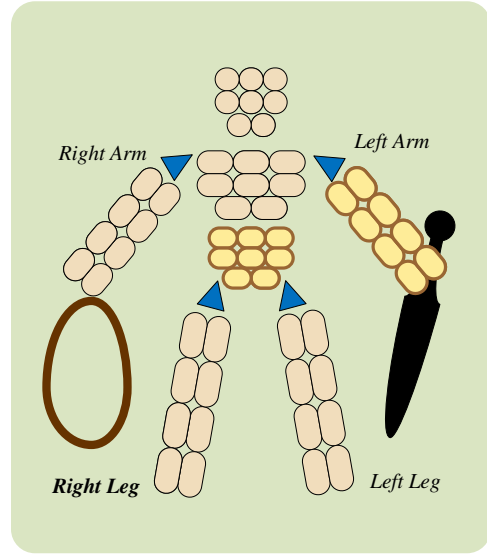
**Shield**

**Rope**

Attack

Maneuver

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	U
4	Left Arm	L
5	Right Arm	U
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	U
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# LAQUERARIUS

**Savvy**  7 Max

**Strength**  7 Max

**Speed**  7 Max

**Bonus**

**Fame**

Total  Remaining

**Weapons**

**Spear**

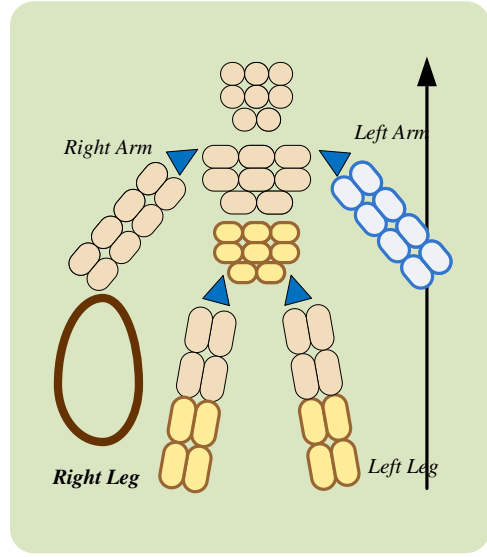
**Shield**

**Rope**

Attack

Maneuver

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



Score	Location	Armor
2	Lower Right Leg	L
3	Lower Left Leg	L
4	Left Arm	A
5	Right Arm	U
6	Chest (Front)	U
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	U
11	Upper Left Leg	U
12	Upper Right Leg	U

**History**

# PROVOCATOR

**Savvy**

 7 Max

**Strength**

 7 Max

**Speed**

 7 Max

**Bonus**

**Fame**

Total

Remaining

**Weapons**

**Sword**

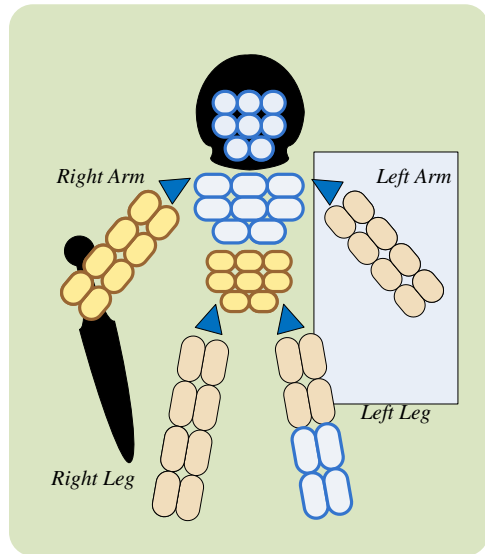
Attack

**Shield**

**Large**

Maneuver

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



**History**

Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	L
6	Chest (Front)	A
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

# PROVOCATOR

**Savvy**

 7 Max

**Strength**

 7 Max

**Speed**

 7 Max

**Bonus**

**Fame**

Total

Remaining

**Weapons**

**Sword**

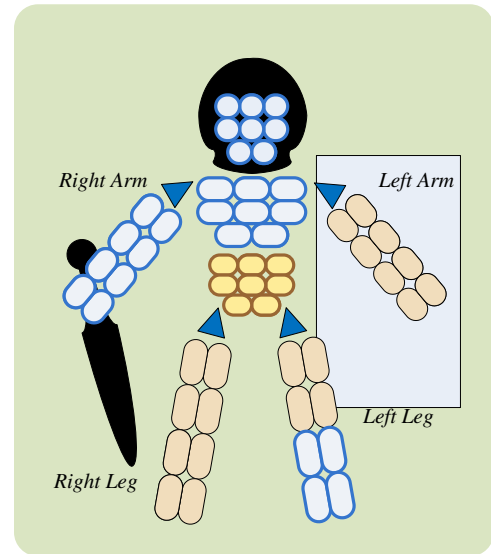
Attack

**Shield**

**Large**

Maneuver

<b>Name</b>		<b>Star</b>	<b>Grunt</b>
<b>Gender</b>	<i>Male</i> <i>Female</i>	<b>Size</b>	
<b>Origin</b>		<b>Signature</b>	
<b>Ludus</b>			
<b>Lanista</b>		<b>Status</b>	<i>Slave</i> <i>Free</i>



**History**

Score	Location	Armor
2	Lower Right Leg	U
3	Lower Left Leg	A
4	Left Arm	U
5	Right Arm	A
6	Chest (Front)	A
7	Chest (Back)	U
8	Belly (Lower Front)	L
9	Belly (Lower Back)	L
10	Head	A+
11	Upper Left Leg	U
12	Upper Right Leg	U

# Red Sand – Blue Sky Player Aid

Initiative 1d6 + spd	
Circumstance	Mods
Ensnared	-2
Spent	-1
Bleeder	-1
On Ground	-1

Ranged Attack Test	
Circumstance	Mods
Each Point of Savvy	+1d6
Each Point of Speed	+1d6
Each Bonus Die Used	+1d6
Gladiator Bleeding	-2d6
Target is on ground	-2d6
Target is a <u>Secutor</u>	-1d6
Fighting w/ "off-hand"	-1d6

Ranged Attack Results		
Successes	Attacker	Defended
3+	Target ensnared pulled to the ground Thrown weapon hits, go to hit location	Net misses, lands in target zone (1)
2	Target knocked to the ground. Thrown weapon hits, go to hit location	Net misses lands past target zone (1)
1	<u>Retiarius</u> retains net, may not move +1 Bonus Die	Tug of War! Both roll 1d6 and add Strength. ❖ Target > escapes, dropping net (1) ❖ <u>Retiarius</u> > recovers net, may not move ❖ Tie repeat until winner is determined.
Tie	<u>Retiarius</u> retains net, may not move, BOTH +1 Bonus	<u>Retiarius</u> retains net, may not move, BOTH +1 Bonus

NPG Movement vs NPG Savvy	
Circumstance	Mod
Opponent on Ground	+2 Savvy

(1) If an opponent spends one uncontested turn in a zone with a net, the net is destroyed

- Turn Sequence**
1. Roll for player turn order
  2. First Player Moves
  3. Ranged Attacks
  4. Maneuver
  5. Attack
  6. Hit Location
  7. Damage Allocation

\*Each Player Repeats Steps 2 – 7  
\*\*When ALL have completed steps 2 – 7 Go Back to Step 1

NPG Movement Results		
Passed	STARTING IN UNOCCUPIED MOVEMENT ZONE	STARTING IN OCCUPIED MOVEMENT ZONE
2	If bleeding count as if otherwise. If not bleeding and has ½ or less Bonus Dice, stay in zone, +1 Bonus Die Otherwise move towards nearest opponent.	All go to Maneuver Table.
1	If has 1/2 or less Bonus Dice count as passed 0d6 Otherwise count as passed 2d6.	If has ½ or less Bonus Dice count as 0d6 passed Otherwise count as 2d6 passed
0	Remain in zone +1 Bonus Die	Drop back one zone +1 Bonus Die

Maneuver Test	
Circumstance	Mod
Each Point of Savvy	+1d6
Each Point of Speed	+1 Success
Each Bonus Die Used	+1d6
Gladiator is a Bleeder	-2d6
Gladiator on ground	-2d6
Fighting w/ "off-hand"	-1d6
Gladiator Ensnared	-1 success
Attacked from Rear	Do not count Speed Successes

Maneuver Results	
Successes	Result
+3	Gladiator may Bash Attack, attack to the unshielded side, or drop back one zone +1 Bonus Die
2	Gladiator may attack to the unshielded side or drop back one zone +1 Bonus Die
1	Gladiator attacks
Tied	Both sides remain in place, BOTH +1 Bonus Die

NPG Movement Options	
Passed	Result
2	NPG has large shield and opponent has small or no shield - make Bash Attack. Otherwise gain advantage and attack to the unshielded side
1	NPG has ½ or less Bonus Dice count as 0d6 passed Otherwise NPG gains advantage and attacks to the unshielded side
0	Drop back one zone +1 Bonus Die

Attack Test			
Circumstance	Mods	Melee Reach	Mods
Each point of Savvy	+1d6	If attacked to the rear	Do not count Reach successes
Each point of Speed	+1d6	Spear	+2 successes
Each Bonus Die if used	+1d6	Sword	+1 success
Bash Attacking w/ large shield	+2d6	Trident	+2 successes
Bash Attacking w/ small shield	+1d6	2 Handed Axe	+2 successes
Gladiator is bleeding	-2d6		
Gladiator is on the ground	-2d6		
Fighting with "offhand"	-1d6		
Gladiator is ensnared	-1 success		

Hit Table				
Score	Hit Location	Unshielded	Small Shield	Large Shield
2	Lower Right Leg	Damage	Damage	Damage
3	Lower Left Leg	Damage	Damage	Damage
4	Left Arm	Damage	No Effect*	No Effect*
5	Right Arm	Damage	Damage	Damage
6	Chest Front	Damage	No Effect*	No Effect*
7	Chest Back	Damage	Damage	Damage
8	Belly Front	Damage	Damage	No Effect*
9	Belly Back	Damage	Damage	Damage
10	Head	Damage	Damage	Damage
11	Upper Left Leg	Damage	Damage	Damage
12	Upper Right Leg	Damage	Damage	Damage

Attack Results			
Successes	ATTACKER	DEFENDER	ENSNARED DEFENDER
+3	DEF forced 1 zone directly away. Bash Attack victim is knocked down Go to Hit Location Table Damage Table +1 success to total	ATTK forced to zone behind DEF ATTK knocked down, DEF scores hit Go to Hit Location Table Damage Table +1 success to total.	Ensnared gladiators escape May stand and move one zone Net is destroyed
2	DEF forced 1 zone away from ATTK Go to Hit Location then to Damage Table	Counterstrike! DEF becomes ATTK Re-take Attack Test not counting weapon Reach	Ensnared gladiators escape May stand and move one zone Net is destroyed
1	Re-take Attack Test Do not count weapon reach Attacks from rear are now F2F	Re-take Attack Test Do not count weapon reach Attacks from rear are now F2F	Ensnared gladiators escape May stand and move one zone Net is destroyed
Tie	Remain in zone, BOTH +1 Bonus Die	Remain in zone, BOTH +1 Bonus Die	Ensnared gladiator remains in net Both sides remain in the zone.

Damage Table					
Circumstance	Mod	1-Hand Weapon	Mod	2-Hand Weapon	Mod
Each pt of Str in weapon arm	+1d6	Spear	+1d6*	Spear	+2d6*
Target body part has L	-1d6	Sword	+1d6*	Sword	+2d6*
Target part has A	-2d6	Trident	+2d6*	Trident	+3d6*
Target part has A+	-3d6			2 Hand Axe	+3d6*
Fighting w/ "offhand"	-1d6	*Double the Damage if the weapon was thrown*			

Damage Results					
Successes	Head	Arm	Chest/Back	Belly/Back	Leg
1 or <	-1 Strength	-1 Strength	-1 Strength	-1 Strength	-1 Strength
2	-1 Strength -1 Savvy	-2 Strength	-2 Strength	-2 Strength	-2 Strength
3	-2 Strength -1 Savvy Knock Down	-2 Strength	-2 Strength Knock Down	-2 Strength Knock Down	-2 Strength
4	Killing stroke	-3 Strength Bleeding	-3 Strength Knock Down Bleeding	-3 Strength Knock Down Bleeding	-3 Strength Knock Down Bleeding
5 or >	Killing stroke	-4 Strength Bleeding	Killing stroke	Killing stroke	-4 Strength Knock Down Bleeding

RED SAND, BLUE SKY

**TWO HOUR WARGAMES**

# **RED SAND, BLUE SKY**

By Patrick H. Lewis and Ed Teixeira  
Gladiator figures by Alpha Miniatures

# RED SAND, BLUE SKY

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Steve Preston	Ed Teixeira

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### Alpha Miniatures:

Aaron for his excellent line of 54mm Gladiators as well as for the title, Red Sand, Blue Sky. The figures on the cover are his 54mm Gladiators available online at:

[www.alphaminiatures.co.nz/](http://www.alphaminiatures.co.nz/)

# RED SAND, BLUE SKY

## INTRODUCTION

The gladiatorial contests were a central part of ancient Roman culture. While scholars debate the origins of this blood sport, it is generally believed that the Roman gladiatorial contests can be traced to the year 264 BC when three pairs of fighters fought to the death in a cattle market as part of a funeral rite (the *munus*).

Eventually, these practices became commonplace and grew into ever-larger events that were held in purpose-built amphitheatres, the most stunning of which still stands in Rome: the Flavian Amphitheater, better known as the Colosseum. Over time, amphitheatres would be found throughout the Empire; there are at least 186 known sites and possibly 86 more. Schools were created for the training of gladiators, many of them slaves, but it was not unknown for freemen to volunteer their services in the hope of wealth and glory. Ultimately, the whole “industry” came to be regulated by the Empire.

Vast sums of money were spent throughout the Empire to present these bloody and often deadly spectacles. The games were often used to add to the prestige and honor of the person that presented them (the *editor*), whether it was a senator trying to gain influence or an emperor trying to win or maintain the loyalty of his subjects. Some of this money would eventually find its way into the hands of the *lanista* that owned the troupe of gladiators (*familia gladiatoria*) and the men (and on occasion, women) that risked their lives for this entertainment. If the fighters were skillful and lucky, they might earn their freedom and retire from the arena with enough money to live a relatively comfortable life, or they might go on to help train others in their deadly profession or start their own troupe.

With the decline of the Empire and the rise of Christianity, the games, too, began to fade away but lingered on until perhaps as late as AD 440. They were officially banned in AD 681.

**Red Sand, Blue Sky** is **Two Hour Wargames’** look at this fascinating period of history. While many aspects of combat in the arena are represented, it should be remembered that our intention is to provide a fast, fun, and easy-to-learn game; something that can be enjoyed when players have some spare time and want a quick game that requires minimal set-up time and space. It is not a detailed “simulation” that bogs the players down with the minutiae of man-to-man combat, nor is it a model of the historical economic realities of presenting the games and running a troupe of gladiators, etc. There is no plotting of simultaneous movement, and unlike many other games about this subject, it is possible and, it is hoped, *enjoyable* to play solitaire.

This rules set makes no provisions for fighting animals or mounted characters (either on horseback or while on a chariot) with the exception of “big cats” that, for game purposes, only appear in the Colosseum. (They are controlled by the game mechanics and are provided to give some extra excitement for the matches fought in Rome. See the Campaign Rules for details.)

The rules for fighting animals and mounted characters will be presented in greater detail as a *free* supplement (**RSBS: Venator**) that will be available at the **Two Hour Wargames Support Group** on Yahoo. Owners of **RSBS** that have Internet access are encouraged to visit and join the group to ask questions, post comments, and share scenarios and variants, etc. You will also find support for all of **THW’s** other games that cover a wide range of eras and subjects.

With the rules presented here, players can create a character and follow his career to fame and fortune (should he live that long), or become a *lanista* and create a *familia gladiatoria*, or they may do both. Players are encouraged to “tweak” the game as they see fit and develop their own scenarios inspired by their own research, books or movies. So, without further ado, we would like to present...

## RED SAND, BLUE SKY

### EQUIPMENT REQUIRED

To play RSBS you will need the following items:

- Four or more ten-sided dice. (Four per player works even better.)
- One ruler or a measuring tape.
- One standard deck of playing cards with jokers removed. Aces are high.
- Figures or counters in a consistent scale and based alike.
- A flat surface at least 2x2 feet with the perimeter of the arena marked in some way.
- Material to represent walls or other terrain features as desired.
- Pencils and erasers for each player for recording information on the Character Sheet.
- A copy of the Character Sheet (see Charts and Tables in the rear of the book) for each character used for recording the statistics of their characters and tracking damage and other important information during the course of the game. Players may make photocopies of the one provided or they may use scratch paper.
- Markers or chits to indicate which characters are eligible to “catch their breath”. (These are only needed for matches where more than two characters are present.)



## RED SAND, BLUE SKY

- Players may want to use coins, poker chips or other tokens to represent their dice pool (see Dice Pool below) instead of keeping track of it on paper. This is purely optional.

