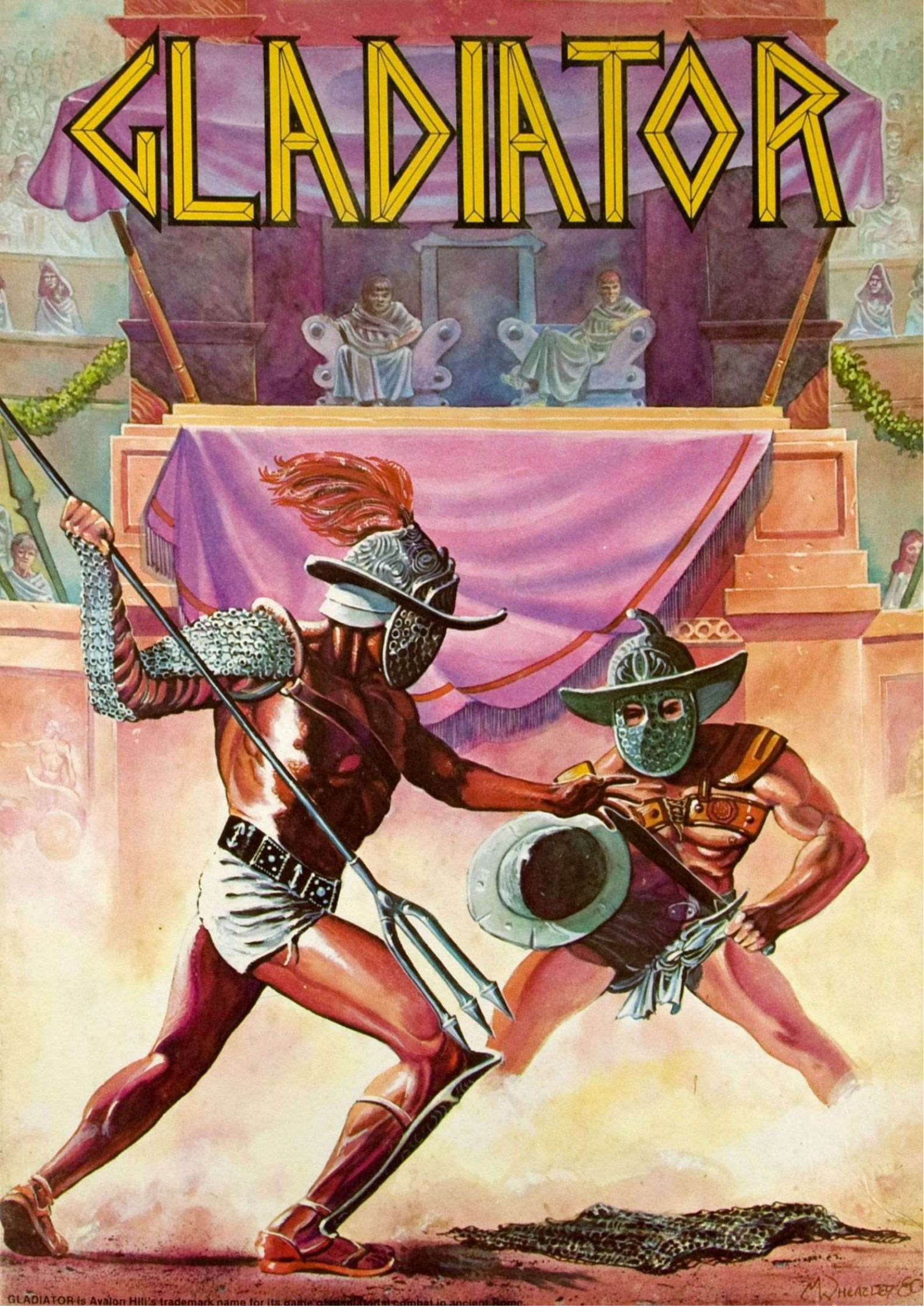
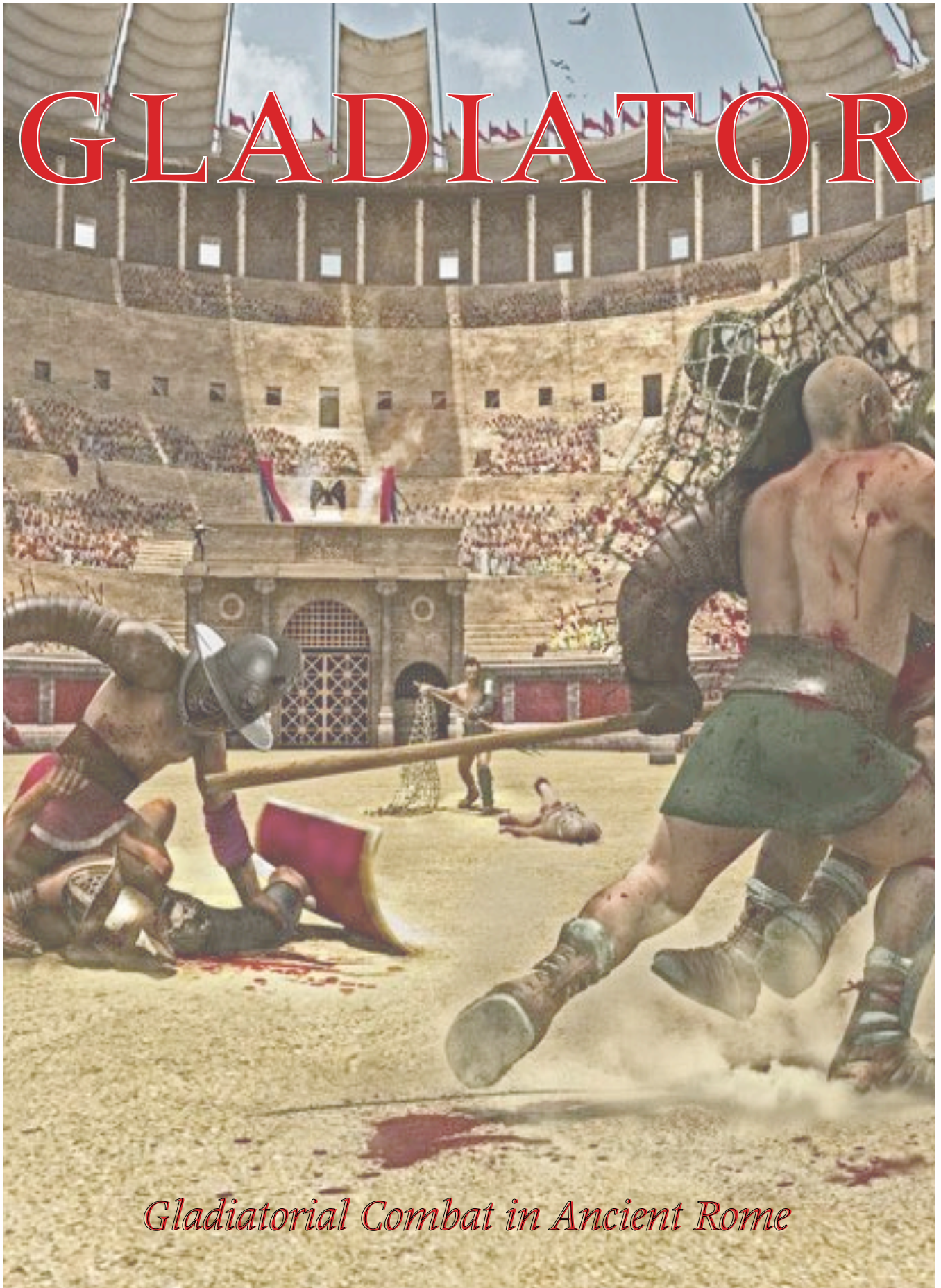


GLADIATOR



GLADIATOR



Gladiatorial Combat in Ancient Rome

For Holly, Ryan & Tristen
Mei gaudium, mei amor, mei vita!