### SCALE AND FIGURES

RSBS can be played with any scale figures even if they are based for a different game, but you may wish to make adjustments to the unit of measurement depending on their size. All figures are based individually.

15mm and 20mm (1/72<sup>nd</sup>) figures can be mounted on ½ inch squares; halve all distances referred to in the rules.

25mm –28mm figures can be based on ¾" to 1" squares; no adjustment to distance measurement is required.

54mm figures can be based on 1½" to 2" squares. Players may want to double all measurements referred to in the rules.

Regardless of the size, your figure should be fixed to the base so that it is facing one flat side. This defines the figure's front while the opposite side is the figure's rear; the flat edges to either side are its flanks.

If round bases are used, the front is indicated by the direction the figure is facing; the rear is the opposite side; players will have to come to some agreement as to what constitutes a figure's flanks and perhaps mark the base in some way to indicate them.

### READING THE DICE

All die rolls are made using 10-sided dice, referred to in the rules as a "d10". The die will generate a number between 1 and 10 with the 0 on the die read as 10.

Whenever a number appears in front of the d10, this is the number of d10 that are to be used. *Example: 3d10 means the player rolls 3 10-sided dice.*

Sometimes there will be a reference to something occurring followed by a number or numbers in parentheses. This means that a 1d10 roll is required with the result occurring if the 1d10 die roll falls within a certain range of numbers.

*Example: right arm (1 – 5), left arm (6 – 10). This means that on a roll of 1 through 5, the right arm is affected, a roll of 6 through 8 indicates the left arm is affected.*

### DIE ROLLS and REP: "Passing" Die Rolls

During the game, players will be called upon to roll 1 or more dice and compare them to their Rep. When doing so each die score is compared to the Rep individually. If the die score is equal to or less than the character's Rep., he is said to have "passed" that die.

### DICE POOL

Each character has a "Dice Pool". This is the total number of dice that may be "burned" during the match. Think of the Dice Pool as the character's stamina. At the beginning of each match a character starts with 5 times its Rep in dice.

This is the total number of dice the character has available during the match, not the number of dice each player must actually have in front of him!

### BURNING DICE

Each time a character performs one of the actions listed below he removes (burns) that number of dice from his Dice Pool.

- 1 to 4 dice when involved in a melee.
- 1 die when conducting a missile attack (Deadly Missile Weapons or Sand Attack).

In addition, characters will burn additional dice when they receive a wound, fail a Maneuver check or as the result of certain attacks; this is noted on all of the relevant charts and tables. Note also that a character that has been knocked to the ground will burn twice the dice allocated when fighting a melee round.

When the character has reduced his dice pool to zero, he is physically "spent" and may be at the mercy of the spectators. This is the classic moment when the gladiator raises his hand for mercy. Refer to the "Appealing for Mercy" section elsewhere in the rules.

### FIRST THINGS FIRST: Getting Started

Before you can enter the arena for the first time there are certain preparations you have to make. They are:

- Determine your character's Reputation
- Choose your character's fighting style or styles.
- Familiarize yourself with your Armor Value.
- Familiarize yourself with your weapons
- Determine your Dice Pool.

### The Character Sheet

Players fill in the information about their characters on the Character Sheet. The sheet has spaces to list all of the information required for your character. It is used to keep track of wounds, the armor class (AC) of the various hit locations, weapons used, shield type, the Dice Pool, etc. There is a section for notes that can be used to keep track of various temporary situations like being stunned or blinded, or if a character has used an expendable weapon like a pilum or net, etc.

## RED SAND, BLUE SKY

### REPUTATION

“Reputation”, or “Rep” for short, represents a combination of training, ability, agility, stamina, experience, and “killer instinct”. It is an expression of the character’s overall quality; the higher the Rep of a character, the better he is. Regardless of any modifiers to the character’s Rep, it may never be less than 1 nor greater than 9. The 8 different Rep levels possible are:

#### Reputation 9

- These are the “larger than life” heroes of the arena. They are very rarely, if ever, encountered as they have usually earned their freedom.

#### Reputation 8

- These are gladiators of “great renown” and are rarely encountered.

#### Reputation 7

- These are veterans of long and successful service in the arena.

#### Reputation 6

- These are reliable gladiators with some experience.

#### Reputation 5

- These are newly trained in one or another form of weaponry but short on experience.

#### Reputation 4

- Untested men with more attitude than skill.

#### Reputation 3

- The average man ripped from his home.

#### Reputation 2

- The elderly, sick, and infirm or the truly inept individual. Lion feed.

### CHOOSING YOUR REPUTATION

Normally a player will start at Rep 4. He has some skill but no experience, “fresh off the farm” so to speak. However, a player may start at whatever Rep they desire.

Keep in mind that the Rep of the player will determine the “locale” in which he starts the Campaign Game. (For more information about this refer to the Campaign Rules).

### CHOOSING YOUR FIGHTING STYLE

The armor and weapons of the gladiator define his style of fighting. PCs have a Primary fighting style and may have up to two other Secondary styles. PCs fight at their full Rep in their Primary style and at one Rep level lower in their Secondary styles. (However, see “Advancing Rep” in the Campaign Rules.) Players may choose their Primary and Secondary styles from the list that follows, but some styles are for NPC’s only and this is noted at the end of their description. The ones that may be used as a Primary style have a “1” after the name of it: A Primary style *may* be used as a Secondary style, if the player wishes. Those

followed by a “2” may only be used as Secondary styles. The styles are:

- **Retiarius (1):** This gladiator was lightly armored and didn’t wear a helmet. His only armor was on his left arm and that was some sort of protective sleeve called a *manica* usually made of quilted fabric, and a bronze shoulder guard called a *galerus*. He may have also worn leather gaiters on his lower legs. He was armed with a long three-pronged spear called a trident, and a net. He would try to ensnare his opponent with the net, while keeping him at bay with the trident. He was also armed with a dagger that was usually used to finish off his opponent at the end of the match. His traditional opponent was the Secutor, but he could be paired with the Murmillo occasionally. His name comes from the Latin word “rete” meaning “net”.
- **Secutor (1):** This was the main opponent of the Retiarius. This style replaced the earlier Samnite. He was armed with a short sword called a gladius from which the word “gladiator” is derived. He carried a large rectangular shield (*scutum*) and his head was entirely enclosed in a helmet of iron or bronze, which, unlike the ornate helmets used by others, was very plain and smooth except for a small fin on its crest that made him look somewhat like a fish. The relative simplicity of the design reduced the chances that his helmet would be snagged by the net of the Retiarius. His sword arm was protected by a *manica* and he wore a metal greave called an *ocrea* on his left leg. The word “secutor” means “chaser” in Latin.
- **Hoplomachus (1):** This gladiator was armed with a long spear, and a long dagger that he carried in his shield hand. He carried a round shield (usually a small one), and his head was entirely enclosed in a helmet. His usual opponent was the Murmillo. His lower legs were protected with high metal *ocreae*; quilted fabric protected his upper legs. His name comes from the Greek word “hoplon” meaning “weapon”, but it is usually associated with the Greek shield.
- **Provocator (1):** This gladiator was armed with a gladius. His head was entirely encased in a helmet and he carried a *scutum*. Unlike most other gladiators, he had an armored breastplate that covered his upper chest and heart called a *cardiophylax*. The lower left leg was protected with an *ocrea*, and his sword arm was protected by a *manica*. He was usually paired with another Provocator. His name is the Latin word for “challenger”.
- **Murmillo (1):** This gladiator was armed with a gladius. His head was entirely encased in a

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helmet (often surmounted with an image of a fish), and he carried a large shield. His lower left leg was protected by an *ocrea*, and the sword arm was covered with a *manica*. His name is believed to come from a Greek word for a fish. His usual opponent was the Thraex, but he was sometimes paired with the Retarius.

- **Thraex (1):** This gladiator was armed with either a gladius or a curved dagger called a *sica*. His head was entirely enclosed in a helmet that often bore the crest of the mythological griffin; the griffin being the companion of Nemesis, the goddess of fate. He carried a small rectangular shield, and each leg was protected by an *ocrea* that came up to beyond his knees. His name means "Thracian". His usual opponent was the Murmillo.
- **Dimachaerus (2):** Not much is known about this style of gladiator other than that he was armed with two swords or long daggers and therefore didn't carry a shield. He may have been a separate category of gladiator, or he may have been a fighting style used by other categories of fighters. There are no depictions from ancient times of this gladiator, so his armor, if any, is open to speculation. His name means "two-weapon man". It is not known who his usual opponents were.
- **Laquerarius (2):** This gladiator was armed with a rope and either a spear or a sword. He would try to lasso his opponents and then finish them off with his other weapon. He is believed to have worn little if any protection similar to the Retarius. His usual opponents are unknown.
- **Sagittarius (2):** This, as you probably know from the signs of the zodiac, is an archer. He was probably lightly armored, if at all, and may have worn an open helmet. His usual opponents are unknown.
- **Armored or Unarmored Captives:** These are most often prisoners of war sent into the arena in their native costume and equipped with their traditional weapons and armor. They can be opposed by most other styles. (NPC only)
- **Condemned Legionary:** This is a legionary sent to the arena for punishment. He is equipped and armed as a standard legionary. He can be opposed by most other styles. (NPC only)

### FEMALE GLADIATORS

It is known that the Roman emperor Septimus Severus, who ruled from 193 to 211 AD, allowed women to fight in the arena although he subsequently banned them in 200 AD.

Recently, in an area of London, England, the remains of what could have been a female gladiator (a *gladiatrix*) were excavated. Although there is some evidence to support the idea that this

20-year-old woman was a gladiatrix, no one is certain.

What we can be sure of is that Red Sand, Blue Sky allows women in the arena, so if you have gladiatrix figures in your collection, go for it!

To account for the lesser upper body strength of females, -1" for their range for throwing a spear or firing a bow. On the positive side, they are allowed to add 2 to their initial Dice Pool to reflect their greater endurance.

### ARMOR CLASSES

A character's body is divided into 11 locations. They are the head, right and left arms, chest, upper back, belly, lower back, and upper and lower right and left legs. Each location on a gladiator has an Armor Class (AC). This information can be found on the "Character Statistics Sheet" in the back of the rules. The value of the AC is derived using the following criteria:

- Parts of the body not covered by armor have an AC of 3.
- Parts of the body covered substantially by leather or fabric armor have an AC of 4. (Note: the gladiators that have an AC of 4 on their belly/lower back locations are wearing the *balteus*; a broad leather belt often covered with metal decorations.)
- Areas of the body that are protected by metal armor have an AC of 5. This will usually be found on the arms and legs.
- Helmets that enclose the head entirely have an AC of 7. Other helmets, such as those that leave the face exposed, have an AC of 5.
- Some animals may have an AC higher than 5 even though they do not have any armor. This reflects the inherent toughness of their hides and the mass of their bodies.
- Use of a shield adds either 1 (if small) or 2 (if large) to the AC of the gladiator if he is attacked from the front or shielded flank. See the section on "Use of Shields" below

**Note:** If players have figures that are armed and armored differently than the way they are listed on the Character Statistics Sheet, they should feel free to alter the values using the descriptions of the Armor Classes above as a guideline. Please try to use some common sense: a simple leather wristband or small strap shouldn't be interpreted as being substantial enough to be classified as armor.

### ARMOR VALUE

The Armor Value (AV) of a character is the sum of all of the numerical values used for the Armor Class (AC) of the various hit locations. The AV is used in calculating the cost of a gladiator

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when he is bought (see "Cost of Gladiators" in the Campaign Rules).

In general, the more armor the gladiator wears, the slower he moves. Consult the **Character Statistics Sheet** in the back of the book to see the AV and movement rate of each gladiator.

### CHARACTER SIZE

Characters are also classified by their relative size. The four size classifications are:

1. **Small (S):** Dwarfs or other exceptionally short characters. Rare, but not unknown.
2. **Man-sized (M):** A fighter of average height. Most gladiators fall into this category.
3. **Large (L):** Taller and a bit more "beefy" than your average fighter.
4. **Extra-large (XL):** Characters of exceptional height and bulk. Extremely rare individuals.

### Determining the Character's Size

Players may agree to have all of their characters considered "man-sized", but if players want to add some variety to their characters and opponents, they may determine the character's size randomly. Roll 1d10:

- Small (1)
- Man-sized (2-8)
- Large (9)
- Extra-large (10) When this result is rolled, roll 1d10 again: He will be Large (1-8), Extra-large (9, 10).

The size of a character is taken into consideration during melee and shooting, and is also important when determining the results of a collision.

### USE OF SHIELDS

Shields will only protect characters when attacked from their front facing or their shielded flank (usually the left flank) and cannot be used if wielding a 2 Handed Weapon.

**Note:** The "shielded flank" coincides with the arm that is carrying the shield: if the left arm is carrying a shield, then the left flank is considered shielded.

- **Large shields** add +2 to a character's AC if attacked from the front or shielded flank. A character with a large shield may perform a "Bash Attack" against their opponent in an attempt to knock him down.
- **Small shields** add +1 to a character's AC if attacked from the front or shielded flank.
- **A Net** may count as a small shield for a Retiarius if he is using a HH class weapon, or if he is using a 2H weapon in one hand, and holding the net in the other. The net will only

count as a shield if attacked from the front or from the flank that coincides with the arm that is holding the net (usually the right arm).

- **A standing Retiarius** may count his shoulder guard (*galerus*) as a small shield (+1 to AC) for any attacks against his head that come from his front facing or from the flank that coincides with the arm that is wearing it (usually the left). If he has been knocked to the ground, this does not apply.

*Example: Tiberius is attacked from his front and is hit on his right arm that has an AC of 5. Since he has a small shield, he will add +1 to his AC of 5 giving him a total AC of 6.*

### WEAPONS

Melee and missile weapons are the most common means of causing damage in the arena. Some weapons may have a modifier for melee. For a summary of various weapons and their Modifiers, consult the "Weapons" table in the back of the rules on the Charts and Tables Sheet. Weapons are classed as follows:

#### Two Handed Weapons (2H)

This group includes the spear and trident, large axes, swords, and other weapons that must be used with both hands. Spears and tridents can be used against characters that are not adjacent to them up to a range of 1". The use of a 2H weapon does not allow the use of a shield. 2H weapons have an Armor Protection Table modifier of +1 to the die roll.

#### Hand Held Weapons (HH)

Those weapons used primarily with one hand. This includes spears and tridents wielded with one hand, maces, hand axes, swords, and daggers. They are usually carried with a shield. All missile-armed characters will also have this type of weapon serving as a sidearm for melee.

Some gladiators replace the shield with another hand held weapon (e.g. *Dimachaerus*). When doing so they count a +1 modifier to the Armor Protection die roll.

#### Throwing Spear (TS)

This category includes any hand tossed weapons such as axe, javelin, etc. Once thrown the weapon may not be retrieved. Players may carry up to 2 throwing weapons. This category also includes any other weapon that the gladiator chooses to throw; this is usually done in desperation!

#### Bows (BW)

This category covers the various types of small bows used in this era. They are considered to have an unlimited number of arrows for game

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purposes, but players may limit the supply if they wish.

### Pilum (PI)

This category includes the Roman Legionary pilum or heavy throwing spear. A condemned legionary may carry one pilum only. When a hit is scored on a shielded target, roll 1d10. A roll of 1 – 8 hits a large shield while a roll of 1 – 6 hits a small shield. If the shield is hit it is rendered useless and dropped to the ground. Any other result means the pilum hit the target's body and it is treated as a normal Throwing Spear.

### Net (NT) or Rope (RP)

Nets or ropes are used to ensnare and hinder targets, not cause injury. These weapons have their own peculiar form of attack and it is explained elsewhere in the rules. A net counts as a shield, effectively adding +1 to the users AC if he is:

1. Attacked from his front facing or the flank that coincides with the arm that is holding the net (usually the right), and
2. only if he is using a HH weapon, or a 2H in one hand (with the damage now counting as a HH).

### BEFORE THE MATCH

Now that characters and fighting styles have been defined and his statistics recorded on the character sheet, your character is just about ready to enter the arena, but there are still a few things that must be done before the match can take place. This section will cover what needs to be done before the match can begin.

#### Pre-Match Sequence

The following things need to be determined before the first match can take place:

- Determine the locale.
- Determine the number of combatants.
- Set up the terrain in the arena (if any).
- Determine the opponent match-up.
- Determine the Rep of the opponents.
- Determine if the match is "to the death" (see "Fighting to the Death" below).
- Determine the entry point of the arena for the characters.

#### Determining the Locale

Matches can be fought in one of four locales. During the Campaign Game, The Rep of your gladiator will determine where in the empire he will start his career and fight his matches. If players are doing a non-campaign game, they can pick a locale of their choice, or determine the locale of the match randomly using the following table:

Roll 1d10 to determine where the match will occur.

- 1 – 5 = "fringe of the empire".
- 6 – 7 = "heart of the empire".
- 8 – 9 = "outside Rome".
- 10 = The Colosseum

The details of each locale can be found in the section entitled "Locales" in the Campaign Rules.

#### Number of Combatants

Gladiatorial matches ranged in size from small affairs of one pair of gladiators to huge spectacles involving dozens.

During the Campaign Game, each gladiator in a school will fight one match against an individual opponent. The number of gladiators available for matches will vary depending on how many were purchased by the school and/or are healthy enough to participate.

Battles between groups of gladiators will only happen at the Colosseum. The Colosseum will also be the setting for the more spectacular kinds of matches involving some of the more exotic fighting styles and situations. (For details about group combats and other aspects of fighting in the Colosseum, see the Campaign Rules section.)

Those not playing the campaign game are free to use their imaginations to create one-of-a-kind spectacular scenarios that feature unusual style pairings, exotic settings with unusual terrain features, group battles, naval battles (*naumachia*), etc. However, players should keep in mind that the more characters and novel features they add, the longer it will take to play the game. Players should be able to handle comfortably 4-6 characters at a time once they are familiar with the rules. (Your mileage may vary.)

#### Setting the Scene in the Arena

The arena can be square, circular, or, as was usually the case, oval like many of the amphitheaters and the Colosseum in Rome. For game purposes, the playing area may be 12" to 48" across. The arena is considered to have a high wall around its perimeter whether or not it is actually represented on the table. There are at least two, and there may be as many as four, separate entry points to the arena with each pair of entrances set directly across from each other.

Usually, the arena is just a flat, featureless expanse of sand. In fact, the word "arena" comes from *harena*, the Latin word for sand. However, the Romans would occasionally transform the arena of the Colosseum into a fantastic artificial forest by placing dozens of trees in it for the *venationes*, or "hunts", that were staged for the entertainment of the crowd where hundreds, if not thousands of animals were slaughtered. The Romans would also add artificial hills and other scenery when special presentations were performed that might represent

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an incident from mythology or when re-staging a battle from the past.

Contrary to popular belief, the Colosseum was not routinely flooded for naval battles called *naumachiae*. This was only possible before the emperor Domitian added the subterranean structures below the wooden floor of the arena. This area (the *hypogeum*) provided passageways and storage rooms for animals, scenery, and gladiators and it had lifts and ramps that could be used to make them appear suddenly in the arena. Players are encouraged to come up with their own spectacles for the Colosseum and make life a bit more “interesting” for the fighters, but especially the crowd.

### Opponent Match-ups

Historically, gladiators were routinely paired with certain opponents. Two of the classic pairings were the match between the Retiarius and the Secutor, and the Murmillo versus the Thraex, but there are several styles about which little is known regarding who their opponents were.

When playing solo, players will use the “Opponent Match-up Table” (see Charts and Tables in the back of the book) to see who their characters will fight. The table will allow for historical pairings more often than not, but some liberties have been taken because of the lack of certainty regarding certain styles and their opponents, and to add variety. For PCs and NPCs controlled by the player, roll 1d10 and then look at the possible opponents listed across from the fighting style of their characters. Where there is more than one possible opponent listed, there is a range of numbers in parentheses that indicates the die roll needed to select that opponent.

It will be noticed that the table isn’t symmetrical: certain fighting styles aren’t able to fight certain other styles even though they might be opponents elsewhere on the table. (*Example: you’ll notice that the Murmillo style does not have the Laquerarius as one of its opponents, while the Laquerarius style does list the Murmillo as one of its opponents.*) This is intentional because of the “weighting” of the choices on the table toward the historical opponents, where known. To make the table absolutely symmetrical would have reduced the probability of fighting the historical opponent too much. However, players should feel free to substitute opponents as they wish, but they should keep in mind that the pairings were done historically to contrast the advantages and disadvantages of the different fighting styles; you’d never see a Retiarius fighting another Retiarius, for example.

If players are competing against a “live” opponent and each of them is running a troupe of gladiators (*familia gladiatoria*), the opponents are limited to the fighters on hand, so if you want some

variety in your matches, make sure you diversify the fighting styles of your characters.

### Determining the Opponent’s Rep

The locale of the contest will determine the Rep of the opponent.

- Gladiators on the “fringe of the empire” are either Rep 3 (1 – 7) or Rep 4 (8 – 10).
- Gladiators in the “heart of the empire” are either Rep 5 (1 – 7) or Rep 6 (8 – 10).
- Gladiators “outside of Rome” are either Rep 7 (1 – 7) or Rep 8 (8 – 10).
- Gladiators in Rome are either Rep 7 (1 – 4), Rep 8 (5 – 9), or Rep 9 (10).

### ENTERING THE ARENA

Opposing individual gladiators or groups will enter the arena from opposite entrances, or players may start the match with the fighters in the arena standing at an agreed distance from one another.

### THE RULES OF COMBAT

*“Uri, uinciri, uerberari, ferroque necari”*

*“To endure burning with fire, shackling with chains, to be whipped with rods and killed with steel.”*

The gladiator’s oath of submission.

This section covers the rules of combat used for the gladiatorial contests of Red Sand, Blue Sky. In general, there are two types of combat: missile attacks conducted with bows, throwing spears and other thrown weapons (with the exception of the net and rope), and melees, which are fought with hand-to-hand weapons.

**Note:** the rules that follow are for combat between human characters. Combat with animals uses many of the same mechanics but there are many exceptions to the way they are handled. This information will be available as a *free* supplement available at the THW Support Group on Yahoo.

### MEASUREMENT OF DISTANCE

Players may always measure distances before moving and shooting. Measurement of distance while moving is made from the figure’s base edge. Measurement of distances between characters is from base edge to base edge.

### ROUNDING OF FRACTIONS

Whenever a number is divided for any reason, round any remaining fraction up.

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## PLAYER AND NON-PLAYER CHARACTERS

RSBS is played with individual figures called “characters”. Before play can start, we must define these characters.

There are two types of characters: player characters (PCs) representing the players themselves, and non-player characters (NPCs) that don’t represent the players. NPCs may or may not be controlled by the PCs. NPCs not controlled by a PC are “hostile”; those controlled by the PC are “friendly”.

**Note:** Uncontrolled NPCs are usually encountered when playing RSBS solo. When playing against another “live” opponent, the other player will control the actions of the hostile NPCs.

## THE GAME TURN

The playing of RSBS is divided into “game turns”. Each game turn is divided into two “player turns during which only one player is “active”. Each player turn consists of a “movement phase” followed by a “combat phase”. (Note: some attacks will be done immediately after movement. See below for details.)

At the start of each game turn, players will determine which player or side is active first. The player or side not currently active is called “inactive”.

When a player becomes active, all of the characters he controls may perform an “action”. When a player is playing solo, there are some restrictions on the actions of hostile NPCs (see “Hostile NPC Actions” below).

After all of the active characters have performed their actions, any characters that are eligible to engage in combat will do so. Once all combat has been resolved, the previously inactive player becomes active and conducts his turn.

After both players have finished their turns, they once again determine which side is active by drawing cards, then perform actions, etc., and will continue this process until one side is victorious.

## DETERMINING WHICH SIDE IS ACTIVE

Movement and combat is not simultaneous; only one side is “active” at a time during the game turn. Players may only use voluntary movement and initiate combat when their characters are “active”.

Before the match begins, take the deck of cards and shuffle it, then place it face down on the table. Each side then picks a card color, usually either black or red. This will be their color for the duration of the match. To determine which side is “active”, draw two cards and turn them face up:

### If both cards are the same color:

- Then the corresponding side will move first. After all characters of the active side have finished their movement and combat the

opposite side becomes active and can move and conduct combat. This concludes the turn.

### If both cards are a different color:

- Then the highest card determines which side moves first. Ties cause 2 new cards to be drawn. After all characters of the active side have finished their movement and combat, the opposing side becomes active and can move and conduct combat. This concludes the turn.

## Drawing Cards

If all of the cards have been drawn from the deck, shuffle them again and continue the game.

## ACTIONS

When a character is active, he may do one of the following actions voluntarily (Note: there are restrictions on the actions taken by uncontrolled NPCs. See below.):

- **Move** up to full distance of his movement rate.
- **Catch his breath.** If a player has burned at least half of his Dice Pool, he may add 1 die back to it for any activation in which he meets all of the following conditions:
  1. Doesn’t move more than half his movement rate voluntarily. (NPCs may not move at all.)
  2. Isn’t forced to move involuntarily.
  3. Doesn’t, make a reaction move.
  4. Isn’t involved in any form of combat.

This can be done during his own activation, and it can also be done at the end of his *opponent’s* activation after all movement and combat has been completed. When playing with several characters on a side, players may find it convenient to indicate which characters are potentially eligible to catch their breath (burned at least half their Dice Pool) by placing a marker next to them. If anything happens to the character during the course of an activation that violates the conditions of being able to catch their breath, the marker is removed and no die will be restored to the Dice Pool.

- **Draw a weapon** (Usually done by a missile armed character getting ready to fight with a side arm.)
- **Stand in place and change facing.**
- **Stand in place and fire or reload.**
- **Stand in place, change facing, and fire or reload.**
- **Move into contact with an opponent** (touch bases) in order to initiate hand-to-hand combat with an opponent in the combat phase of the player’s activation. When a character is moved into contact, the moving character will align the front facing of his base with his opponent’s



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base by placing it flat against and aligning it with the facing contacted regardless of the angle at which the contact occurred.

- **Attempt to flank and attack an opponent.** A character that is in contact with or within 1/2 inch of an opponent's front facing may attempt to flank and attack him (see "Flank and Attack" in the "Melee Combat" section of the rules for details and procedure).
- **Make a Net Attack.** Characters that have a net or rope may make a Net Attack if they have moved 2" or less. The actual tossing of the net or rope costs an additional 1" of movement. (In other words, in order for a character to move 2" and toss his net, he must be capable of moving 3" total. See "Voluntary Movement for details.)
- **Remove Net.** A character that has been ensnared by a net or rope may attempt to remove it if he is not currently involved in hand-to-hand combat. To do so, roll 1d10 and compare it to his Rep. If the die roll is equal to or less than his Rep he has removed the net. If the die roll is higher, he has failed and will continue to fight at a disadvantage (-2 to Rep for all hand-to-hand combat). Whether the attempt was successful or not, he will burn 1d10.
- **Make a Bash Attack.** Characters that have a large shield and certain animals may make a Bash Attack during movement, but must spend 1" of movement in addition to the distance moved. (See "Voluntary Movement for details.)
- **Stand up and move.** Standing costs 2" of his movement rate. He may stand even if he is adjacent to his opponent, but in order to move away from his adjacent opponent, he must attempt to "Break Off" (see Break Off From Melee below). A character will not be able to stand if wounds to his legs have reduced his movement rate to below 2" per turn.
- **Stand up and melee.** A character that stands up and is adjacent to an opponent will fight that melee round at -1 to Rep.
- **Continue a round of melee.** (See "The Melee Round" below.)
- **Break off a round of melee** (see Break Off From Melee below).

### Friendly NPC Actions

The PC may perform actions with his friendly NPCs as he wishes; however, he may not disengage a friendly NPC currently in a melee to assist another friendly character that is also in melee. (In other words, you can't gang up on a hostile character if there are an equal number of combatants.)

### Actions for Uncontrolled NPCs

While players are, for the most part, in control of the actions of their PC and any friendly NPCs, the actions of NPCs not controlled by a PC are controlled by the game mechanics as follows:

- NPCs will always move directly toward the nearest unengaged opponents and attempt to engage them in melee. (Exception: missile armed characters. See below.)
- NPCs, which are capable of a hand-to-hand attack, may attempt to flank and attack their opponent under certain circumstances. (See "Flank and Attack" in the "Melee" section of the rules for more details.)
- Hostile NPCs may only "gang up" on friendly characters if there are more hostile than friendly NPCs. Any unengaged hostile NPC will move toward the nearest engaged friendly NPC and join in the attack.
- Missile armed NPCs will always remain in place and shoot their weapon at the closest target that is in range and in its line of sight, or having shot previously, reload. If no target is in range or line of sight, they will move so that a target becomes available.
- NPCs that have a net or rope will move to place a target in range if they do not have a target. They will move the minimum distance required to place it in range
- NPCs that have a net or a rope will move away from a target if they fail to make a net attack (see below).

### Before Moving Active Uncontrolled NPCs

Before moving active uncontrolled NPCs, players will have to determine whether or not the NPC is ensnared. If the character is ensnared he will attempt to remove the net or rope if he is able (see "Remove Net" under "Actions" above).

If the character is not ensnared or is unable to remove the net or rope, check to see if the character is "catching his breath" (if allowed), or failing that, what type of attack the NPC will make. Those characters that are eligible for "catching their breath" will check for that first and if they don't catch their breath, they will then roll for the type of attack. This is determined by rolling 1d10 before moving each active uncontrolled NPC.

- NPCs may "**catch their breath**" when they become active during any turn in which they've burned at least half of their dice pool, have not moved in any way, and have not been involved in any kind of combat. When a character "catches his breath", he adds 1 die back to his Dice Pool. Eligible active NPCs will check to see if they are catching their breath before they are moved



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during their activation. They may also check again at the end of the other player's activation after all movement and combat has been resolved. The chances of a NPC catching his breath depends on how many dice he has left in his dice pool and whether or not he caught his breath in the previous turn:

- **If the character has half or less but more than a quarter of his dice pool remaining**, roll 1d10: catches his breath (1-3)
- **If the character has a quarter or less of his dice pool remaining**: catches his breath (1-6)
- **If the character caught his breath during the last activation**, he adds +2 to the die roll.
- **NPCs may not move while they are catching their breath.**

For those characters that were ineligible to catch their breath or failed to do so, roll 1d10 to determine what, if any, attack will be made by the NPC.

- **Bash attack (1-3)**: A result of 1-3 means the gladiator will attempt a Bash Attack, but only if he has a large shield and is close enough to attack. (Keep in mind the additional 1" the attack costs.) The character attacked by a Bash Attack will allocate his dice before the NPC allocates his dice.
- **Net attack (1-8)**: A result of 1-8 means the NPC will attempt a Net Attack but only if he has a net or rope and the target is in range (1"-6" away). If the attack is made, the target of a Net Attack will allocate his dice before the NPC allocates his dice. If a net attack is not made, the NPC will move away from a potential target if the target is closer than 6" but will only move as far as necessary to keep the target at his maximum range (6").
- **Sand Attack (10)**: A result of "10" means a human NPC might try a Sand Attack if he is no closer than 1" but no farther away than 3". Roll 1d10: **Sand Attack (1-5), Hand-to-Hand Melee (6-10)**. If not in range, he will close with opponent and conduct hand-to-hand melee. (However, see next entry regarding long weapons.)
- **Any other result** means the NPC will close with his opponent and make a hand-to-hand melee attack if his movement brings him into contact (bases touching). If the NPC begins his movement either adjacent

to or within ½ inch of the front facing of his opponent, he may attempt to "flank and attack" him. (See "Flank and Attack" in the "Melee Combat" section of the rules below.) Those with long weapons like a spear or trident that can attack non-adjacent targets, will close to within 1" and make an attack from there.

### MOVEMENT

There are three types of movement: voluntary, involuntary, and reaction. Voluntary movement is made only when the character is "active". Involuntary movement is in response to an action taken against the character. An inactive character may make a reaction move when an active character moves adjacent to its flank or rear.

### VOLUNTARY MOVEMENT

- **Characters may move their full listed movement rate when active.** (Note: this may be reduced because of wounds to the legs, see "Wounds" below.) Movement rates are listed on the Character Statistics Sheet in the back of the book.
- **Characters may change the way they are facing** by turning in place (pivoting on center) up to 90 degrees at no additional cost to movement, but must spend 1" of movement if they change facing more than 90 degrees. Facing may be changed at any point during the move and as many times as desired, but the character must move at least a ½" before another facing change can be made. *Example: A character that turns 180 degrees in place must spend an additional inch of movement.*
- **Characters may move backward at half speed.** (1" moved backward costs 2" of movement.)
- **Gladiators wanting to make a Bash Attack** must spend an additional 1" of movement. *Example: A Murmillo with a 3" movement rate wants to close with his opponent and conduct a "bash". However, his opponent is 3" away, so he will not be able to "bash" because the 3" distance plus the 1" additional needed to conduct the attack is greater than his movement rate. (3"+1" = 4", 4" is > 3".) He may only close with his opponent and conduct a hand-to-hand melee attack.*
- **Gladiators making a Net Attack** must spend an additional 1" of movement.
- **Drawing a sword or dagger** takes the character one turn (activation). This usually takes place after the gladiator has thrown a weapon. If attacked before drawing his weapon, he melees normally but his results only count for defensive purposes: if he passes more d10 than the attacker he is allowed to give ground

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1" without taking damage; he will not be able to damage his opponent.