TABLE OF CONTENTS

TABLE OF CONTENTS

1. INTRODUCTION - III

BASIC GAME

2. GAME COMPONENTS - IV
 3. GLADIATOR LOG SHEET - IV
 4. MATCH PREPARATION - V
 5. SUMMARY OF PLAY - VI
 6. FACING - VI
 7. MOVEMENT - VI
 8. COLLISIONS - VII
 9. COMBAT - VIII
 10. WOUNDS - IX
 11. STUN - X
 12. SHIELD DAMAGE - XI
 13. WEAPON & SHIELD LOSS - XI
 14. KNEELING - XII
 15. STUMBLE - XII
 16. PRONE - XII
 17. ENDURANCE - XII
 18. MOMENT OF TRUTH - XII

ADVANCED GAME

19. GLADIATOR FIGHTING STYLES - XIII
 20. USE OF THE NET & TRIDENT - XIII
 21. USE OF OPTIONAL WEAPONS - XV
 22. UNARMED COMBAT - XVI

23. SPECIAL ATTACKS & DEFENSES - XVII
 24. TWO-HANDED FIGHTING - XVII
 25. CLEAVING - XVII
 26. TEAM COMBAT - XVIII
 27. ARENA & OBSTACLES - XVIII
 28. GLADIATOR VS BEAST - XIX
 29. SOLITAIRE GLADIATOR - XX
 30. MOUNTED CENTURIONS - XXII

CAMPAIGN GAME

31. TALENTS - XXIII
 32. INJURIES - XXIII
 33. EXPERIENCE - XXIII
 34. LUCK - XXIV
 35. PRESTIGE - XXIV
 36. SOCIAL ORIGIN - XXIV
 37. CUSTOMIZED ARMOR - XXV
 38. ARRANGING MATCHES - XXV
 39. LANISTAS - XXVI

APPENDIX

GLADIATOR HISTORY - XXVIII
 COMMON ROMAN NAMES - XXX
 PRINTING NOTES - XXX
 BIBLIOGRAPHY - XXX
 GLADIATOR CREDITS - XXX
 CHARTS - XXXI
 COUNTERS - XXXIX

1. INTRODUCTION -



Welcome to the *Colosseum Edition* of *GLADIATOR*, the classic game of gladiatorial combat in ancient Rome.

The *Colosseum Edition* of *GLADIATOR* revises and expands many elements of the previous edition. Great efforts were made to streamline play and to include more historical aspects. *GLADIATOR* faithfully recreates this “sport” of the ancient world, with all of its bloody and vicarious thrills.

In *GLADIATOR*, each player assumes the role of a gladiator fighting in the Roman arena. Players secretly plot their gladiator’s movement and combat actions in an effort to outmaneuver, and outfight their opponents.

Many of the concepts in *GLADIATOR* require experience gained only through repeated play. Therefore, the first few games should be played using only the Basic Rules, a sort of gladiatorial training school. After gaining some experience with the Basic Rules, players may add the Advanced and Campaign Rules to suit their taste. These rules add more options and realism, but at a cost of additional complexity.

Many combat variations are possible, allowing for individual matched pairs or multiple gladiator combats (team events) depending on the number of players present. Historical options are also included, such as different weapons, unique fighting styles, as well as mounted gladiators, and gladiator versus beast combat!

Just as the gladiators in the arena, it is your decisions and your actions that will determine the result, with your “gaming life” hanging in the balance. Fight well, or die well, now let the games begin!

“Bene pugnare aut mori bene, et nunc incipiat ludos!”





BASIC GAME

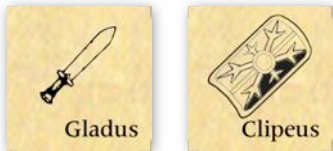
In the Basic Game, gladiator combats are limited to matched pairs of similarly armed gladiators. More rules and combat options are presented in the Advanced Game.

2. GAME COMPONENTS -

2.1 RULEBOOK: This booklet, containing the rules of play.

2.2 MAP BOARD: A map representing a typical Roman arena. Printed with a hex-grid to regulate movement, each hex is approximately one yard wide.

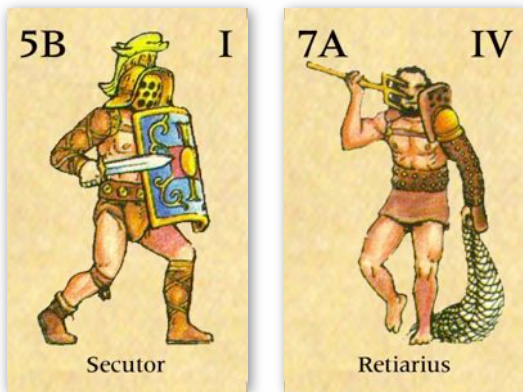
2.3 COUNTERS: Multiple sheets of self-cut, two-sided counters representing gladiators and discarded equipment.



Gladius

Clipeus

2.3.1 Counters numbered 1 through 4 are lightly armored gladiators, 5 through 9 are medium armored gladiators, and 10 through 13 are heavily armored gladiators.



Secutor

Retiarius

2.3.2 Each counter is also marked with the gladiator's combat "class". Class is used to "pair" or assign gladiators with opponents in the arena [see Campaign Game 38].

2.4 PLASTIC STANDS: Twelve plastic stands used to hold the gladiator counters so they stand erect on the map board.

2.5 DICE: Six six-sided dice (1 black, 2 white & 3 red) are required for play. Die rolls are referenced using D6 notation (2D6 = roll two dice). 1D3 means roll a single die and divide the result by 2 (round up).

2.6 LOG SHEETS: Two pads of Log Sheets (gladiator and beast) are used to record a gladiator's (or beast's) stats.

3. GLADIATOR LOG SHEET -

3.1 A Log Sheet must be prepared for each gladiator before the start of play. Each Log Sheet has the following sections.

3.2 NAME: Select a name and note the gladiator's counter ID # [see Appendix].

3.3 CV (COMBAT VALUE): A rating of a gladiator's skill and experience. It is used to establish odds and calculate their value [see Campaign Game 39].