### INVOLUNTARY MOVEMENT

Characters may be forced to move involuntarily. The possible forms of involuntary movement are:

1. **Hesitate:** Character remains in place and immediately "burns" 1d10. (Note: this is not a "move" as such as it will only happen during the other player's activation and then only as a result of Deadly Missile Fire and rolling on the Armor Protection table. There is no other effect than burning 1d10; the character does not forfeit his next activation.)
2. **Give Ground:** A character that is forced to give ground will move directly away from enemy for a given distance and direction depending on the cause and result and will end the move facing as desired. If a character on the ground is forced to give ground, he will instead "roll" either to the left or right, PC's choice, or if NPC, left (1 – 5) or right (6 – 10) that many inches. Those with their backs to the wall (rear facing of the figure's base is touching the wall) and unable to give ground will instead "burn" 1d10. A "give ground" result may also cause a "collision" (see "Collisions" below).
3. **Dodge:** A character may be forced to dodge as the result of a Net Attack.
4. **Knocked or Pull to the Ground:** Characters knocked or pulled to the ground may not stand until active. Under certain circumstances, the character that knocked or pulled them down will attack them immediately. Any movement necessary by the attacker to reach the fallen character and attack him is done immediately. If a character is already on the ground and receives another "knocked to the ground" result, there is no additional penalty, but the character may be attacked again immediately if the result calls for it. A character on the ground will "burn" twice the number of dice he allocated when involved in a melee.

### Character facing while on the Ground

When a character has been knocked or pulled to the ground he will end up in one of two positions depending on the circumstances; he will either be "face up" or "face down".

The circumstances and the resulting facings are:

- **If the character was moving backward** when he fell to the ground, he will be "face up" with his head pointing in the direction he was moving.

- **If the character was moving forward** when he fell to the ground, he will be "face down" with his head pointing in the direction he was moving.
- **If the character was not moving** and falls as the result of a missile or hand-to-hand attack, he will land "face up" with his head pointing away from the direction of the attack
- **If the character falls to the ground** as the result of having been pulled down by a net attack, he will land "face down" with his head pointing toward his attacker.

Whether a character is "face up" or "face down" will have an effect on the character's ability to fight and "hit location" during melee (see below).

### REACTION MOVEMENT

If an active character begins its move more than 1/2 inch away from an inactive character and the active character moves adjacent to the inactive character's flank or rear facing, the inactive character may turn to face it under the following conditions:

- If the moving active character began his move in the line of sight of the inactive character, the inactive character may turn to face his opponent at no penalty.
- If the moving active character began his move out of the line of sight of the inactive character, but eventually moved into sight, the inactive character may turn to face, but must burn 1d10.
- If the moving active character began his move out of the line of sight of the inactive character and remained out of sight for the entire move, the inactive character will roll for Reaction Move on the Maneuver Table. PCs may choose not to roll on the Maneuver Table if they wish, but NPCs will *always* attempt to react.

"Line of sight" is defined under the Missile Combat rules (see below).

**Note:** The above conditions are for characters that *do not* meet the conditions for attempting the "flank and attack" action. (See "Flank and Attack" in the "Melee" section of the rules for details and procedure.)

### GROUP MOVEMENT AND COMBAT

A side that includes more than one character is called a "group". When groups become

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active, **PCs may move at any time during the activation, but NPCs will move in the order of their Rep** with the highest Rep moving first, then the next highest, and so on. If NPCs have the same Rep, roll 1d10 to determine activation, with the high roller becoming active. Re-roll ties.

After the active side has moved, those NPCs in single combat with another character conduct melee combat in order of Rep resolving any ties in Rep as above. **A melee involving a PC may be resolved at any time.**

When all single combats have been fought, all melees involving more than two characters are fought in order starting with the one with the fewest characters involved then going to next largest group and so on. If there are melees with the same number of characters involved in each, determine the order randomly. (See Multiple Melees below.)

### COLLISIONS

Characters that have “given ground”, but are unable to move the entire distance required, due to coming into contact with an obstacle are said to have had a “collision”. An obstacle is any terrain feature, character (either standing or fallen, living or dead), or any other item that blocks the character’s path. An obstruction that is at or below the knees of the character is considered a “tripping hazard” and may affect the character’s chances on the Maneuver Table.

- If the character comes into contact with an inanimate object (arena wall, terrain feature, dead body, etc.), the character must halt and test on the Maneuver Table immediately. If he doesn’t fall down, he remains halted at the point of contact.
- If the character comes into contact with a live character, both characters will test on the Maneuver Table with the character causing the collision testing first.

In either of the above cases, if the object collided with is larger than the character that collided with it, subtract 1 from the Rep of the smaller character for each difference in size. Conversely, add +1 to the Rep of the larger character for each difference of size. A character’s Rep may never be less than 1 or greater than 9. **Note:** the perimeter wall of the arena is always considered an extra-large obstacle in a collision.

*Example: An M-sized Murmillo (Rep 4) is forced to give ground 1”, but there is a perimeter wall (XL) blocking his path ½” away from him. The Murmillo moves backward ½” and collides with the wall. He then stops in place to test on the Maneuver*

*Table. Since he is man-sized (M), two sizes smaller than wall (XL), he must subtract 2 from his Rep before testing on the Maneuver table.*

### COMBAT

Combat is either shooting (Missile Combat) or Melee (hand-to-hand, bash, or net attack).

#### MISSILE COMBAT

For missile combat to occur, a target must be within range and in an arc 180 degrees from the shooting character’s front. This is called the shooter’s Line of Sight.

#### Field of Vision and Line of Sight

Characters may see anything that is within their field of vision; this is a 180-degree arc that runs from the exact middle of one flank facing, then continues across the entire front facing, and ends on the exact middle of the other flank facing. Targets are not in the “line of sight” if there are any figures, terrain, or other obstacles along a straight line between the shooter and target. Use a ruler or straight edge to determine this.

#### Types of Missile Attacks

There are two types of missile attacks and the player must declare the type of attack before rolling the dice. They are:

1. Deadly Missile Attack
2. Sand Attack

Each type of missile attack burns 1d10 from the shooter’s Dice Pool.

#### DEADLY MISSILE ATTACK

This is an attack with any missile weapon. To score a hit when using this type of attack, the player rolls 1d10 and adds it to the shooter’s Rep. He then consults the Missile To Hit Table (see Charts and Tables in the back of the book). The 1d10 used for the attack is “burned” from the shooter’s Dice Pool.

#### Shooting Into Melee

Characters engaged in melee (adjacent) are eligible targets for missile attack. However, it is possible that a friendly character in the melee may be hit by mistake. If a character is shooting into a melee and scores a miss, then re-roll on the To Hit table with the friendly character counting as the target.

#### Missing a Target

If a character misses his target when shooting at an individual character, or in the case of shooting into melee where the shot missed any potential target (see above), the missile will

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continue on until it reaches its maximum range or until it hits a character or obstacle. Any character or object along this path (the line of sight) is eligible to be hit and has to be rolled for on the Missile To Hit Table.

### **KICKING SAND: Sand attacks**

Active gladiators may opt to kick sand at their opponent. A sand attack may only be tried at a range of no less than 1" and no greater than 3". The target must be to the kicker's front. The kicker burns 1d10 and then rolls another 1d10 and adds it to his Rep as if shooting a weapon on the Missile To Hit Table. Subtract 1 from the kickers Rep for each wound on the leg he is using, PC's choice. If NPC, use least wounded leg. Target size is not taken into account for a sand attack.

If a score of 13 or more is made, the sand may have hit the target. The target must then roll 2d10, compare it to his Rep., then consult the Sand Attack Table (see Charts and Tables in the back of the book).

### **The Effects of Being Blinded by Sand**

A character that has been blinded by sand will fight at -1 to Rep in melee and will burn 1d10 more than was allocated. Any Maneuver check done while blinded is done at -1 to Rep. A character blinded by sand cannot initiate a melee round but may defend. This condition will persist until his eyes clear. (See below.)

### **Recovering From a Successful Sand Attack**

If a character was struck in the eyes with sand (blinded), he will check to see if his eyes clear on his next activation by rolling 1d10. On a roll of 1-5 his eyes clear. If his eyes do not clear, he will check again on his next activation, but will subtract 1 from the die roll. If his eyes are still not cleared, he will continue to subtract 1 from the die roll for each check thereafter until his eyes clear, with the subtractions being cumulative. (-1 for the second time he checks, -2 for the third time, -3 for the fourth time, and so on.) His eyes will clear automatically on his sixth activation after being blinded.

### **MELEE COMBAT**

There are four types of melee attacks. They are:

- **Hand-to-Hand attack:** This occurs when the front facing of a character's base touches an opponent's base. The attack is made with the weapon the gladiator is holding, or in the case of animals, their teeth, claws, etc. Gladiators armed with a spear, trident, or similar weapon may also make an attack against targets that are not adjacent but within 1" range.
- **Flank and attack:** This action is a maneuver that may be attempted by an active character

during his movement and represents a sudden move at close range in an attempt to gain a temporary positional advantage over his opponent. Regardless of the result, the maneuver will end in a hand-to-hand attack. (See below for details.)

- **Bash attack:** In this attack the gladiator tries to knock his opponent to the ground with his shield. Bash attacks are conducted during movement and have their own results on the Melee Results Table.
- **Net attack:** This is carried out by Net or Rope armed gladiators at a distance of between 1 to 6 inches from the target. The gladiator attempts to ensnare his opponent and pull him to the ground.

### **PC Dice Allocation in Melee**

Player characters must allocate 1-4 dice from their Dice Pool for use in any kind of melee attack whether it is a hand-to-hand, net, or bash. When playing against a "live" opponent, players should do this secretly by placing a 1d10 under cover that has one of its faces turned up that matches the number of dice they wish to allocate. After all PCs have allocated, the choice is revealed. *Example: The PC decides to allocate three dice to his Net attack and places the "3" face up on the die and covers it with his hand. He and his opponent then reveal their allocation at the same time.*

### **NPC Dice Allocation in Melee**

Anytime a NPC is involved in a melee, roll 1d10 and compare it its current Dice Pool to determine how many dice the NPC will allocate for that attack (see NPC Dice Allocation Table in the Charts and Tables section in the rear of the book). PCs determine their allocation *before* the NPC's result is rolled.

### **Initiating Hand-to-Hand Combat**

A character may only initiate hand-to-hand combat against a character that is touching the front facing of his base, but a character may be attacked from any direction.

### **Modifiers to Melee Combat**

Each character in melee modifies their Rep. by the modifiers listed below:

- If in melee with more than 1 character: -1 to Rep for each additional character over the first (-3 maximum).
- If a character is ensnared, he fights all hand-to-hand combat at -2 to Rep.
- If the character stood up to melee an adjacent opponent, -1 to Rep.

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- Characters armed primarily with missile weapons in melee subtract 1 from Rep if they draw and use a side arm.
- A character that is on a higher elevation or taller than his target has a height advantage and adds +1 to his Rep.
- A character blinded by sand fights at -1 to Rep.

**Note:** For game purposes all characters are considered to be the same height with the exception of dwarfs, and large and extra-large individuals. An average height human (M) fighting a dwarf will have a height advantage over the dwarf and will add +1 to his Rep.

Large and extra-large characters will add +1 to Rep for height advantage when fighting either dwarfs or man-sized characters; but if (L) and (XL) characters are fighting each other they are considered the same height.

Any standing character is considered to have a height advantage over any fallen character regardless of size.

### Resolving Melee Attacks

First, each character in melee rolls 1 to 4 dice, depending on how many were allocated. Each die is then compared to their Rep. If the die score is equal to or less than the character's Rep, he is said to have "passed" that die.

Next, each opponent involved in the melee compares the number of "passed dice" to the other opponent. Those that pass more die rolls than their opponent are considered to be the "higher" referred to in the Melee Results Table.

Regardless of the number of dice passed, a player can never score better than 2d10 more than his opponent.

**Note:** Any character that is attacked by a non-adjacent (bases not touching) opponent that's armed with a long weapon like a spear or trident may not score any better than "Pass same number of dice" if he is not similarly armed; he cannot inflict any damage in this situation.

Finally, the result of the comparison and the condition under which the melee was conducted are found on the Melee Results Table and the instructions there are carried out before resolving the next melee. (See the Melee Results Table in the Charts and Tables section in the back of the book.)

**Example:** Player "A" with a Rep of 5 rolls 4d10 and then compares them to his Rep. He finds that all 4d10 are equal or less than his Rep, so he has "passed" 4d10. His opponent, "B" with a Rep of 5, rolls 3d10 and compares them to his Rep. He finds that only 1d10 is equal to or less than his Rep, so he has "passed" 1d10.

*Both players now compare the number of dice passed. Player "A" passed 4d10 compared to player "B's" 1d10, so player "A" has passed 3d10 more than his opponent (4-1=3). But since no player can pass more than 2d10 more than the other, player "A" looks at the Melee Table under the section that reads "Pass 2d10 more than the other", finds the condition that applied to that attack and then applies the result.*

### FLANK AND ATTACK

During his turn, an active PC may declare that he is going to attempt to "flank and attack" his opponent if he is:

- Either adjacent to his opponent's front facing or,
- Is within ½ inch of it.

NPC's will attempt to "flank and attack" if they are in position to do so (either adjacent to or within ½ inch of an opponent's front facing) AND they allocate more dice for melee than their opponent

Before moving the NPC, the PC will allocate his dice, then check for the dice allocation of the NPC. If the NPC allocated more dice than the PC, the NPC will attempt to "flank and attack". If the NPC doesn't allocate more dice than the PC, the NPC will simply move into contact with the front facing of his opponent and fight a round of melee, or will fight a round of melee if already in contact.

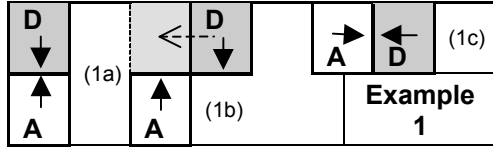
#### Procedure:

- The active PC declares which flank he is attempting to move against; NPC's will always attempt to move against the unshielded flank. If a character is not directly in front of his opponent he may only attempt to move against the flank that is closest to him (this only applies to characters that are not adjacent).
- The active figure is then moved so that the front corner of its base is touching the front corner of his opponent's base on the flank he is trying to reach.
- Both characters roll 2d10 and compare them to their Rep. After the dice are rolled, the characters compare dice. The characters will either pass the same number of dice, 1 die more than their opponent, or 2 dice more than their opponent.
- After this has been determined, the "Flank and Attack Table" is consulted, and the results are applied. A round of melee is fought immediately. (See "Flank and Attack Table" in the "Charts and Tables" section for results.)

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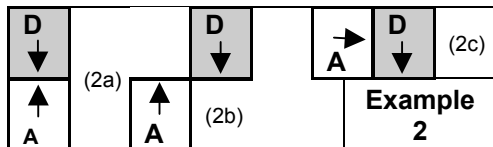
- If a character was flanked during this round, and is still adjacent to his opponent at the end of the round, he will turn to face him automatically.

**Examples of “Flank and Attack” (Refer to the diagrams for the following examples. The dark arrow indicates the facing of the characters)**



### Example 1

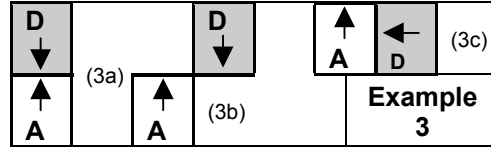
- 1a:** (Starting position) the attacker “A” begins his movement adjacent to the defender “D”. “A” declares his intention to “flank and attack” “D” on the defender’s right flank. “A” then moves his character so that the front right corner of the figure’s base touches “D’s” right front corner. This places both characters in the position seen in **1b**.
- 1b:** Both characters now roll 2d10 and compare the results. If both characters pass the same number of dice, the attacker will be unable to flank the defender and “D” will shift his character to the right and block “A’s” movement as indicated by the dashed arrow on “D’s” right flank. A round of melee will be fought in this position. If either “A” or “D” had passed 1d10 more than his opponent, “A” would move to “D’s” right flank and “D” would turn to face “A” which would result in the characters being in the position seen at **1c**.
- 1c:** If “A” had passed 1d10 more than “D”, then “D” would have to burn 1d10; if “D” had passed 1d10 more than “A”, then “A” would have to burn 1d10. A round of melee is fought in this position.



### Example 2

- 2a:** (Starting position) the procedure is the same as Example 1.
- 2b:** Both characters roll 2d10, but in this instance “A” passed 2d10 more than “D”. “A” moves to “D’s” flank and turns to face it; “D” is unable to turn and face “A”. This results in the figures being in the position seen in **2c**.

- 2c:** A round of melee will be fought in this position. “D” is flanked and will burn 1d10 more than was allocated and will fight at –1 to Rep for this round. If both characters are still adjacent at the end of the round, “D” will turn to face “A” automatically.



### Example 3

- 3a:** (Starting position) the procedure is the same as the previous examples
- 3b:** Both characters roll 2d10, but in this instance “D” passes 2d10 more than “A”. “A” then moves adjacent to “D’s” right flank, *but does not turn to face*. “D” then turns to face “A’s” exposed flank. This results in the figures being in the position seen in **3c**.
- 3c:** “A” is flanked and will burn 1d10 more than was allocated and will fight at –1 to Rep for this round. If both characters are still adjacent at the end of the round, “A” will turn to face “D” automatically.