GLADIATOR LOG SHEET 2. CV

1. Name/ID: _____ 3. Physical Characteristics

TR	ST	AG	CN	W	CF	NF
----	----	----	----	---	----	----

4. Talents: _____ 5. Luck: _____ 6. Prestige: _____ 7. XP: _____ V: _____ S: _____ M: _____

8. Body Area Wounds

Head Area 1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Chest Area 2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Groin Area 3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Arms Area 4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Legs Area 5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

9. Move _____ 10. Type (FS): _____ Spd _____ Thr _____ CRT _____ 11. Armor

1	2	3	4	5
---	---	---	---	---

12. Weapon: _____

13. Shield Damage

Small	1	2	3	4	5	6	7	8	9	10	11	12
Large	1	2	3	4	5	6	7	8	9	10	11	12

14. Combat Factors

15. Stun Factors	1	2	3	4	5
------------------	---	---	---	---	---

17. Attack & Defense Allocations

A/D	1	2	3	4	5	A/D	1	2	3	4	5	A/D	1	2	3	4	5
A/D						A/D						A/D					
A/D						A/D						A/D					
A/D						A/D						A/D					
A/D						A/D						A/D					

16. CF Loss

1	2	3	4	5
---	---	---	---	---

18. Turn & Phase Plot Record

	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7	Phase 8	End
1									
2									
3									
4									
5									
6									
7									

3.4 PHYSICAL CHARACTERISTICS: Each gladiator has seven basic characteristics that define his abilities:

- TR Training
- ST Strength
- AG Agility
- W Wounds
- CN Constitution
- CF Combat Factor
- NF Net Defense Factor

3.4.1 Roll 3D6 once on the Physical Characteristics table for each of the five characteristics (TR, ST, AG, CN and W).

PHYSICAL CHARACTERISTICS TABLE

Combat Factor (CF): TR + ST + AG

Net Defense Factor (NF): TR + AG

3D6 Roll	Physical Characteristic				
	TR	ST	AG	CN	W
3-4	7	-2	-3	1	9
5-6	7	-1	-2	2	9
7	8	0	-1	2	9
8	8	0	-1	3	10
9	9	1	0	3	10
10	9	1	0	3	11
11	10	2	1	4	11
12	10	2	1	4	12
13	11	3	2	4	12
14	11	3	2	4	13
15	12	4	3	5	13
16	12	4	3	5	14
17	13	5	4	6	14
18	13	5	4	6	15



GLADIATOR



3.4.2 A gladiator's *Combat Factor* (CF) is determined by adding his TR, ST and AG ratings.

3.4.3 AA gladiator's *Net Defense Factor* (NF) is determined by adding his TR and AG ratings.

NOTE: CF represents a gladiator's combat prowess and ability. NF represents a gladiator's ability to handle a net or lasso.

3.5 TALENTS: A record of any specialized training a gladiator has received [see *Campaign Game 31*].

3.6 LUCK: A measure of a gladiator's luck. Luck can be used to gain re-rolls for a gladiator [see *Campaign Game 34*].

3.7 PRESTIGE: The fame and notoriety of a gladiator. Prestige can save a gladiator's life, or intimidate opponents in combat [see 18 & *Campaign Game 35*].

3.8 XP (EXPERIENCE): A measure of knowledge learned in the arena. Experience may be used to improve a gladiator's abilities or learn new talents [see *Campaign Game 33*].

3.8.1 Record the gladiator's match record beside his XP.

NOTE: Roman match records used one of three letters to note a match result; 'V' = victory (won), 'S' = stans missus (tie), 'M' = missus (lost, but allowed to leave arena alive) [see 5.4.1 & 18].

3.9 BODY AREA WOUNDS: A separate record of wounds sustained by each body area. Each area can absorb a number of wounds equal to the gladiator's W rating.

3.9.1 Darken in all boxes in the top half of each area > the gladiator's W rating.

3.9.2 The bottom half of each area is split into larger boxes containing CF penalties suffered due to wounds [see 10.3.1].

3.10 MOVE: The movement rate of each gladiator in phases per turn; *light* gladiators move six phases per turn, *medium* gladiators move five, and *heavy* gladiators move four [see 7.1].

3.11 TYPE: Type of gladiator: *light*, *medium*, or *heavy*. Type determines the gladiator's movement (in phases per turn) and any armor worn [see 3.12].

3.12 ARMOR: Each gladiator wears armor based on their type. Roll 1D6 and refer to the applicable Armor table (*light*, *medium*, or *heavy*) to determine the armor worn.

LIGHT GLADIATOR ARMOR TABLE

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
1	A2	--	--	--	C4	Large
2	C3	--	--	B5	--	Small
3	--	--	C	--	--	Small
4	--	--	--	--	--	Large
5	--	--	--	B4	C5	Small
6	A4	--	C	--	--	Small

MEDIUM GLADIATOR ARMOR TABLE

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
1	A4	C	C	C5	C5	Small
2	A5	--	--	B4	A3	Large
3	A	--	C	C5	A4	Large
4	A	--	C	C	C5	Small
5	A	C3	--	C4	B4	Large
6	A4	B4	--	B5	C4	Large

HEAVY GLADIATOR ARMOR TABLE

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
1	A4	B5	C	B4	B4	Large
2	A	B5	C	B4	B4	Large
3	A	B4	C	B4	A5	Large
4	A	B4	A2	B4	A4	Large
5	A	B4	C	B4	A4	Large
6	A	C4	C	B4	A4	Large

3.12.2 For each body area, armor ('A', 'B' or 'C'), or no armor ('--') is present. If the armor has a number, the coverage is partial [see 10.2.2]. Otherwise, the coverage is complete.

3.13 WEAPON: Record the gladiator's chosen weapon and stats [see 9.45 & 13.3].

3.14 SHIELD DAMAGE: All standard gladiators start each match with a large (*Clipeus*) or small (*Parma*) shield at full strength. Shields are subject to damage, which is recorded here by marking off shield boxes as it occurs [see 12.2].

3.15 COMBAT FACTORS: As the gladiator suffers wounds his CF may be reduced due to his injuries. When this occurs, the new CF total is entered in the box beneath the last entry.

3.15.1 The top box is used to record the Prestige CF bonus (PB) for the current match [see *Campaign Game 35*].

3.16 STUN FACTORS: A stunned gladiator suffers a temporary loss of CFs, which is entered here. This number is deducted from his current CF before allocating CFs for that gladiator's attacks and/or defense [see 9.3.1].

3.17 NET LOSS: Used when fighting against a *Retiarius*. A gladiator ensnared by a net is very vulnerable to attack, and may grant his opponent a CF bonus to attacks during that phase, which is recorded here. At the conclusion of the phase it is checked off [see *Advanced Game 20 & 21*].

3.18 ATTACK & DEFENSE ALLOCATIONS: Players spend their gladiator's CFs to attack or defend by allocating them to one or more body areas. Combat is resolved according to these written instructions [see 9.3].

3.19 TURN & PHASE PLOT RECORD: This section is used to record the movement of the gladiator phase-by-phase, and to note any CF loss due to endurance [see 7.1 & 17].

4. MATCH PREPARATION –

4.1 Before each game (match), layout the map board (arena) in the center of the play area.

4.2 Sort the counters and markers by type and set them beside the map board. Place the dice and reference sheets within reach.

4.3 Determine the size and configuration of the arena; place any obstacles as needed [see *Advanced Game 27*].

4.4 Prepare a Log Sheet for each gladiator or beast [see 3.1 & *Advanced Game 28*].

4.5 Place the gladiators and beasts in the center of the arena, four hexes apart and facing each other (five hexes total distance). Those who are about to die salute you!

"Ave, imperator, morituri te Salutant!"





5. SUMMARY OF PLAY –

5.1 *GLADIATOR* is played in turns, each representing forty-seconds of real time. Each turn is divided into eight movement phases which is subdivided into several steps.