## BASH ATTACKS

An active character that is eligible to make a Bash Attack (he is in range and has a large shield) announces his intention to his opponent before moving and then moves the basher into contact with his target. A round of melee is then fought with dice allocation and resolution of the round performed using the normal procedure, but the Rep of the characters involved may be modified by their size. *The Melee Modifier for “height advantage” is not used for Bash Attacks.*

- If the basher is larger than his target:** add +1 to the basher’s Rep for each difference in size.
- If the basher is smaller than his target:** subtract 1 from the basher’s Rep for each difference in size
- If the target is larger than the basher:** add +1 to the target’s Rep for each difference in size.
- If the target is smaller than the basher:** subtract 1 from the target’s Rep for each difference in size.

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### NET ATTACKS

This is a special attack that can only be done by characters equipped with either a net or a rope. The object is to ensnare and then attack the target with a trident or spear. To conduct a Net Attack the attacker must be active and have a target in its line of sight, and within a range of no closer than 1" to no farther than 6". The attacker may move up to 2" before casting the net. He must expend an additional 1" of his movement rate for the actual cast.

### Resolving the Net Attack

Net attacks are resolved using the same procedure as melee attacks regarding number of dice used and allocation, etc, but the results of the net attack are found on the Net Attack Table. Compare the dice passed by each character involved in the net attack, then consult the Net Attack Table and apply the results (see Charts and Tables section in the back of the book).

### Net Retrieval

After a net or rope has been cast, it may be retrieved automatically unless lost due to a result on the Net Attack Table, or it has successfully ensnared a target. The net may not be reused if an ensnared target was able to remove it; it is considered too damaged to be of use. A net is an expendable "single use" type of weapon.

### THE MELEE ROUND

A round of melee is fought each time a character in melee is active. *Example: "B" is active and moves into contact with "C". A round of melee is fought with both sides rolling dice. During "C"'s activation, "C" is still in melee, so another round of melee is fought*

### BREAKING OFF FROM MELEE

If a character wants to break off contact during a melee, he must conduct a round of melee as normal. If the figure wishing to "break off" passes the same number of dice or more than his opponent, he is allowed to move back 2". Otherwise, carry out the melee result as normal.

### NUMBERS IN MELEE

Small (S), man-size (M) and large (L) characters may be meleed by up to 5 characters: 2 from the front, 1 to each flank, and 1 to the rear.

Extra-large size (XL) characters may be meleed by up to 6 characters: 2 to the front, 1 to either flank, and 2 to the rear.

### MULTIPLE CHARACTER MELEES

A character may be meleed by more than one opponent and all of the attacks against him will be resolved at the same time.

### Dice Distribution in Multiple Character Melees

A single NPC in a melee with more than one character will distribute his dice against his opponents based on their position relative to him in this order ranked from highest to lowest priority:

1. Front
2. Weapon side flank
3. Other flank
4. Rear

The NPC will attempt to distribute his dice as evenly as possible but cannot distribute any dice to another facing until all opponents in a higher priority facing are opposed by at least 1d10. If the NPC has distributed at least one die per opponent, any extra dice will be distributed using the above priorities. **PCs may distribute their dice as they wish.**

It is possible that the character will not have enough dice to distribute among all of the attackers due to the lack of dice or because of priority considerations. For attacks in which he is unable to roll dice, these will be considered "unopposed" and will count as "0 dice passed" for comparison against that opponent.

*Example: A NPC has an attacker to his front and another to his rear. He has 3 dice to distribute between the attacks from his allocation. He distributes 1 die to each attacker, then distributes the extra die to the frontal attack since the character on his front has priority over the character at his rear.*

If both attackers in the above example had been to the character's front, he would have rolled a die for each attacking character to determine where the odd die was distributed with the high roller getting the extra die.

### Resolving Multiple Character Melees

Once all distributions have been made, the dice are rolled and compared for each pair of opponents and the results from the Melee Table are carried out, but with the following change to the usual procedure:

All hits and damage are determined and recorded as they occur, but any consequences from damage (incapacity, unconsciousness, etc.), and any Maneuver tests that are required *for the single character* are not carried out until the end of combat. A character that is attacked by more than one character will only make one Maneuver test, but will make the test at minus 1 to Rep for each test called for after the first with a maximum deduction of -3.

*Example: 5 opponents attacked a single character and it was determined that there were 5 tests called for on the Maneuver Table. The single*

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*character ignores the first test called for and only counts 3 of the remaining 4 as a penalty since -3 is the maximum deduction to Rep allowed.*

If the characters in a multiple character melee *other than the single character* suffer damage and/or are required to test on the Maneuver Table, they will apply the effects of the damage and make the test whenever it is called for and not wait until the end of combat.

### ATTACKED TO FLANK, REAR, OR WHILE ON GROUND

- **A character attacked on the ground** has no front, flank, or rear, but is either “face up” or “face down” (see Character Facing While on the Ground above).
- **A character on the ground** may count his shield as protection, but only if he is “face up”. A character with a small shield may protect any hit location except his upper and lower legs. A character with a large shield may protect any hit location except his lower legs.
- **A character attacked on his flank** will “burn” 1 extra die than was allocated for melee for each flank attacked (burn 2 extra dice max.).
- **A character attacked from the rear plus any other facing** cannot have a result any better than “Pass the same number of dice” against the rear character if the rear character was opposed in melee.
- **A character attacked from the rear** will “burn” 2 extra dice than were allocated for melee.
- **A character on the ground** will burn twice the dice allocated for melee. *Example: Theodorus is attacked on the ground and allocates 4 dice for melee. He would actually burn eight dice from his Dice Pool.*
- **A character that is “face down” when attacked** cannot score better than “Pass the same number of dice” on the Melee Table. At the end of the round, he is considered “face up”.
- **A character attacked in Melee from the flank and/or rear** that isn’t forced to “give ground” may turn to face his attacker or attackers at the end of that round of melee.

### ASSESSING DAMAGE

To determine if missile fire or melee has caused any damage the following steps must be taken:

- The Hit Location must be determined.
- The Armor Protection roll may be taken.
- The Damage Table may be consulted.
- The Wound Table may be consulted.
- The Maneuver Table may be consulted.

Sometimes not all of the steps outlined above will be taken. The Hit Location is always the first step in determining damage. Sometimes players will be called upon to skip the Armor Protection Table and instead go directly to the Damage table. This is indicated on the various charts.

### DETERMINING HIT LOCATION

Once a hit location result has occurred, either in melee or deadly missile attack, the attacking character uses the one of the Hit Location tables to determine where the blow landed.

There are two different hit location tables: one is for HH-class weapons and the other is for all other types of weapons.

**Note:** the HH table is modeled on a right-handed fighter and takes into account the limited reach of shorter weapons like the gladius, dagger, etc. The “Other Weapons” table takes into account all longer weapons like spears and tridents (when used with both hands), long two-handed swords, etc, as well as missile weapons. Their longer reach gives them the ability to hit more areas of the body. (See the “Hit Location Tables” in the “Charts and Tables Section”.)

#### Hit Location Procedure:

1. Determine what kind of weapon was used for the attack and then find the appropriate Hit Location table (either “HH” or “Other Weapons”).
2. Roll 1d10
3. Find the result in the “1d10” column of the appropriate table.
4. Cross-index the die roll with the column that corresponds to the facing of the defending character that is under attack (Front, R. Flank, L. Flank, Rear). This is the body area that was hit. If there is more than one body area listed, roll 1d10 to determine which of the two was hit.

**Design Note:** The model used for determining hit location is based on the assumption that the figure’s front is to the front of the base, his back is to the rear of the base and his arms and legs are to either side on the flanks of the base. Players should keep this in mind regardless of how their figures are actually posed. It is acknowledged that a “live” human could be in all sorts of contorted positions during the actual exchange of blows and might present many different targets and angles, even if only for a fleeting second. No claim is made here for this game being a “simulation”: it is a *game* above all else.



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### Characters That Are “Face Up” or “Face Down” and Hit Location

- **Face Up:** Only the character’s belly, chest, arms, legs, and head can be hit when he is in this position. He will be able to use his shield to protect all locations except his legs. (This varies depending on the size of the shield. See “Attacked to Flank, Rear, or While on Ground above.”)
- **Face Down:** Only the character’s upper and lower back, arms, legs, and head can be hit when he is in this position. He will be unable to use his shield for protection.

### ARMOR PROTECTION TABLE

When a result of “Armor Protection Table” occurs, the defender rolls 1d10 and modifies the score by his attacker’s weapon’s modifier, if it has one. In general, a character may be hit or forced to maneuver. (See “Armor Protection Table” in the Charts and Tables section of the rules.)

### DAMAGE TABLE

When a result of Damage Table is called for from either a successful missile or melee attack the target rolls 2d10 versus his Rep and compares the result to the Damage Table (see the Damage Table in the Charts and Tables section of the rules).

### WOUND TABLE

When a result of Wound is called for on the Damage Table, the target consults the Wound Table; finds the hit location, then carries out the instructions listed there. (See the Charts and Tables section of the rules.)

### MANEUVER TABLE

When a result of “Maneuver” is indicated, it means the character has been forced to react to a situation that requires him to maneuver in some way. To determine his reaction, roll 2d10 and compare it to the Rep of the checker and refer to the situation that caused the test on the Maneuver Table (see the Charts and Tables section of the rules).

### THE CUMULATIVE EFFECTS OF WOUNDS

All wounds are cumulative and have varying effects depending on the hit location involved.

- **Head:** Two wounds to the head will cause death.

- **Chest/ Upper Back (upper torso):** Two wounds to the upper torso area will cause death.
- **Belly/ Lower Back (lower torso):** Two wounds to the lower torso will cause death.
- **Any combination of two wounds to the upper and/or lower torso will cause death.** (Example: a character with a wound to the upper chest and the lower back will die.)
- **Arms:** Each arm can take three wounds, however, on the second wound the arm becomes useless. If it is the shield arm, the shield will be dropped and the character will surrender. If it is the weapon arm, the weapon is considered dropped and the character will surrender. (However, see below for matches that are declared “*sine missione*”. Also see “Surrender” below.) A third wound to the arm causes unconsciousness.
- **Legs:** Each leg can take three wounds. The first wound to a leg has no effect on movement. The second wound on the same leg will cut the movement rate by half. The third wound to the same leg will cause the character to become unconscious. The effects on movement due to leg wounds are cumulative. It is possible for a character to have his movement halved for the wounds to one leg, and then halved again for wounds to the other leg. Players should keep in mind that it takes at least 2” of movement to be able to stand after being knocked down.

### DEATH

Death may come as a result of a single blow during combat, from the cumulative effect of wounds, or after appealing for mercy.

### ENDING THE MATCH

Play continues until one character or side is “spent”, unconscious, is unable to use a weapon, surrenders, or dies. (However, if both sides are “spent” at the end of an activation, use the procedure below.)

**Note:** Keep in mind that a character may be able to regain a die to his dice pool by “catching his breath” at the end of his opponents activation and thus become “unspent” if his opponent was unable to force him to move, engage him in combat, etc.

### Surrender

Characters may surrender for a variety of reasons and this will bring the match to an end immediately. Once a character surrenders, he must appeal to the crowd for mercy (see “Appealing for Mercy” below). A character will surrender if:

- He was forced to drop his shield due to arm wounds, or,

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- He was forced to drop his weapon due to arm wounds, or,
- He is spent, his opponent is not spent, and he has more wounds than his opponent, or,
- He and his opponent are both spent, but he has more wounds than his opponent does, or,
- He is spent and on the ground and has more wounds than his opponent does, or,
- He is on the ground and is unable to stand because of wounds, or,
- He becomes unconscious.
- A PC may surrender voluntarily any time after he suffers a wound.

### If Both Players are “Spent” at the End of an Activation: The *Diludium*

It would sometimes happen that a match would last longer than usual without a clear-cut winner. In a situation like this, the principle referee (the *summa rudis*) would call for a break in the action (a *diludium*) and the gladiators would separate. During the break, assistants (*harenarii* or *ministri*) would attend the gladiators giving them massages, refreshments, tend to small wounds, and doubtless give them a “pep talk” or advice. (Not unlike what happens between rounds in a modern boxing match.)

If both characters are spent at the end of any activation, and the referee has not previously called for a break, he will call for one if:

- Both are standing and have no wounds, or,
- Both are standing and have an equal number of wounds, or,
- Both are on the ground and have no wounds, or,
- Both are on the ground and are able to stand and have the same number of wound

If a break is called, each character adds 2 times his Rep level back to his dice pool. The match is restarted with the characters standing 5” apart or, if one of them is still armed with a net or rope, 8” apart. The match then continues until one of the conditions for ending the match has been met (see “Ending the Match” above). However, if both characters are again “spent” at the end of an activation, see “Dismissed Standing” below.

### DISMISSED STANDING: *Stantes Missi*

Play continues until the conditions for ending the match as outlined above are met or both are once again spent. Should it happen again that a

break would be called for, the match is ended and both characters are “dismissed standing” (*stantes missi* in Latin); in other words, the match was a “draw”. When characters are “dismissed standing”, they each receive half of their opponents Rep value in APs (see Campaign Game for details).

### APPEALING FOR MERCY

When a gladiator surrendered, very often his only hope for survival lay with the crowd of spectators he had entertained. Unless he had won the crowd over with his performance, he could expect a quick death at the hands his victorious opponent.

To determine how the crowd will react when the gladiator surrenders, the modified Rep of the gladiator is compared to the roll of 2d10 and the results are read on the “Fate of the Fallen” table (see Charts and Tables in the back of the book). If the crowd is undecided, it will look toward the Emperor or editor for a final decision (see “Imperial Intervention” below).

### IMPERIAL INTERVENTION

For matches held in Rome, the Emperor (Rep 9) may be called upon to intervene if the crowd was undecided about the “fate of the fallen”. For matches that occur in other locales the “editor” (Rep 8), the fellow paying for the games, replaces the Emperor. (The editor was often a senator trying to “buy votes” or a wealthy patron of the city trying to gain reputation and political influence.)

The gladiator and the Emperor (or the editor in locales other than the Colosseum) both roll 2d10 and compare the dice to their Reps; the Emperor or editor will modify his Rep using the modifiers on the “Appealing for Mercy” table; the gladiator will roll against his Rep without modification. The Rep of the Emperor may not be greater than 9; the Rep of the editor may not be greater than 8.

### FIGHTING TO THE DEATH: *Sine Missione*

Matches were sometimes fought to the death (*sine missione*). There was no surrender, no appeal for mercy would be considered, and the fighters could not be “dismissed standing”; there had to be a dead body on the sand at the end of the match. Certain locales may be more prone to declaring matches *sine missione* (see the Campaign Rules below), but if players are not playing campaign game, they are free to decide whether or not the match will be fought to the death. If matches are fought under this condition, there are a few changes regarding how a match will end.

- A character that dropped his shield will continue to fight without the protection of it.

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- A character that dropped his weapon because of wounds to the arm will switch his weapon to his “off hand”, but will fight hand-to-hand at a disadvantage (-1 to Rep). The switch of hands is done automatically.
- A character that becomes unconscious will be put to death.
- A character that has fallen and is unable to stand because of wounds will be put to death.
- If a character becomes “spent” but his opponent is not “spent”, the match will continue but the “spent” character will count as “zero dice passed” in any attacks against him until both characters become “spent” and a break is called for (see below).

If both characters become “spent” at the end of an activation during a fight to the death, the referee will call for a break. The characters will add 2 times their Rep level back to their dice pool and resume the match. The characters will start 5” apart or, if one of them is still armed with a net or rope, 8” apart. This process will be repeated until one of the characters is dead.

### Winning Laurels

The victor of a match was traditionally given a palm branch that he would hold high above his head as he ran a victory lap around the arena while the admiring crowd cheered, but those fighters that truly distinguished themselves were awarded the *corona*, or laurel wreath. It was the highest honor a gladiator could receive next to his freedom.

To win a laurel wreath, a fighter will have to do exceptionally well. He will be awarded one if he meets all of the following conditions:

1. He defeated an opponent with a Rep equal to or greater than his.
2. He received no more than 2 wounds
3. He dealt out at least twice as many wounds as he received.
4. He ended the match with at least 5 dice in his dice pool.

Winning laurel wreaths will add to the gladiator’s fame (see below), and increase his value as a commodity should his owner decide to sell him.

### Continuing the Story

If players are just interested in playing a single match, this is where the story would end, but if they wish to follow the career of their character, they may do so with the Campaign Game below.

## THE CAMPAIGN GAME

There are three ways in which the campaign game may be played: a player may choose to follow the career of his character as an individual PC, operate a *familia gladiatoria*, or he may wish to be a PC *and* run a gladiatorial troupe.