5.2 *TURN SEQUENCE*: Each gladiator plots his movement each phase, keeping in mind that his movement is limited to a set number of phases each turn depending on their type [see 3.11 see 17]. Each of the eight movement phases are written and resolved separately, using the following steps:

5.2.1 *PHASE PLOT*: Each gladiator notes his movement orders for this phase. A gladiator cannot plot movement if he has used all of his movement capabilities for that turn [Exception: see 17.3].

5.2.1.1 A *Retiarius* must plot any net attacks he will attempt this phase [see *Advanced Game 20*].

5.2.2 *MOVEMENT*: Each player reveals his movement orders for this phase, and moves his gladiator.

5.2.2.1 Check for *Fall Prone* and *Stumble* results [see 15.1.1].

5.2.2.2 Gladiators that end their movement in the same hex, suffer a *collision*. Gladiators that cross paths, roll for possible *collision* [see 8.1].

5.2.3 *RECOVERY FROM STUN*: Gladiators currently suffering from Stun may attempt to recover from that Stun [see 11.5].

5.2.4 *ACTION RESOLUTION*: Gladiators resolve any attempts to *Throw*, *Recover*, or *Kick* an item [see 13.3, 13.4 & 13.5].

5.2.5 *NET ATTACKS*: A *Retiarius* resolves any net attacks he plotted this phase [see *Advanced Game 20*].

5.2.5.1 *Ensnared* or *Grappled* gladiators may attempt escape [see *Advanced Game 20, 21 & 22*].

5.2.6 *COMBAT RESOLUTION*: Gladiators in position to attack an enemy, resolves combat using the following procedure:

5.2.6.1 Determine the total CFs available to each gladiator for combat during that phase [see 9.3.1].

5.2.6.2 Allocate CFs for attack and defense, secretly marking the number of CFs used to attack or defend each body area on the Attack & Defense Allocations display [see 9.3.2 & 9.3.3]. Gladiators may allocate CFs for Special Attacks or Defenses [see *Advanced Game 23*].

5.2.6.3 Determine the Attack Sequence, and resolve each attack in order. There are five attack rounds, each of which is resolved according to the rules of combat [see 9.4].

5.2.7 *COMBAT EFFECTS*: Make any adjustments on the gladiator Log Sheet required by the results of combat.

5.3 Repeat this turn sequence until one side has been defeated, or the last phase of the current turn is completed.

5.4 *END TURN*: At the end of each turn (eight movement phases), each gladiator must check for CF endurance loss due to overexertion [see 17].

5.4.1 Starting at the end of turn 3, check if the match is stopped as a draw (*stans missus*) by rolling 1D3 + the current turn number.

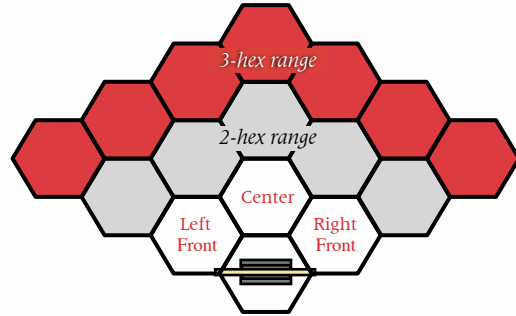
5.4.2 If the result is > '7' the match is stopped and play proceeds to the Moment of Truth [see 18].

6. FACING –

6.1 The front of each gladiator counter must always face a hex-side. During combat, a gladiator's front is defined as the three hexes adjacent to his front.

NOTE: If the facing of a gladiator is ambiguous, the opposing player determines the correct facing.

6.1.1 This front is increased for multi-hex ranged weapons [see *Advanced Game 20 & 21*].



15-hex Combat Front

7. MOVEMENT –

7.1 *TURN PLOT*: Each gladiator has his own movement rate, expressed in the number of phases per turn he can plot movement, depending on gladiator type [see 3.6].

7.2 *PHASE PLOT*: At the start of each new phase, each player secretly records up to two movement actions or one special action for the current phase in the appropriate phase box.

NOTE: If the current phase is a non moving phase, each player should do their best to conceal this fact from their opponents.

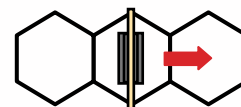
7.2.1 Record any facing changes in parenthesis (L or R) before or after any movement or special action. If a gladiator rotates first, base his movement action off the new facing.

7.3 *MOVEMENT ACTIONS*: There are 6 gladiator movement actions, as described below.

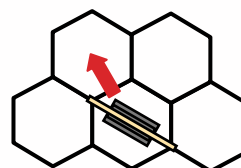
F *FORWARD*: The gladiator moves one hex forward, and may rotate one hex-side.



B *BACKWARD*: The gladiator moves one hex backward.



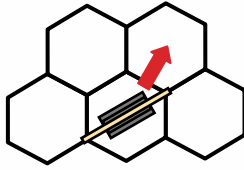
SFL *SIDESTEP FORWARD LEFT*: The gladiator moves forward one hex left, and may rotate one hex-side.



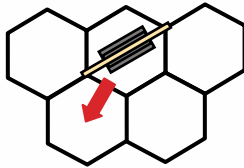
GLADIATOR



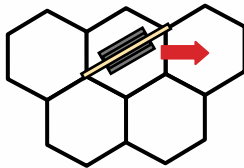
SFL *SIDESTEP FORWARD RIGHT*: The gladiator moves forward one hex right, and may rotate one hex-side.



SBL *SIDESTEP BACKWARDS LEFT*: The gladiator moves back one hex left.

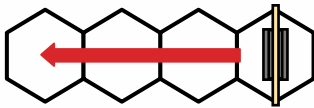


SBR *SIDESTEP BACKWARDS RIGHT*: The gladiator moves back one hex right.



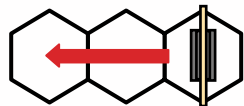
7.4 *SPECIAL ACTIONS*: There are 7 gladiator special actions, used in place of the standard actions, as described below.

C *CHARGE*: The gladiator moves forward three hexes.



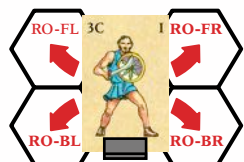
KN *KNEELING*: The gladiator replaces his counter with a *Kneeling* chit [see 14.1], and may rotate one hex-side. A *Prone* gladiator must perform a KN action before they can stand.

L *LEAP*: The gladiator leaps forward two hexes, avoiding all dropped items and obstacles in the first hex; but must check for *Stumble* in the second hex [see *Advanced Game 27*].



R *RECOVER*: The gladiator is taking great care to recover a weapon or shield from his current or adjacent hex. He remains in place, but may rotate one hex-side.

RO *ROLL*: Only a *Prone* gladiator may use a roll [see 16.4]. Record the direction of the roll as shown. The gladiator remains *Prone* during and after this action.



S *STUMBLE*: A gladiator must perform a *Stumble* action on his *next* movement phase as a result of tripping *this* movement phase [see 15]. The gladiator remains in place, but may rotate one hex-side.

X *PAUSE*: The gladiator remains in place, but may rotate to face any direction.

NOTE: Stumble & Pause actions do not count as movement for that phase, if the gladiator does not rotate.

7.5 *REACTION TIME*: Combat in the Roman arena was quick and deadly. To simulate this, players are allowed only 10 seconds to record their movement actions each phase.

NOTE: New players should ignore this rule until they gain sufficient familiarity with the game.

7.6 *ILLEGAL MOVES*: If a gladiator performs an illegal movement action, he must roll on the Stun section of the Wound & Stun Severity Table with a +1 DRM [see 10.1].

7.7 *MAP EDGES*: If a gladiator moves off a map edge, move the rest of gladiators three hexes back toward the center, preserving their relative position to each other. Immobile objects such as dropped items are not moved (note their map location).

7.7.1 In the *Advanced Game*, the map edges may reflect the actual walls of the arena, and can impede movement [see *Advanced Game 27*].

8. COLLISIONS –

8.1 Gladiators cannot occupy the same hex at the same time. If two gladiators end their movement in the same hex, they collide with each other.

8.1.1 If two gladiators pass through the same hex while moving, roll 1D6; if the result is a '6', a collision occurs.

8.2 When a collision occurs, both gladiators must stop all movement; any remaining movement beyond the point of collision is cancelled.

8.3 If a gladiator collides with a prone opponent who is not rolling [see 7.4], the opponent is at his mercy and must surrender and plea for *missus* [see 18].

8.4 *IMPACT FACTOR*: Each gladiator in a collision determines his Impact Factor by rolling 1D6 and adding all relevant die roll modifiers (DRMs) that apply from the chart below.

COLLISIONS

Atk IF – Def IF (roll on *Stun Severity Table* & *Stumble* check)

Impact Factor (IF): 1D6 + DRMs

DRM	Condition
+2	is a <i>Heavy</i> Gladiator
+1	is a <i>Medium</i> Gladiator
+2	has a <i>Large Shield</i>
-2	has <i>no Shield</i>
+1	per hex moved <i>forward</i> this phase
-1	per hex moved <i>backward</i> this phase
+4	used a <i>Leap</i> or <i>Roll</i> action
-2	is <i>Kneeling</i> or <i>Stumbling</i>
-3	used a <i>Recover</i> action or is <i>Ensnared</i>
-1	per Stun Factor in effect
+?	<i>Strength</i> & <i>Agility</i> factors
+?	<i>Positional Advantage</i> bonus





8.4.1 The gladiator with the highest Impact Factor is the attacker, the other is the defender. The attacker remains in the collision hex, while the defender is pushed one hex in the attacker's combat front [see 6.1].

8.4.2 In case of a tie, both gladiators are considered defenders, and are moved back to their last hex occupied before the collision, facing the collision hex.

8.4.3 Subtract the defender's Impact Factor from the attacker's Impact Factor, and add this to a 2D6 roll on the Stun column of the Wound & Stun Severity Table.

8.4.4 Assess any Stun and positional penalties on the defender and check for *Stumble* [see 15.1.1].

9. COMBAT –

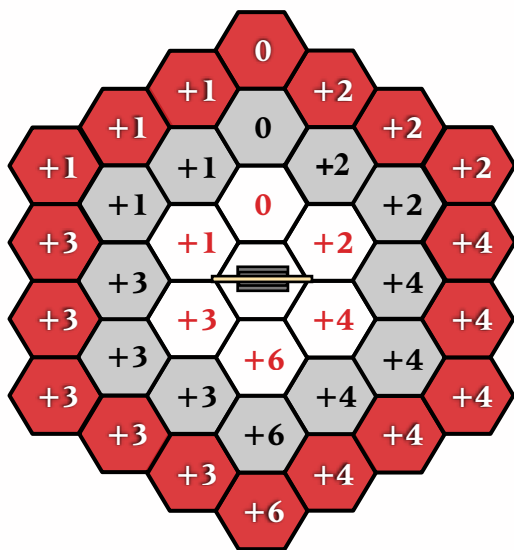
9.1 A gladiator may attack any opponent in his combat front [see 6.1]. If two gladiators are facing so that neither lies within the combat front of the other, neither may attack.

9.1.1 If a gladiator attacks an opponent who is not within his own combat front, the defending gladiator is rotated to face his attacker, even if ensnared in a net [see *Advanced Game 20*]. Prior to this rotation, the attacker gains a positional advantage bonus [see 9.2].

9.1.2 After determining positional advantage, the attacker is rotated to place the defender in his center hex [see 6.1].

NOTE: The defender gets no positional advantage bonus, regardless of his attacker's facing [see 9.2].

9.2 **POSITIONAL ADVANTAGE BONUS:** An attacking gladiator may gain a CF bonus for positional advantage based on the hex occupied by the attacker in relation to the defender (per the diagram below).



Positional Advantage Diagram

9.2.1 Gain an additional +2 positional advantage bonus if the defender used a *Stumble* special action [see 15.5].

9.2.2 Gain an additional +4 positional advantage bonus if the defender is *Prone* [see 16.3].

9.2.3 Gain an additional +4 positional advantage bonus if the defender is *Ensnared* in a net or lasso [see *Advanced Game 20* & 21].

9.3 **COMBAT FACTOR ALLOCATION:** Each combat phase, gladiators allocate their CF for attack, defense, net attacks and escape [see *Advanced Game 20* & 21]. Record CF allocations on the Attack and Defense Allocations display of the Log Sheet [see 3.19].

9.3.1 The total CF available to a gladiator is equal to his current CF plus any positional advantage bonus, minus any weapon DRM and Stun currently in effect [see 9.3.1 & *Advanced Game 21*].

9.3.2 Attack CF may be allocated to any combination of body areas, provided that no more than 8 CF are allocated to any single body area. Secretly note any attack CF in an available row and circle 'A' in the first column.

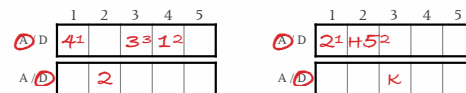
9.3.2.1 Note the order of attacks beside each Attack box.

9.3.2.2 Gladiators may also assign CF for Special Attacks [see *Advanced Game 23*].

9.3.2.3 A *Retiarius* may also allocate CF for net attacks [see *Advanced Game 20*].

9.3.3 Defense CF may be allocated to defend against attack or repel a net [see *Advanced Game 20*]. Secretly note any defense CF in an available row, and circle 'D' in the first column.

9.3.3.1 Gladiators may also assign CF for Special Defenses [see *Advanced Game 23*].



EXAMPLE: A gladiator with 10 CF (left illustration) allocates 8 CF to attack & 2 CF to defense.

The next phase, our gladiator has only 9 CF (right illustration) allocates 7 CF to attack (2 CF head attack & 4 CF Shield Bash) & 3 CF to defense (Back Step).

9.4 **ATTACK SEQUENCE:** Before resolving any attacks, it is important to determine the order in which all attacks occur, as combat results are immediate and can effect subsequent attacks and defenses that phase.

9.4.1 After recording CF allocations, players simultaneously reveal their attacks for that phase. Each body area with attack CF allocated is considered a separate attack.

9.4.2 Compare the number of attacks for each gladiator on the Attack Sequence Chart. Gladiators resolve their attacks during the attack round marked, and in the order noted on their Attack and Defense Allocations display [see 9.3.2].

NOTE: A gladiator may make up to 5 attacks per phase.

ATTACK SEQUENCE CHART

Attack Occurs In	Number of Planned Attacks				
	1	2	3	4	5
round 1	--	--	X	X	X
round 2	--	X	--	X	X
round 3	X	--	X	--	X
round 4	--	X	--	X	X
round 5	--	--	X	X	X

9.4.3 If opposing gladiators attack in the same attack round, the attack with the most CF is resolved first. If the attacks have equal CF, resolve the attacks simultaneously.