As your character fights and wins matches, he will gain fame and experience. He will work his way up from the fringes of the sprawling Roman empire on a path that will take him (should Fortuna allow it) to the living heart of the Empire itself, the Colosseum in Rome, and possibly, freedom! What follows are the rules needed to link your matches together and tell your story.

### TIME IN THE CAMPAIGN

Time in RSBS is tracked by monthly turns. For convenience, we follow the modern calendar. Characters will generally fight one match per month, but this may vary depending on certain circumstances.

*(Historical note: In reality, most of the experienced gladiators would fight very few matches per year, one even complaining that he was wasting the best years of his career as he sat idle.)*

The campaign starts in September 106 AD around the time of the Emperor Trajan’s victory over the Dacians. It was a time of Roman glory and many gladiatorial contests

*(Historical note: The events of Trajan’s campaigns against the Dacians are depicted in great detail on the famous Trajan’s Column.)*

The campaign game lasts as long as the players desire. Players will find that it is easy to stop the campaign, then return to it and resume their careers at a later date when they have time to play.

### THE PLAYER’S JOURNAL or, “Dear Diary...”

It is a good idea for the player to keep some sort of journal for their character. This may be as simple or as elaborate as you wish. With skill and luck you will have a long and successful career and a journal can help to keep your character’s information straight.

### AFTER THE MATCH or, “Once the Dust Settles”

#### Replenishing the dice pool

In some circumstances gladiators may be called upon to fight more than one match in the same day or more often than not, consecutive matches. In these cases the Dice Pool is replenished to normal after each match but the gladiator may not roll to recover from his wounds. They remain until all matches have been fought.

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### Recovery from Wounds

At the end of the month, after all matches have been fought, any gladiators that were wounded are checked to see if they recover.

#### Recovery Procedure:

- Roll 1d10 for each wound individually. If the die roll is equal to or less than the character's Rep, he has recovered from that wound.
- For any wound that wasn't healed in the previous month, check again at the end of the next month after all matches have been fought, but subtract 1 from the die roll.
- For any wound that is still unhealed after the end of the second month, check again at the end of the third month, but subtract 2 from the die roll.
- If the gladiator hasn't totally recovered by the end of the third month, he is considered to be permanently lame and must be sold at his "slave value" (see below).

It should be noted that during the campaign game, a player might want to place a wounded gladiator on the "injured reserve" list and keep him from participating in future matches so he can try to recover fully and not have to worry about receiving additional wounds.

If the gladiator doesn't recover fully after 3 months, he is considered to be permanently lame and will be sold off at his "slave value", but the player is free to sell him off earlier if he wishes. The value of a gladiator sold off this way is calculated as follows:

- Rep minus 1 for each unhealed wound times 10 = slave value

This reduced value reflects the relative worth to the owner. Since the character is no longer a fighter, all he represents is "another mouth to feed" and a drain on the owner's purse; it's better to cut your losses and try to replace him with something better.

The school will retain any armor that was purchased for the gladiator that was sold off this way and may use this equipment to outfit a replacement if one should be purchased, but the replacement must be the same size and use the fighting style of his predecessor. (This will help to reduce the cost of a replacement.)

### GAINING ADVANCEMENT POINTS

Players gain Advancement Points (AP) in the following manner:

- Each time an opponent (gladiator or animal) of equal or lower Rep is defeated, your character receives AP equal to the Rep of the enemy.
- Each time a character defeats an enemy of higher Rep he receives AP equal to twice the Rep of the enemy.

### ADVANCING REP

Successful characters in RSBS are rewarded with an increase to their Reputation. To increase his Rep the character must accumulate Advancement Points (AP).

As a character gains AP, keep track of it. When a character reaches the required number of AP listed for his current Rep on the Character Advancement table, he gains one level of Rep and his AP total is reduced to "0". He will then accumulate AP normally, and when he reaches the next level, he will again increase his Rep by 1 and reduce his AP to "0", and so on. (See the "Character Advancement Table" in the "Charts and Tables section.")

Characters that have Secondary fighting styles must keep track of the AP earned with that style separately. They may cash in AP to raise the Rep level of the secondary style using the Character Advancement Table.

A victorious gladiator always earns AP based on the Rep level of the fighting style used in the match by his defeated opponent.

Character may change locales based on the Rep level of their Primary fighting style.

AP points are applied to Rep advancement at the end of each match.

It isn't how many AP you accumulate that is important (but see Fame! Section.), rather it is how many AP you accumulate at your *current* Rep level. Advancement starts out rapidly but slows down as the Rep. levels get higher.

### FAME! Or, "I Want To Live For Ever!"

In addition to an increase in Rep., gladiators may also earn an increase in Fame. Fame is the running total of AP a gladiator accumulates during his career. Even though APs are spent to increase the character's Rep, keep a record of all the APs he earns; every AP equals 1 point of Fame.

A character may also add to his fame by earning laurel wreaths (see above). Each laurel wreath earned will add 50 points to a character's fame. (Note: points awarded for laurel wreaths only add to a character's fame, they do not add to his Advancement Points.)

Every 100 points of Fame a character earns will make him more popular with the crowd and could help save his life; "everybody loves a

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winner"! (See the "Appealing for Mercy" section of the rules.)

### LOCALES

#### Fringe of the Empire

Characters may start their careers in a locale that is one of the provinces on the "fringe of the empire". Examples of these are the provinces of Syria, Judea, Germania, Hispania, Cyrenaica, and Numdia. Gladiators available for purchase in these locales are either Rep 3 (1 – 5) or Rep 4 (6 – 10). Characters in these locales who become unconscious or "spent" will survive and continue to learn their trade; they do not have to appeal to the crowd for mercy, but it is still possible that they may be killed during the course of the match by an unfortunate wound. When the player reaches Rep 5, he is purchased by a school in the next locale and is then moved to the next level of arenas.

#### Heart of the Empire

As the gladiators increase to Rep 5 they will move to one of the provinces in the "heart of the empire". Examples of these are the provinces of Gallia, Aegyptus, and Africa. Gladiators available for purchase in these locales are either Rep 5 (1 – 5) or Rep 6 (6 – 10). Characters in these locales who are knocked unconscious, become "spent", or are forced to surrender are at the mercy of the crowd and must appeal for mercy. When the player reaches Rep 7 he is then moved to the next level of arenas.

#### Outside of Rome

As the gladiators increase to Rep 7 they will move to the arenas "outside of Rome". They have reached the home province of Italia and are closing in on the pinnacle of their profession. Gladiators available for purchase in these locales are either Rep 7 (1 – 7) or Rep 8 (8 – 10).

Matches fought outside of Rome may be fought to the death. Before each match, roll 1d10:

- Appeals to mercy may be made (1-9)
- Sine missione! (10)

When the player reaches Rep 8 he is then moved to Rome and the Colosseum.

#### Rome and the Colosseum

This is *it!* The "Big Time"! The Colosseum! This is the place every lanista dreams about: the place with the big purses! This is the place every gladiator hopes for as it is only here that he can hope to earn the wooden sword (the *rudis*), the symbol of his freedom. Gladiators in Rome are either Rep 7 (1 – 4), Rep 8 (5 – 9), or Rep 9 (10).

Matches in the Colosseum are under the watchful eyes of the crowd and more importantly, the Emperor. The Emperor and the crowd may consider appeals of mercy, or the matches may be declared "sine missione" which means that the match will be fought without reprieve: no appeals for mercy will be considered; there must be a dead body on the sand! Before each match, determine the condition under which it will be fought. Roll 1d10:

- Appeals for mercy may be made: (1-7)
- Sine missione! : (8-10)

#### Fighting in the Colosseum

When fighting in the Colosseum, roll 1d10 before the match. On a roll of 1 there is a possibility that "traps" are in the floor of the arena. A trap is a rectangular area 2" x 1" that contains a "large cat" (either a lion or tiger). If a trap is activated, the human character will not only have to worry about his human opponent, he'll have to keep a wary eye on the cat that wants to devour him!

At the start of each turn, each character rolls 1d10. On a score of 1 he has activated a trap 1d10 inches away from him with the distance measured from the flank edge of the character's base to the center of the trap. The long edge of the trap must be placed parallel with the perimeter wall's edge as closely as possible. Roll 1d10: the trap is to his left flank (1 – 5), or right flank (6 – 10). If the location for placing the trap is blocked by the perimeter wall, terrain, or other obstacle, place the trap as far away from the triggering character, but as close to the obstacle as possible. The maximum number of traps that may be activated during a match is 4. (Players are free to add or subtract from this number.)

If a character is standing on the trap when it opens, he must make a roll on the Maneuver Table immediately. Any "give ground" result is measured from his rear facing where he was standing and he will take the shortest route to get off of the trap. If he should fall, he will fall just off the edge of the trap that is nearest to him. He will most likely be the target of the big cat's attack!

#### Fighting Characteristics of Big Cats

The big cat is on a tether 5" long that is fixed to the center of the trap area. It will leap immediately from the trap and will charge toward and try to attack the closest target that's within its reach (contact with the front edge of its base). If targets are equidistant from the cat, determine the target randomly. If the cat doesn't have a target within reach, it will charge in the direction of the closest target to the full length of its tether. The cat will continue to try to attack any human target that

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comes into its 5" radius until it is killed, disabled, or the match ends.

**Note:** Players may want to mount their cat figures on bases. If so, mount them on rectangular bases that are just big enough to accommodate them in length and width; that is, the base should represent the "footprint" of the space it occupies. (How *big* is that big cat, anyway?)

A big cat has the following characteristics for combat:

- Once activated, it will move and/or fight at the beginning of each turn before any humans are activated. At the beginning of each turn, after cards have been drawn for activation, check to see if there are any human characters within range or currently engaged in combat with a cat. If so, move and conduct combat for all cats *first* before activating the first human character or group. If there are no human characters within range to attack, simply move the cat toward the nearest human to the extent of the cat's tether.
- It has a Rep of 6
- It has a Dice Pool of 30
- All of the cat's Hit Locations have an AC of 3. (See below for details regarding hit locations and wounds.)
- It adds +2 for its NPC Dice Allocation die roll for melee combat.
- It fights as if it has a HH class weapon.
- It does not "catch its breath".
- It will "give ground" the same as a human character.
- It will always turn to face its attacker if attacked by a single character. (It does not make "reaction moves".) If it is attacked by more than one character, it will turn to face the one nearest its front facing. (If characters are the same distance, determine which one it will face randomly.)
- If attacked by more than one character, it will allocate dice against them the same way a human NPC does.
- It never checks to see if it will "flank and attack".
- It may conduct a Bash Attack if it is in range to do so. When the cat becomes active, roll 1d10: Bash Attack (1-3). If it does bash attack it adds +1 to its Rep and the human will not have a height advantage. If it doesn't make the bash attack, it will close with its target and make a hand-to-hand attack.

- A human that wasn't bash attacked by a cat will have a height advantage over the cat in melee if the human is of (M) size or larger.
- If a cat kills a human, it will spend the remainder of the match devouring its victim and will no longer attack any human characters.

### Hit Locations and Wounds for Big Cats

Hit locations and wounds are handled slightly differently for big cats. Hits are still rolled for on the Hit Location table, but a big cat's body is divided into the following hit locations:

- **Head:** A second wound to the cat's head kills it
- **Body:** Any hits on the Hit Location table to the chest/upper back, belly/lower back are considered "body" wounds on a big cat. The second body wound reduces the cat's Rep by 1; the third wound kills it.
- **Legs:** Any hits on the Hit Location table to the arm and upper/lower legs are considered "leg" wounds. The second leg wound reduces the cat's Rep by 1 and it will no longer be able to "bash attack". The third leg wound disables it and it falls unconscious; it will eventually die of its wounds. (An unconscious cat is considered a "kill" for the gladiator for the purposes of earning Advancement Points in the Campaign Game.)

*The Flavian Amphitheater, or the Colosseum as it is commonly called, was begun by the Emperor Vespasian in 75 AD and was completed by his son Titus 5 years later. It measured 617 feet (188 m) by 512 feet (156 m). The arena itself was 250 feet (76 m) by 151 feet (46 m) while the four tier oval structure and some estimate that it could hold almost 50,000 If gaming in 25mm and assuming 1"=2 yards, the arena would be roughly 42 inches by 25 inches.*

### FREEDOM

Eventually, if the player is extremely fortunate, the player may find himself at Rep 9 with 150 AP. He has become the best of the best and is eligible for his freedom. At the end of each match the player may roll 1d10. On a roll of 5-10 he has garnered the Emperor's favor and has won his freedom. He may retire to a life of luxury...or not.

Players may choose instead to continue fighting, and covering themselves with glory by adding to their AP. This is totally up to the player's discretion.

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On the other hand, he may decide to buy a gladiator school, become a *lanista* and form a *familia gladiatoria*...

### GLADIATOR SCHOOLS

A player may decide to run a gladiator school at any time during the campaign. Every gladiator in the game belongs to a school. The object of the school is to accumulate as much wealth as possible for the owner. The way to accumulate wealth is by winning in the arena and/or selling gladiators off.

### STARTING BANK

Each school starts with a certain amount of *aurei* or gold coins in their bank. The amount available is as follows:

- Schools on the “fringe” start with 5,000 *aurei*.
- Schools in the “heart of the empire” start with 16,500 *aurei*.
- Schools “outside of Rome” start with 41,500 *aurei*.
- Schools in Rome herself start with 83,000 *aurei*.

**Note:** Players are free to adjust these levels as they see fit.

### COST OF GLADIATORS

Gladiator costs are calculated in *aurei* as follows:

- For Rep 3 and 4 : Rep x 20
- For Rep 5 and 6: Rep x 50
- For Rep 7 and 8: Rep x 75
- For Rep 9: Rep x 100
- Add the Armor Value x 10 to the Rep value cost. (If armor has been purchased previously for a gladiator that died or was sold off, the armor may be used to equip a replacement as long as he uses the fighting style of his predecessor and is the same “size”.)

*Example: A Rep 4 Murmillo with an armor value of 44 would cost 520 aurei. Rep cost (4 x 20= 80) plus the cost of armor (44 x 10=440)= 520*

Note: If a gladiator is being sold off to raise money, his Fame must be taken into account as a famous gladiator will bring prestige to his owner, but that also has a price. The increase in value is as follows.

- Each full 100 points of fame the gladiator has will increase his value as calculated above by 20%

Schools may purchase as many gladiators as they want limited only by the amount of *aurei* they have in the bank, but players should keep in mind that they will need a certain amount of

“operating capital” for paying the money needed to compete in matches.

### ACCUMULATING WEALTH: Winning Matches and Selling Gladiators

#### Winning Matches

The primary way to accumulate wealth is by winning in the arena. Matches are fought between two or more schools at a time. Each school puts a specific amount of *aurei* into a “purse” for each gladiator they enter in a match. When playing solo, the money of his opponents is anted by what is essentially a “non-player” school. When playing with other players, each school antes up from their own bank account. The amount depends upon the locale of the school. The winner of the match collects all of the money in the purse.

- Schools on the “fringe” ante 100 *aurei*.
- Schools in the “heart of the empire” ante 300 *aurei*.
- Schools “outside of Rome” ante 500 *aurei*.
- Schools in Rome ante 1000 *aurei*.

**Winning school takes all.**

#### Selling Gladiators

The other way to create wealth is to sell gladiators to other schools. A player may sell a gladiator at any time, but if through Rep advancement the Rep level of a gladiator exceeds the top Rep level available for the school’s current locale, the gladiator must be sold off to the next higher tier of schools and arenas. If playing the campaign solo, he sells it to a “non-player school”, essentially “cashing in” a gladiator for some operating capital. If playing with other players, he can offer the gladiator to them for outright purchase or he may hold an auction. If sold outright, he’ll receive the amount of money equivalent to the cost of the gladiator calculated using the formula in the “Cost of Gladiators” section.

If the gladiator is auctioned, the player will, of course, receive whatever the highest bidder was willing to pay. Players may auction off gladiators by using any method agreed upon by the players.

### CHANGING GLADIATOR SCHOOL LOCALES

Just as gladiators rise in Rep and change locales so too can Gladiator Schools. Whenever a school has enough money in the bank that is at least equal to the “starting bank” level of the next highest locale, they may move the school to that locale.

**Note:** Players will want to examine their situation carefully. If they are close to the amount of money needed to change locale, they may want to consider selling off some or all their current roster of

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gladiators if it will put them at or over the money level required. They may want to start afresh by purchasing gladiators at the higher Rep levels available there. Taking along a bunch of fighters with a lower Rep level might end up costing you more in the long run. The decision is yours.

### REPLACING GLADIATORS

As gladiators are lost due to death, sold back into slavery because they've gone lame, or sold because their Rep has "outgrown" the current locale, they can be replaced with new ones. Schools may buy new ones using the "Cost of Gladiators" section to determine their price using the Rep levels available for that locale. (See each locale for details.)

If more than one player is participating in the campaign, it may be possible to purchase additional gladiators by auction. (See "Accumulating Wealth" section.)