GLADIATOR



9.4.4 A gladiator using an optional weapon adjusts his attack round by the weapon's Spd [see *Advanced Game 21*].

9.4.4.1 It is possible for a weapon to attack before round 1 (round 0), or after round 5 (round 6 or 7).

EXAMPLE: A gladiator using an axe (+1 Spd) for two attacks would attack on rounds 3 & 5, instead of rounds 2 & 4. A gladiator using a dagger (-1 Spd) for two attacks would attack on rounds 1 & 3, instead of rounds 2 & 4.

9.4.5 Damage from attacks take effect immediately, and any CF lost are deducted from the gladiator's next unresolved attack. If this reduces attack's CF to '0', that attack is cancelled, but the Attack Sequence remains unchanged.

9.4.6 If a gladiator suffers a CF loss but has no unresolved attacks this phase, the CF loss reduces the defense CF allocation of his next body area attacked that phase (the result may be < '0'). If there are no further attacks this phase, there is no additional penalty.

EXAMPLE: A gladiator suffers a 3 CF loss. He has one attack remaining for 1 CF, and thus loses this attack. Since his attack did not absorb the total CF loss, he also suffers a -2 CF to the defense allocation of his next body area attacked this phase.

9.5 **ATTACK RESOLUTION:** Conduct each attack by declaring the target body area and the attack CF allocated, then subtract any defense CF allocated to the same body area (Modified CF) and roll 6D6 for the combat result (all the **WHITE**, **BLACK**, and **RED** dice).

NOTE: The RED dice (3D6) are used to determine the attack result on the CRT, the WHITE & BLACK dice together (3D6) are used for the Wound roll, the BLACK die is used for the Armor roll, and the WHITE die (2D6) are used for any Critical Hit roll [see 10.2.2 & 10.4].

9.5.1 Total the **RED** dice, and consult the Combat Results Table (CRT) below for the combat result.

9.5.1.1 If using the Advanced Game, apply modifiers for any Special Attacks or Defenses used [see *Advanced Game 23*].

9.5.1.2 If the modified CF total is < '1', use the '1' column on the CRT with a -1 DRM per CF < '1'.

9.5.1.3 If the modified CF total is > '8', use the '8' column on the CRT with a +1 DRM per CF > '8'.

COMBAT RESULTS TABLE

3D6 Roll	Modified CF (Attack CF - Defense CF)							
Roll	1	2	3	4	5	6	7	8
3-	F	F	F	--	S	S	S	S*
4	F	F	--	S	S	S	S*	P
5	F	--	S	S	S	S*	P	P
6	--	S	S	S	S*	P	P	P*
7	S	S	S	S*	P	P	P*	H
8	S	S	S*	P	P	P*	H	H
9	S	S*	P	P	P*	H	H	H+1
10	S*	P	P	P*	H	H	H+1	H+2
11	P	P	P*	H	H	H+1	H+2	H+3
12	P	P*	H	H	H+1	H+2	H+3	H+4
13	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18+	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+9

9.6 COMBAT RESULTS:

- F = Fumble; attacker cancels all remaining attacks. If attacked again this phase, subtract 1D6 from the defense CF of his *next* body area attacked.
- = Miss; no effect.
- S = Shield Hit; check for shield damage [see 12.1]. If defender lacks shield, treat as a 'P' result.
- S* = Shield Edge Hit; check for shield damage with a +1 DRM. Check for shield drop [see 12.1 & 13.1]. If the defender lacks shield, treat as a 'P' result.
- P = Parried Weapon; check for weapon drop [see 13.1]. If the defender lacks a weapon, treat as an 'H' result.
- P* = Parried Weapon *and* Shield; check for weapon drop [see 13.1]. If defender lacks *either* a weapon or a shield, treat as an 'H' result.
- H = Body Hit; check for wounds with + DRM equal to any '+ #' value [see 10.1].

10. WOUNDS -

10.1 Anytime a body hit ('H') occurs, apply any Body Hit DRM ('H' bonus) and/or Armor DRM to the total of the **WHITE** & **BLACK** dice (3D6) from the Combat roll. Then consult the Wound column of the Wound & Stun Severity Table for the number of wounds suffered.

WOUND & STUN SEVERITY TABLE

Roll	Wound (3D6)	Stun (2D6)	Armor	DRM
8-	--	1		
9-10	1	2	A	-8
11-12	2	3	B	-6
13-14	3	4	C	-3
15	4	5		
16	5	6		
17	6	7 & Weapon Drop		
18	7	8 & Shield Drop		
19+	K*	9 & Fall Prone		

*NOTE: A 'K' result kills the gladiator & causes cleaving effects (see *Advanced Game 25*).*

10.2 **ARMOR PROTECTION:** Wound rolls can be modified if the body area struck contains armor.

10.2.1 Body areas with complete armor coverage apply a -8 DRM for 'A' armor; -6 DRM for 'B' armor; and -3 DRM for 'C' armor [see 3.12.2].

10.2.2 Body areas with partial armor protection have a number after the armor value. If the Combat roll **BLACK** die (1D6) is equal to or < the armor number, apply the Armor DRM. Otherwise, the attack strikes unprotected flesh (no Armor DRM) [see 3.12.2].

10.3 **WOUND EFFECTS:** Each wound result is checked off on the top half of the applicable body area on the defending gladiator's Body Area Wounds display. Wound boxes are checked off in descending order, from right to left [see 3.9.J].

10.3.1 Whenever a wound box is checked in a new CF penalty box on the bottom half of a Body Area Wounds display, subtract one from the gladiator's CF for the duration of the match.





10.3.1.1 The first wound in a body area always causes a loss of 1 CF.

EXAMPLE: A gladiator with a W of 12, is hit in the chest (body area 2) for two wounds. The player checks off boxes 11 and 12 on the chest wound record of his Log Sheet, causing a 1 CF loss. If he had been hit in the head (body area 1), the same two wounds would result in a 2 CF loss.

10.3.2 When all the wound boxes in one body area are checked off, the gladiator is killed and is placed Prone in his current hex (remove the counter's plastic stand) [see 16.2].

10.3.3 If a gladiator suffers Stun > his CF, he is knocked unconscious, and falls Prone in his hex [see 16.2].

10.3.4 Due to wounds in multiple body areas, a gladiator may be reduced to < 1 CF, and yet remain alive and conscious. A gladiator in this condition cannot attack without a positional advantage bonuses that raises his CF to a positive number for that phase [see 9.2].

10.3.4.1 Any CF awarded for positional advantage in this fashion must be used for attack only.

10.3.4.2 A gladiator with < 1 CF, must subtract his CF from all attacks against him, even if a positional advantage raises the gladiator CF above '0'.

EXAMPLE: A gladiator with 0 CF has gained a +3 positional advantage against his opponent. This gives him 3 CF for attack, but his opponent attacks first, resulting in a 1 CF loss. This loss reduces his planned 3 CF attack to 2 CF, and reduces his permanent CF for the match to '-1'. All subsequent attacks against our weakened gladiator are given a +1 DRM (-[-1]).

10.4 CRITICAL HITS: Whenever a gladiator suffers wounds from an attack, there is a chance of incurring serious, critical injury. Add the number of wounds suffered to the Combat roll WHITE dice (2D6), and compare this result with the wounded body area on the Critical Hit Table.

CRITICAL HIT TABLE

Area Hit	2D6 (WHITE dice) + 1 per Wound							
	8-	9	10	11	12	13	14	15+
Head	--	V	S	HL	2x	2xM	3xM	K*
Chest	--	1	1	ST	2x	2x	3xM	K*
Groin	--	1	1	AG	AG	2x	2xM	3xM
Arms	--	--	1	ST	WD	SD	2x	SA
Legs	--	--	1	AG	LMP	STU	2x	SA

10.5 CRITICAL HIT RESULTS

- = No additional effect
- 1 = Deep Cut; increase total number of wounds of this attack by one.
- V = Vision obstructed; reduce CF by one for the duration of the match.
- S = Stunned; defender suffers Stun equal to a 2D6 roll minus CN, minimum of 1 Stun [see 11.1].
- ST = Reduce ST rating by one.
- AG = Reduce AG rating by one.
- WD = Weapon dropped [see 13.1].
- SD = Shield dropped [see 13.1].
- 2x = Multiple wounds; double the number of wounds suffered in this attack.

3x = Multiple wounds; triple the number of wounds suffered in this attack.

LMP = Limping; gladiator loses one phase of his movement rate [see 3.6].

STU = Stumbling; gladiator must roll 1D6 each phase he attempts to move out of his current hex. If he rolls a '1', the gladiator must disregard his movement and perform a Stumble action instead [see 15.1].

HL = Helmet lost; lose armor protection for body area 1 (head). If the defender has no helmet, treat as 3xM. Helmets cannot be recovered.

SA = Severed Artery; gladiator suffers one additional wound to the same body area at the end of each subsequent phase, regardless of any action taken.

M = Mortal wound; used with multiple wounds (2xM or 3xM). Gladiator may continue match, but dies at the end of the match [see Campaign Game].

K = Killed instantly; causes cleaving effects [see Advanced Game 25].

NOTE: Critical hits are cumulative. Thus, a gladiator with two 'STU' results would roll 2D6 each phase for possible Stumble.

10.5.1 A reduction of a gladiator's ST or AG from a critical hit does not reduce his CF, but any AG reduction does reduce his NF [see 3.4.2].

11. STUN -

11.1 A gladiator may become stunned as a result of a collision [see 8.4.3], a critical hit to the head [see 10.4], a Shield Bash attack [see Advanced Game 23], or an unarmed attack [see Advanced Game 22].

11.2 Each point of Stun temporarily reduces the gladiator's CF. Record Stun in the next available Stun Factors box, noting the phase in which the Stun occurred. The amount of Stun is mentally subtracted from the CF display prior to the Attack & Defense Allocation step [see 9.3.1].

11.2.1 Note the turn and phase number the gladiator was Stunned beside the applicable Stun Factors box.

11.3 Stun takes effect immediately and reduces the CF available for other attacks and defenses that phase in the same manner as CF lost due to wounds [see 9.4.6].

11.4 If a gladiator suffers Stun > his CF, he is knocked unconscious, and is placed Prone in his current hex [see 16.2].

11.5 RECOVERY FROM STUN: After all movement, stunned gladiators that were not involved in a collision that phase may attempt to recover from Stun.

11.5.1 Roll 1D6 and subtract the result from the gladiator's CN (add the number of phases since the gladiator was last stunned). The result is the amount of Stun removed (ignore any negative results).

EXAMPLE: A gladiator with 4 Stun and a CN of '4', rolls a '2' for Stun recovery. It was 2 phases since he was last Stunned; thus, he recovers 4 Stun [(4 + 2) - 2].

11.5.2 Record the new Stun total in the next box beneath the last Stun entry on the Log Sheet (same turn and phase number).





12. SHIELD DAMAGE –



12.1 A shield may suffer damage from repeated, heavy blows during a match. They can absorb only so much punishment before being battered into a useless condition.

NOTE: Gladiators start each match with a new shield.

12.2 When a gladiator suffers a shield hit ('S' or 'S*') from a non-net attack [see 9.6], add the Combat roll WHITE dice (2D6), the attacker's ST, and the modified CF (+1 DRM for an 'S*' result) for possible shield damage.

NOTE: CF gained from a Weakened Defender do not modify shield damage rolls [see 9.4.7].

12.2.1 Compare the result to the shield's damage points (highest unchecked box) on the Shield Damage display [see 3.14]. If the result is < the shield's damage points, check off a number of shield boxes (right to left) equal to the shield damage result, minus the shield's damage points [see 3.18].

12.2.2 If the shield edge ('S*') was hit [see 9.6], also add the Combat roll WHITE & BLACK dice (3D6) for shield drop.

12.3 When the last shield damage point is checked off, the shield is battered useless, and must be discarded [see 13.1].

12.3.1 If a 'P' or 'H' shield damage box is checked off, the defender suffers the appropriate CRT result [see 9.6].

13. WEAPON & SHIELD LOSS –

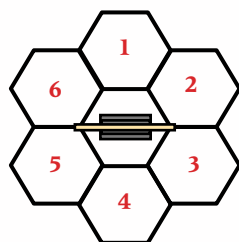
13.1 WEAPON & SHIELD DROP: Whenever a gladiator suffers an 'S*', 'P' or 'P*' result from a non-net attack, the defender may drop his weapon or shield. A weapon or shield may also be dropped as a result of a critical hit [see 10.4].

13.1.1 Add the Combat roll WHITE & BLACK dice (3D6), subtract the attacker's ST, any weapon DRM, the modified CF, and any CF lost from the defender's arms [see 10.3]. If the result is < '1' the defender drops his weapon ('P' or 'P*') or shield ('S*').

NOTE: A gladiator (ST 3) attacks his opponent with 4 CF. The defender has 2 CF allocated for defense. If the result is a 'P' or 'P' roll '5' or less would result in a weapon drop.*

13.2 DROP LOCATION: If an item is dropped, it will fall within five hexes of the defending gladiator.

13.2.1 First, roll 1D6 to determine the direction an item falls per the Dropped Object diagram.



Dropped Object Diagram

13.2.2 Then, roll 1D6-1 to determine the number of hexes away the item falls. A modified result of '0' means the item falls in the same hex with the gladiator who dropped it.

13.2.3 Place an applicable weapon or shield marker in the proper hex. If a shield is battered useless, place the battered side of the shield counter face up [see 12.3].

13.3 THROWING WEAPON & SHIELD: A gladiator may voluntarily throw one item (weapon or shield), at any opponent in his combat front [see 6.1].

13.3.1 Throwing requires no CF, and has an unlimited range [see 5.2.4].

13.3.2 Roll 1D6-1 for throwing distance, then add the thrower's ST and the weapon's Thr value. If the result is > the range to the target, the item strikes the target.

13.3.2.1 Roll on the CRT using the weapon's CRT value as the attack CF (no defense CF); any 'H' result causes a check for wounds. Roll 1D6 for the body area hit ('6' = attacker's choice) [see 9.5 & 10.1].

NOTE: Swords and shields have a Thr value of '1'. Swords have a CRT value of '3', shields have a CRT value of '0'.

13.3.3 Otherwise, the item misses and is dropped around the target gladiator [see 13.2].

13.4 WEAPON & SHIELD RECOVERY: A dropped weapon or shield may be recovered by any gladiator within one hex of the item (even if the hex is occupied).