### BANKRUPTCY

If the player gets to the point where he doesn't have enough money to ante up for even a single match in his current locale, he must raise the money by selling off some of his gladiators. If he no longer has any gladiators to sell and not enough money to buy more, he has gone bankrupt.

A player that goes bankrupt can start over at the next locale below where he was when it occurred. If a player goes bankrupt on the "fringe of the Empire", he might want to consider another line of work like becoming a gladiator for another school!

### DESIGNER'S NOTES

First of all, thank you for purchasing RSBS! I hope you have as much fun playing it as I did in helping to design it.

My involvement with this game was the result of having purchased some of Ed's other titles. I had been looking for some skirmish rules that I could use for some WW 1 figures that I was in the process of painting, and I wanted something that was easy to learn, fast to play, and most of all, fun. I posted a message at **The Miniatures Page** asking if such a rules set existed. Someone suggested Ed's **Chain Reaction** rules for modern and near-future skirmishes at the **Two Hour Wargames** website.

I went to the THW website and took a look at what was available. I decided that **CR** might just fill the bill, but while I was at it, I also ordered **Warrior Kings** (large-scale ancient and medieval battles), **Mayhem: Warrior Kings** (skirmish-level ancients and medieval battles), and, eventually **Bugs!** (Man -to-"bug" combat in the distant future), since *you can never own too many sets of rules.*

It wasn't long after placing my order online that I had the rules in my hands. I read through them and realized these rules were "different". There weren't any orders to be written, "bookkeeping" was minimal, and they all featured an interesting system of reaction checks that made it possible to play them solo. On top of all that, they looked like fun! (As Ed has said elsewhere, "Remember fun?")

After playing a couple games of **CR** solo using a few WW2 figures (I paint pretty slowly, so the WW 1 figures were still on the workbench), my initial impressions proved to be true. They were fun, fast, and not only that, they "worked". I soon joined the **THW Support Group on Yahoo** and found that it was easy to get any questions I had answered by Ed himself, or by others in the group that had more experience with the rules. (The Internet has been a real boon for those of us with online access, especially if you have an interest in a *niche* hobby like wargaming.)

Eventually, Ed posted a message saying he was looking for playtesters for his gladiatorial rules called **Red Sand, Blue Sky**. I've been interested in the subject for years, and I had played several gladiatorial games, but, in my opinion, all of them suffered from various problems and none of them were playable solo. I had even tried my hand at designing my own rules a few years ago, but I wasn't really satisfied with my attempt; it was a "Frankenstein's monster" of various concepts raggedly stitched together, but the lightning never struck to bring it to life. I volunteered to playtest Ed's game in the hope that he would use some of the same game mechanics that would make it as fast and fun as the other titles and that it would be playable solo. It wasn't long before I received Ed's draft of the game.

The initial draft was just a few pages long and had a few charts and tables with it, but there was enough there to play with. I began pushing it around and I realized there was a pretty good game in there, but it needed some "fleshing out", as it were. Soon, I was sending Ed playtest reports and asking a lot of questions and offering suggestions for new rules. As time went on, I also volunteered my services as an editor of sorts. Then one day, Ed sent me an email asking me if I'd like to become a co-designer of the game and take over the bulk of work on it, since he had several other projects in the works, not to mention a major "relocation" in his immediate future. Having tinkered with wargames rules for years and having designed other games for my own use, I jumped at the chance! That set me on the path to help create the rules you now hold in your hands.

I felt I had a pretty good grasp of Ed's design philosophy: I knew I had to keep the game fast, simple, fun and playable solo. Trust me, it's a lot easier for me to state that philosophy than it is to



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follow it. I always had a tendency to want to add this or that bit of “chrome” to the game. (This is probably a carryover effect from having come of age during the “golden age” of SPI and all of their “simulation” games.) These chrome bits seemed nice and harmless enough on their own, but when several of these were welded on to the basic system, they turned into “lead” that weighed heavily on the design and had to be discarded. (Some of these may end up being posted at the 2HW Support Group as optional rules or variants, however...use them at your own risk!) But having said that, there was an honest attempt made to add some period “flavor” to the game, it’s just that we didn’t concern ourselves with such things as breaking weapons, wrestling in the sand, parrying blows, etc. The trick was finding the right balance to provide a fun *game*. I hope we succeeded in that.

Perhaps the most difficult part of the design was working out the rules for NPCs that would essentially allow the game to play those characters for you. While every attempt has been made to make those rules as simple, clear and complete as possible, they are probably the ones that will generate the most questions, as it is impossible to cover every contingency. Players should find that these rules will become a lot easier with a bit of experience, and it shouldn’t take that long.

When playing against a “live” opponent, the rules will be learned even more quickly and players should find it possible to play a match in 10-15 minutes which is about how long the “real thing” took. One of my personal pet peeves with many of the other gladiatorial games I’ve played is that it took a half hour or more to determine the outcome of a match. After a few hours of this, I usually found my interest waning. **RSBS** is presented as a game that can be played whenever you have a few minutes and want something to fill the time, and it should be possible to play many matches in two hours.

Since the game was designed to portray combat that required split-second reactions/decisions in real life, the number of decisions that players are required to make are relatively few. Mostly, players will be concerned with management of their “dice pool”. After a few matches, players will find that burning four dice on each melee is a mistake (especially with characters that have low Reps), and is a sure-fire way to find themselves asking for mercy in short order. There are a few tactical decisions to make as well: Should I try to bash my opponent...When should I throw the net...should I try to “flank and attack” now...Should I surrender now and take my chances with the crowd...etc.

The card activation system keeps everybody from knowing what is going to happen next and generates lots excitement, and I find it preferable to having to write orders for my

characters. Some may like that sort of “guessing game” but I think the “action/reaction” mechanics used here (and in Ed’s other games) reflect the nature of combat better: few things in combat are simultaneous. The Maneuver table will also provide some interesting results, but that depends on if it just worked for you or against you!

In conclusion, I’d like to thank all of the playtesters and others for their valuable input and encouragement along the way. I’d especially like to thank Ed for giving me a good set of game mechanics as a foundation, and above all, for giving me the opportunity to try my hand at something I’ve wanted to do for a *very* long time. Thanks! Cheers!

Patrick H. Lewis  
Winona, Minnesota  
May, 2003

### Suggested Reading

For additional information about the history and social aspects of the gladiatorial games, I’d like to suggest the following books:

Michael Grant, *Gladiators*, 1967

Roland Auget, *Cruelty and Civilization: The Roman Games*, 1972

Eckart Köhne and Cornelia Ewigleben (editors), *Gladiators and Caesars: Power and Spectacle in Ancient Rome*, 2000

Stephen Wisdom, illustrated by Angus McBride, *Gladiators: 100 BC-AD 200*, 2001

### RSBS: Sample Game

#### Retiarius (R) vs. Secutor (B) (both are Rep 5)

This match was fought in the “heart of the Empire” so “Appeals to Mercy” could be made. The retiarius was activated on the red cards and the secutor was activated on the black cards. Both Characters were Player Characters (PCs). The fighters started 13” away from each other on opposite ends of the arena.

**Turn 1 Card Draw:** R3, B9. B is active first.

**B active:** Moves full movement rate toward R.

**R active:** Moves 3” toward B. (End of turn)

**Turn 2 Card Draw:** R8, B5. R is active first.

**R active:** Moves 2” and makes a Net Attack (+1”) = 3” moved. **Net Attack:** B in range at 5”. **Dice**

**Allocation:** R burns 2 dice, B burns 2 dice. R rolls 6,7 (no dice passed), B rolls 3,6 (1 die passed). The **Net Attack** table is consulted. Since B passed 1 die more than R, the result is a “**Tug of War!**” Both burn 1 die and roll 1d10 and add Rep. R: Rep 5 +

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8= 13; B: Rep 5 + 5=10. R wins tug of war and retrieves net.

**B active:** Moves 3" toward R. Not adjacent to R, so not able to attack. (End of turn.)

**Turn 3 Card Draw:** B4, B4. B is active first.

**B active:** Moves 2" and makes a **Bash Attack** (+1")= 3" moved **Bash Attack:** B burns 2 dice; R burns 2 dice. R rolls 4, 6 (passed 1 die); B rolls 0,7 (passes 0 dice). Since R passed 1 more die than B, B must roll on **Maneuver** table. B rolls 1,8 (passed 1 die). Results = Give Ground 1" and burn 1 die. B moves back 1".

**R active:** Moves backward 1" (counts as 2" moved) and makes **Net Attack** (+1" moved)= 3" moved. **Net Attack:** B is in range at 2". R burns 2 dice and B burns 1 die. R rolls on Net Attack table: R rolls 3, 6 (passed 1 die), B rolls a 1 (passed 1 die). Since both passed the same number of dice, R retrieves the net and B dodges 1" to his left and faces toward R. Both burn 1 die. (End of turn.)

**Turn 4 Card Draw:** R6, B3. R is active first.

**R active:** Moves backward 1" and makes a Net attack (3" total movement used.) **Net Attack:** R burns 4 dice and B burns 4 dice. R rolls 3,6,6,7 (passes 1 die). B rolls 6, 6, 8, 0 (passes zero dice). B rolls on the **Maneuver** table and passes zero dice! B is ensnared and pulled to the ground; he is face down with his head pointing toward R. (Players may simply tilt the figure over on its base, face down.) R moves adjacent immediately to B and attacks him. **Now that B is ensnared, R drops the net and will lose the use of it for the remainder of the match and will use his trident with both hands so it will be considered a 2H weapon.**

A round of melee is fought. R allocates and burns 2 dice and B allocates and burns 2 dice, but since B is on the ground, he will burn twice the number allocated, so B burns 4 dice. R rolls 2,4 (passes both dice); B rolls 1,6 (passes 1 die). The result of "Pass 1d10 more than the other" on the **Melee** table indicates that R will roll on the **Hit Location** table, then a roll will be made on the **Armor Protection** table. Since R is using a weapon that is something other than a HH weapon, he will use the "**Other Weapons**" Hit Location table. Because B is face down, the attack is considered to come from B's rear facing. The **Hit Location** die roll is a 2, which is the Upper Back (UBAK). B rolls on the **Armor Protection** table and rolls a 6 and adds 1 for the weapon modifier. Since the total is greater than the **Armor Class** of his upper back (3), B marks the wound on his **Character Sheet** and then rolls 2d10 vs. his Rep on the **Damage** table. He passes 1 die and that makes him refer to the **Wound** table. The **Wound** table result for the **Upper Back** location causes him to burn 3 dice, then roll on the **Maneuver** table. He passes 1 die on his Maneuver roll and is forced to "give ground

1", but since he is on the ground, he must **roll 1"**, so he decides to roll to his left and ends the move face up and burns 1 die. This ends R's activation.

**B active:** B now has two options: he may either attempt to **remove the net**, or he may **stand up**. He decides to stand up. (The figure is placed upright by simply standing it anywhere in the space the prone figure occupied.) This ends B's activation. (End of turn.)

**Turn 5 Card Draw:** R6, B10. B is active first.

**B active:** B decides to attempt to remove the net. He burns 1 die and rolls 1d10; the die roll = 4 which is less than or equal to his Rep, so he may remove the net. **R active:** R moves to within 1" of B and attacks B's front facing with his trident.

A round of melee is fought: R burns 4 dice; B burns 2 dice. R passes 1 die more than B on the Melee table. (Note: since B is not adjacent to R, B could not have done any better than "pass same number of dice".) R now rolls for **Hit Location** on the "**Front**" column; the die roll was an 8 indicating that either the right or left Upper Leg may be damaged. He rolls a 5 on 1d10 and that indicates that the upper right leg (URL) was hit. The modified die roll on the Armor Protection table exceeded the Armor Class of the URL, so a wound is marked on the hit location on Character Sheet. The Wound table is now referred to and indicates that B must burn 2 more dice and roll on the Maneuver table.

Since B has a leg wound, he will subtract 1 from his Rep when rolling on the Maneuver table. He rolls a 5 and a 9, both are higher than his modified Rep (4), so he falls to the ground and burns a die. B decides to surrender before R attacks him even though he has 1 die left in his Dice Pool; he'll take his chances with the crowd.

### Appealing for Mercy

B now goes to the "**Appealing for Mercy**" table and looks at the list of modifiers. There are no modifiers that apply to him, so he rolls 2d10 and gets a 6 and a 3 (passes 1 die). This results in the crowd's opinion being split, so the Editor will decide his fate. The Editor's Rep is 8 and there are no modifiers that apply so both the Editor and B roll 2d10 against their Rep and then compare results. B rolls 4,5 (passes 2 dice); the Editor rolls 1,0 (passes 1 die). The **Imperial Intervention** table is consulted. Since B passed 1 die more, he is spared.

R is victorious and earns 5 **Advancement Points** (opponent was equal to his Rep). He also earns a **Laurel** that gives him 50 Fame points because he inflicted twice the wounds he received and he had at least 5 dice left in his Dice Pool (he ended the match with 7 left!). B will have to wait until all matches have been fought for the month to see if will recover from his wounds...at least he's still alive!

WEAPONS TABLE		
WEAPON	RANGE	Armor Prot. Mod.
HH	X*	None
2H	X*	+1
TS	6"	None
BW	16"	-1
PL	6"	None
N or R	1"-6"	Special

\*Note: Spears and Tridents may attack non-adjacent targets at a range of 1". See rules for details.

MELEE MODIFIERS
<ul style="list-style-type: none"> <li>If in melee with more than 1 character: -1 to Rep for each additional character over the first: (-3 max.)</li> <li>Primarily missile armed character in melee: -1 to Rep</li> <li>+1 to Rep for height advantage.</li> <li>-1 to Rep if character stood up before melee</li> </ul>
MELEE RESULTS TABLE (2d10 vs. Rep)
<p><b>Pass the same number of dice:</b></p> <ul style="list-style-type: none"> <li>Attack ineffectual. Combatants remain locked in combat if adjacent.</li> </ul> <p><b>Pass 1d10 more than the other:</b></p> <ul style="list-style-type: none"> <li><b>Bash</b> attack causes other character to roll on <b>Maneuver</b> table.</li> <li><b>Defender on ground</b> avoids attack but must remain on ground.</li> <li>Otherwise higher rolls on <b>Hit Location</b> table and then <b>Armor Protection</b> Table</li> </ul> <p><b>Pass 2d10 more than the other:</b></p> <ul style="list-style-type: none"> <li><b>Bash</b> causes other character to roll on <b>Maneuver</b> table at -2 to Rep.</li> <li><b>Defender on ground</b> avoids attack but remains on ground.</li> <li>Otherwise "higher" rolls <b>Hit Location</b>, then if hit location's AV=3 then "lower" goes to <b>Damage Table</b>, but if AV is greater than 3, go to <b>Armor Protection Table</b>.</li> </ul>

MISSILE TO HIT TABLE (1d10+ Rep)	
3-10	Miss (S) (M) (L) Hit (XL)
11,12	Miss (S) (M) Hit (L) (XL)
13+	Hit All Sizes (Sand Attack Hit)

Deadly missile hit goes to HIT LOCATION then ARMOR PROTECTION TABLE  
Sand Attack hit goes to SAND ATTACK TABLE

ARMOR PROTECTION TABLE (1d10 vs. AC)
<ul style="list-style-type: none"> <li>If score exceeds armor class, then defender goes to <b>Damage</b> table.</li> <li>If in melee and score does not exceed the armor class, then the target rolls on <b>Maneuver</b> table.</li> <li>If the target of a Missile Attack, and the score does not exceed the armor value, the target will <b>Hesitate</b> and burn 1d10</li> </ul>

DAMAGE TABLE (2d10 vs. Rep of target)
<p><b>Pass 2d10:</b> Scratch. Burn 1d10  <b>Pass 1d10:</b> Go to <b>Wound Table</b>  <b>Pass 0d10:</b></p> <ul style="list-style-type: none"> <li><b>Head, Belly, Chest and Lower Back</b> : roll 1d10 <b>Death (1-3)</b>; otherwise go to <b>Wound Table</b></li> <li><b>Leg or Arm</b> locations burn 3 additional dice and to the appropriate location on <b>Wound Table</b>.</li> </ul>

SAND ATTACK TABLE (2d10 vs. Rep)
<p><b>Pass 2d10:</b></p> <ul style="list-style-type: none"> <li>Target gives ground 1" and avoids the sand</li> </ul> <p><b>Pass 1d10:</b></p> <ul style="list-style-type: none"> <li>Target is slightly hit by sand and must roll on <b>Maneuver</b> table.</li> </ul> <p><b>Pass 0d10:</b>  Sand in eyes. Burn 1d10. Give ground 1". -1 to Rep and burns 1d10 more than allocated in melee until his eyes clear.  On his next activation, roll 1d10: Clear (1-5). On each activation thereafter, subtract 1 from die roll. -1 to Rep when attempting Reaction Move while blinded.</p>

NET ATTACK TABLE (2d10 vs. Rep)
<p>Only made when active at range of 1"-6"</p> <p><b>Pass same number of dice:</b></p> <ul style="list-style-type: none"> <li><b>Attacker:</b> misses and net is retrieved. Burn 1d10.</li> <li><b>Target:</b> Dodges 1" left, right, or back, PC choice. If NPC, left (1-3), right (4-6), back (7-10). Burn 1d10.</li> </ul> <p><b>Passed 1d10 more than the other:</b></p> <ul style="list-style-type: none"> <li><b>Attacker:</b> Target must roll on <b>Maneuver</b> table. If target is not ensnared, net is retrieved. Attacker burns 1d10.</li> <li><b>Target: Tug of War!</b> Both burn 1d10. Each rolls 1d10 and adds Rep; then compare scores. High score wins tug of war. If attacker wins, net is retrieved. If target wins, Net is lost for duration of the match. If the scores are tied, PC may let go, otherwise repeat the above procedure until winner is determined.</li> </ul> <p><b>Passed 2d10 more than the other:</b></p> <ul style="list-style-type: none"> <li><b>Attacker:</b> Target has been ensnared and pulled to the ground. Attacker may move to the target and attack immediately. Burn 1d10.</li> <li><b>Target:</b> cuts tether on the net and attacker may not use if for the duration of the match. Burn 1d10.</li> </ul>

NPC DICE ALLOCATION	
<ul style="list-style-type: none"> <li><b>Animals</b> always add +2 to their allocation roll.</li> <li><b>Those being attacked by more than one opponent</b> always add +2 to their allocation roll</li> <li><b>Those attacked to flank</b> will burn 1 more die than allocated.</li> <li><b>Those attacked to rear</b> will burn 2 more dice than allocated.</li> <li><b>Those attacked while on the ground</b> will burn twice the number of dice allocated.</li> </ul>	
NUMBER OF DICE AVAILABLE FOR ALLOCATION (1d10)	
<p><b>DP=45 to 36</b></p> <ul style="list-style-type: none"> <li>(1-4) 2dice</li> <li>(5-7) 3 dice</li> <li>(8-10) 4 dice</li> </ul>	<p><b>DP=25 to 16</b></p> <ul style="list-style-type: none"> <li>(1) 1 die</li> <li>(2-8) 2 dice</li> <li>(9-10) 3 dice</li> </ul>
<p><b>DP=35 to 26</b></p> <ul style="list-style-type: none"> <li>(1) 1 die</li> <li>(2-7) 2 dice</li> <li>(8-9) 3 dice</li> <li>(10) 4 dice</li> </ul>	<p><b>DP=15 or less</b></p> <ul style="list-style-type: none"> <li>(1-2) 1 die</li> <li>(3-7) 2 dice</li> <li>(8-10) 3 dice</li> </ul>

## MANEUVER TABLE (2d10 vs. Rep)

### Modifications to Rep

**All testers:** Subtract 1 from Rep for each leg wound. -1 to Rep if sand in eyes.

### Collision:

- Add or subtract 1 from Rep for each difference in size.
- -2 to Rep if the tester was the "obstacle" and was struck from the rear.
- -1 to Rep if obstacle was a "tripping hazard".  
**No Rep may be less than 1 or greater than 9**

### Pass 2d10:

- **Non-Net Attack:** Give ground 1/2"
- **Net Attack:** Dodge 2". NPCs move: left (1-3) right (4-6), or backward (7-10), PCs choose direction. End move facing attacker, Burn 1d10 If contact obstacle while dodging, then roll 1d10 vs. Rep. If equal or less, no effect; if greater than, then ensnared and pulled to ground, attacker moves to fallen character and attacks immediately. Defender on ground will burn twice the number of dice allocated.
- **Collision:** Burn 1d10
- **Reaction Move:** Reactor will turn to face. May move 1" back (PC choice), or if NPC, roll 1d10: Move (1-5) Stand (6-10)

### Pass 1d10:

- **Non-Net Attack:** Give ground 1", burn 1d10.
- **Net Attack:** Target is ensnared but remains standing. Attacker moves to ensnared character and attacks immediately. Target fights at -2 to Rep until net is removed.
- **Collision:** Knocked to ground. Burn 1d10.
- **Reaction Move:** Reactor may turn to face. Burn 1d10.

### Pass 0d10:

- **All Attacks and Collision:** Knocked to ground and burn 1d10. If the result of an attack, opponent allowed to move to fallen character and attack immediately. If already on the ground and received this result again, there is no additional penalty, but may be attacked immediately if the test was caused by combat. Defender on ground will burn twice the dice allocated.
- **Reaction Move:** Cannot turn to face

## WOUND TABLE

**For all hit locations below, roll on Maneuver Table after burning the number of dice indicated.**

### Head

- Burn 2d10
- The character is stunned and must burn 1d10 in addition to dice allocated in melee and -1 to Rep until his head clears. May not initiate combat, but may defend. On next activation before movement (either player's), roll 1d10 vs. Rep. If pass, head clears. If not passed, remains stunned. Will continue to check on each activation until clear.
- Second wound to head **KILLS**.

### Chest/ Upper Back (Upper Torso)

- Burn 3d10
- **Any** combination of 2 wounds to Upper and Lower Torso **KILLS**.

### Belly/ Lower Back (Lower Torso)

- Burn 3d10
- **Any** combination of 2 wounds to Upper and Lower Torso **KILLS**.

### Leg (upper and lower)

- Burn 2d10
- Second wound to leg reduces movement by half.
- Third wound to leg causes **unconsciousness**. (Any combination of 3 wounds to upper and lower locations of the same leg.)

### Arm

- Burn 2d10
- Second wound to arm renders it useless and may not use shield or weapon depending on which arm is affected. If shield arm, shield is considered dropped and character may no longer count shield protection. If weapon arm, weapon may be shifted to "off hand" but this takes his entire next activation and he fights at -1 to Rep for duration of the match.
- Third wound to same arm causes **unconsciousness**.

## HIT LOCATION: HH WEAPONS

1d10	Front	R. Flank	L. Flank	Rear
1	Head	Head	Head	Head
2-4	Chest	Chest	U. Back	U. Back
5, 6	Belly	Belly	L. Back	L. Back
7	L. Arm	R. Arm	L. Arm	R. Arm
8, 9	U.L. Leg	U.R. Leg	U.L. Leg	U.R. Leg
10	L.L. Leg	L.R. Leg	L.L. Leg	L.R. Leg

## HIT LOCATION: OTHER WEAPONS

1d10	Front	R. Flank
1	Head	Head
2-4	Chest	CST (1-5) UBAK (6-10)
5, 6	Belly	BLY (1-5) LBAK (6-10)
7	RA (1-5) LA (6-10)	RA (1-8) LA (9, 10)
8, 9	URL (1-5) ULL (6-10)	URL (1-8) ULL (9, 10)
10	LRL (1-5) LLL (6-10)	LRL (1-8) LLL (9, 10)

1d10	L. Flank	Rear
1	Head	Head
2-4	CST (1-5) UBAK (6-10)	U. Back
5, 6	BLY (1-5) LBAK (6-10)	L. Back
7	LA (1-8) RA (9, 10)	R A (1-5) LA (6-10)
8, 9	ULL (1-8) URL (9, 10)	URL (1-5) ULL (6-10)
10	LLL (1-8) LRL (9, 10)	LRL (1-5) LLL (6-10)

### APPEALING FOR MERCY

**Modification to Appeal:** The defeated gladiator's Rep is modified when appealing to the crowd on the "Fate of the Fallen" table. The Emperor's or editor's Rep is modified when rolling on the "Imperial Intervention" table. In either situation, **no Rep may be greater than 9 or less than 1**. The gladiator uses the numbers to the left of the slash when appealing to the crowd; the Emperor or editor uses the numbers to the right of the slash on the Imperial Intervention table.

- +1/-1 for each opponent the gladiator defeated this match
- +1/-1 if the gladiator is "spent". (Dice Pool is at zero.)
- +1/-1 for each wound the gladiator has dealt to other characters.
- -1/+1 for each **chest, belly, lower back** wound the gladiator has sustained.
- -1/+1 if the gladiator is **unconscious**.
- +1/-1 for each full 100 points of Fame.
- -1 /+1 if the gladiator's Dice Pool is at ½ or more of its original amount.
- -3 if the Emperor or editor intervened on the gladiator' behalf before. (Imperial Intervention table only.)

### FATE OF THE FALLEN (2d10 vs. Rep defeated gladiator)

**Pass 2d10:** The crowd wants mercy and the Emperor/editor spares gladiator.

**Pass 1d10:** The crowd's opinion is split evenly and looks to the Emperor/editor to decide. (Roll on "Imperial Intervention table.")

**Pass 0d10: DEATH** The sentiment of the crowd was clearly against the fallen and the Emperor/editor makes a gesture that signifies death.

### IMPERIAL INTERVENTION

**Procedure:** The defeated gladiator and the Emperor (or the editor) both roll 2d10 and compare them to their Rep. The Emperor or editor will modify his die rolls using the modifiers listed on the "Appealing for Mercy" table, the gladiator's Rep is unmodified.

- The Emperor has a Rep of 9.
- An editor has a Rep of 8.

**If both sides pass the same number of dice:**

- The Emperor hesitates as he judges the mood of the crowd. Both sides reduce their Rep by 1 and immediately re-roll.

**If one side passes 1d10 more than the other:**

- **Gladiator:** The Emperor declares "Spare him!" but the gladiator is sent to the "heart of the Empire" to fight his way back. (Note: the editor does not have the power to send the gladiator to another locale.)
- **Emperor:** The Emperor makes a gesture that signifies **death** and the gladiator is killed immediately.

**One side passes 2d10 more than the other:**

- **Gladiator:** The Emperor declares "Spare him!" and the gladiator is taken to safety and will be allowed to fight in the Colosseum again.
- **Emperor:** The Emperor makes a gesture that signifies **death** and the gladiator is killed immediately.

### FLANK AND ATTACK TABLE (2d10 vs. Rep)

**Pass Same Number of Dice:**

Attacker is unable to flank and the defender blocks the move. Conduct melee combat round normally face to face. (Shift defending character over to align his front facing with attacking character's front facing.)

**Pass 1d10 More Than Opponent:**

- **If Attacker:** Attacker moves adjacent to the selected flank of the defender and turns to face it. The defender burns 1d10, then turns to face the attacker. Fight melee round normally.
- **If Defender:** The attacker moves to the selected flank of the defender and turns to face it, but the attacker burns 1d10. The defender turns to face the attacker. Fight melee round normally.

**Pass 2d10 More Than Opponent:**

- **If Attacker:** The attacker moves adjacent to the selected flank of the defender, turns to face it, and fights a round of melee. The defender is flanked, does not turn to face, and will fight at -1 to Rep for this melee round and burns 1 more die than allocated.
- **If Defender:** The attacker moves adjacent to the selected flank of the defender, *but does not turn to face it*. (His flank is now adjacent to the defenders flank and is exposed to the defender.) The defender then turns to face the flank of the attacker. The attacker will fight at -1 to Rep for this melee round and burns 1 more die than allocated.

**If characters are still adjacent after the melee round, any character that was flanked may turn to face his opponent automatically at the end of the round.**

### RSBS CHARACTER STATISTICS SHEET

Character	Rep	Head	Chest	Belly	Right Arm	Left Arm	Upper Right Leg	Lower Right Leg	Upper Back	Lower Back	Upper Left Leg	Lower Left Leg	Armor Value	Weapon	Move
Retiarius	3-9	3	3	4	3	4 or 5	3	3 or 4	3	4	3	3 or 4	36-39	Trident, Dagger, Net	5
Secutor	“	7	3	4	4 or 5	3	3	3	3	4	3	5	40-41	Sword, Large Shield	3
Hoplomachus	“	7	3	4	4	3	4	5	3	4	4	5	46	Long Dagger, Spear, Small Shield	3
Provocator	“	7	5	4	4	3	3	4	3	4	3	5	45	Sword, Large Shield	3
Murmillo	“	7	3	4	4 or 5	3	3	4	3	4	3	5	43-44	Sword, Large Shield	3
Thraex	“	7	3	4	4 or 5	3	4	5	3	4	4	5	46-47	Sword, Small Shield	4
Dimachaerus	“	3 or 7	3	4	3	3	3	3	3	4	3	3	35-39	Two Swords	5
Laquerarius	“	3	3	3 or 4	3	3	3	3	3	3 or 4	3	3	33-35	Sword or Spear, and Rope	5
Sagittarius	“	3 or 5	3	3 or 4	3	3	3	3	3	3	3	3	33-36	Bow, Sword	5
Armored Captive	2-9	3 or 5	4	4	3	3	3	3	3 or 4	3 or 4	3	3	35-39	Sword and/ or Throwing Spear, L. Shield	4
Unarmored Captive	2-9	3	3	3	3	3	3	3	3	3	3	3	33	Sword and/ or Throwing Spear, L. Shield	5
Condemned Legionary	3-9	5	5	5	3	3	3	3	5	5	3	3	43	Sword, Pilum, and Dagger Large Shield	4

OPPONENT MATCH-UP TABLE				CHARACTER ADVANCEMENT TABLE			
FIGHTING STYLE	OPPONENTS	FIGHTING STYLE	OPPONENTS	Rep	AP	Rep	AP
RETIARIUS	Secutor (1-7) Murmillo (8-10)	THRAEX	Murmillo (1-7) Hoplomachus (9,10)	3	12	7	64
SECUTOR	Retiarius (1-9) Cap. /Leg. (10)	DIMACHAERUS	Murmillo (1-3) Hoplomachus (4-6) Thraex (7-8) Cap. /Leg. (9,10)	4	16	8	80
HOPLOMACHUS	Murmillo (1-7) Thraex (8) Provocator (9) Cap. /Leg. (10)	LAQUERARIUS	Secutor (1-3) Murmillo (4-6) Hoplomachus (7,8) Cap. /Leg. (9,10)	5	24	9	150
MURMILLO	Thraex (1-7) Retiarius (8) Hoplomachus (9) Cap. /Leg.(10)	SAGITTARIUS	Hoplomachus (1-3) Murmillo (4-6) Thraex (7-8) Cap. /Leg. (9, 10)	6	48		
PROVOCATOR	Provocator (1-8) Hoplomachus (9,10)	<b>Note:</b> Where “Cap. /Leg” is option, roll 1d10: Captive (1-5), Leg. (6-10). If Cap., roll 1d10: Armored (1-5) Unarmored (6-10)					

NAME		LOC	A C	HITS	LOC	A C	HITS
STYLE		HD		1 D	LRL		1 <sup>1</sup> / <sub>2</sub> KO
REP		CST		1 D	UBAK		1 D
MOVE		BLY		1 D	LBAK		1 D
WEAP.		RA		1 U 2	ULL		1 <sup>1</sup> / <sub>2</sub> KO
SHIELD		LA		1 U 2	LLL		1 <sup>1</sup> / <sub>2</sub> KO
SIZE		URL		1 <sup>1</sup> / <sub>2</sub> KO	D= dead U= useless <sup>1</sup> / <sub>2</sub> = half movement KO= unconscious		
DICE POOL				NOTES			

NAME		LOC	A C	HITS	LOC	A C	HITS
STYLE		HD		1 D	LRL		1 <sup>1</sup> / <sub>2</sub> KO
REP		CST		1 D	UBAK		1 D
MOVE		BLY		1 D	LBAK		1 D
WEAP.		RA		1 U 2	ULL		1 <sup>1</sup> / <sub>2</sub> KO
SHIELD		LA		1 U 2	LLL		1 <sup>1</sup> / <sub>2</sub> KO
SIZE		URL		1 <sup>1</sup> / <sub>2</sub> KO	D= dead U= useless <sup>1</sup> / <sub>2</sub> = half movement KO= unconscious		
DICE POOL				NOTES			

NAME		LOC	A C	HITS	LOC	A C	HITS
STYLE		HD		1 D	LRL		1 <sup>1</sup> / <sub>2</sub> KO
REP		CST		1 D	UBAK		1 D
MOVE		BLY		1 D	LBAK		1 D
WEAP.		RA		1 U 2	ULL		1 <sup>1</sup> / <sub>2</sub> KO
SHIELD		LA		1 U 2	LLL		1 <sup>1</sup> / <sub>2</sub> KO
SIZE		URL		1 <sup>1</sup> / <sub>2</sub> KO	D= dead U= useless <sup>1</sup> / <sub>2</sub> = half movement KO= unconscious		
DICE POOL				NOTES			

NAME		LOC	A C	HITS	LOC	A C	HITS
STYLE		HD		1 D	LRL		1 <sup>1</sup> / <sub>2</sub> KO
REP		CST		1 D	UBAK		1 D
MOVE		BLY		1 D	LBAK		1 D
WEAP.		RA		1 U 2	ULL		1 <sup>1</sup> / <sub>2</sub> KO
SHIELD		LA		1 U 2	LLL		1 <sup>1</sup> / <sub>2</sub> KO
SIZE		URL		1 <sup>1</sup> / <sub>2</sub> KO	D= dead U= useless <sup>1</sup> / <sub>2</sub> = half movement KO= unconscious		
DICE POOL				NOTES			