NOTE: A gladiator may never hold more than two items.

13.4.1 After movement, roll 1D6 and add the appropriate DRMs below. If the result is < '1' the item has been recovered; otherwise, the attempt fails.

WEAPON & SHIELD RECOVERY

1D6 + DRMs < 1

DRM	Condition
+1	is a Heavy Gladiator
-1	is a Light Gladiator
+2	Opponent adjacent to item
+1	Item in adjacent hex
-3	Item is a net
+1	per hex moved this phase
-6	used a Recover action
+4	Collided this phase (cancel Recover action)
-2	is Kneeling
+4	is Stumbling
+6	is Ensnared
+1	per Stun Factor in effect
-?	Agility factor

13.4.2 A recovered weapon may be used in the same phase it was recovered, but attacks at half CF (round down).

13.4.3 If two gladiators attempt to recover the same item, the one with the lowest result gains the item (re-roll ties).

13.5 KICKING: A gladiator may kick any dropped weapon or shield in his hex, but only if he did not move backwards this phase. One kick attempt is allowed per movement phase.

13.5.1 Roll 1D6 with a -1 DRM per hex moved that phase. If the result is > '0', the item is kicked, and lands at the unmodified distance indicated by the roll (gladiator choses direction).





14. KNEELING –



14.1 A gladiator must perform a KN special action to regain his feet from a *Prone* position. Indicate a *Kneeling* gladiator's position by placing a KN chit in the gladiator's hex.

14.1.1 Roll 1D6; on a roll of '1-4' place the KN chit in the hex containing the gladiator's torso, on a roll of '5-6' place the KN chit in the hex containing his legs.

14.2 Any non-net attack against the legs of a *Kneeling* gladiator is conducted at half CF (round down).

14.3 A *Kneeling* gladiator is in a defensive position, and any attacks he makes are conducted at half CF (round down).

15. STUMBLE –

15.1 A gladiator must perform a *Stumble* special action his *next* movement phase as a result of tripping *this* movement phase. Gladiators must check for *Stumble* if they use an 'L' special action [see 7.4], lose a *collision* [see 8.1], suffer a critical hit [see 10.4], incur a net or Sweep attack [see *Advanced Game 20 & 23*], or move into a hex with a *hazard* (body, item, blood or mud) [see 13.2, 25 & 27].

15.1.1 Roll 1D6–1, subtract any Stun, and subtract one per hex moved into containing a *hazard*. If the result is < '1' the gladiator has *Stumbled*.

15.2 A *Stumble* result has no effect on the current phase, but must be entered as a gladiator's special action for the next phase, regardless if he can move that phase or not [see 7.1].

15.2.1 The movement rate of the gladiator is not adjusted in any manner, and a *Stumble* special action does not count against a gladiator's movement rate if the gladiator does not rotate [see 7.4].

15.3 Any gladiator under the effects of a *Stumble* must check for *Fall Prone* at the beginning of the movement phase by rolling 2D6 and adding his AG rating. If the total is < '7' he has fallen *Prone* in his current hex [see 16.2].

15.4 If a *Stumbling* gladiator does not *Fall Prone*, he still suffers a –2 CF penalty during the ensuing combat phase.

15.5 Any *Stumbling* gladiator who is attacked automatically gives his opponent a +2 CF bonus for positional advantage. This bonus is replaced by the *Prone* positional advantage bonus should the gladiator fall *Prone* [see 9.2.1].

16. PRONE –

16.1 There is no special notation for the *Prone* position. It is the result of a *Stumble*, and its possessor's days are numbered if an opponent is within striking range.

16.2 *Prone* gladiators are laid flat in their current hex, facing up if their last move was backward, facing down if their last move was forward.

16.2.1 Gladiators must remain *Prone* for the remainder of the phase in which the *Prone* result occurred.

16.3 A gladiator in the *Prone* position may not attack, defends at half CF (round down), and gives his opponent a +4 CF bonus for positional advantage [see 9.2.2].

16.3.1 A *Prone* gladiator who is unable to move and in the combat front of an adjacent opponent (capable of attack) must surrender and plea for *missus* [see 18].

16.4 A *Prone* gladiator must select a KN or RO movement action next phase, and may not voluntarily Pause [see 7.4].

16.4.1 A *Prone*, unconscious gladiator is helpless and may not perform any action except Stun recovery [see 11.5].

17. ENDURANCE –

17.1 During a lengthy match, gladiators are subject to CF loss due to physical exertion. The heavier a gladiator (the more armor a gladiator had), the quicker he would tire.

17.2 Each gladiator must check for endurance loss at the end of each game turn.

17.2.1 Roll 1D6 and add the current turn number, then subtract this result from the gladiator's CN. If this result is < '0', subtract the result from the gladiator's CFs.

17.2.2 Record any CF lost on the Turn & Phase Plot Record of his Log Sheet [see 3.19]. CF losses due to endurance remain in effect for the duration of the current match.

17.3 A gladiator may exceed his movement rate by one. However, he must add 1 to the turn number for the Endurance Loss check that turn, and his movement rate for the next game turn is reduced by two [see 3.10].

18. MOMENT OF TRUTH –

18.1 In the arena, a fallen gladiator was often given the opportunity to plea to the crowd (*missus*) for his fate. Other times, a lengthy match would be stopped as a draw (*stans missus*), and the surviving gladiators judged for their effort. Those who fought bravely were often spared; those who did not were quickly dispatched by the victor.

18.2 *Missus* occurs whenever a gladiator starts a phase *Prone* in the combat front of an armed opponent and is either *Ensnared* [see *Advanced Game 20 & 21*], unable to move [see 5.2.1], or unconscious [see 11.4].

18.2.1 *Missus* is also caused by a collision between a standing gladiator and a *Prone*, non-rolling opponent [see 8.3], or if a match is stopped due to *stans missus* [see 5.4.1].

18.3 Each gladiator may plead for *missus* by rolling 2D6, adding the gladiator's Prestige [see *Campaign Game 35*] and Performance value.

NOTE: Performance value = (total attack CF used – total defense CF used) / 10

18.3.1 If the result is > '9', the downed gladiator is granted *missus*, and is allowed to leave the arena alive.

18.3.2 Otherwise, the downed gladiator is immediately killed by the victor.

18.4 An appeal for *missus* takes an entire phase during which the victor may neither attack nor be attacked. A gladiator must allow an appeal for *missus* unless matched against multiple opponents while other antagonists remain active.





ADVANCED GAME

The Advanced Game adds new options for play. Unlike the Basic Game, the Advanced Game rules are sectional, and may be used independently or all together, depending on the level of detail and complexity desired.

19. GLADIATOR FIGHTING STYLES -

19.1 In the Roman arena, many types of gladiators and fighting styles were explored. Each style focused on the use of specific weapons and fighting techniques. Most were based on Roman soldiers and the enemies they battled.

19.2 PARMULARIUS ("Small Shield"): A basic light gladiator.

19.2.1 DIMACHAERUS ("Two Weapon Man"): A specialized light gladiator armed with two weapons; a pair of *gladius*' was standard. They never carry a shield [see 3.12 & 24].

19.2.2 THRAEX ("Greek Warrior"): A specialized light gladiator armed with a *scimitar*. They always carry a small shield [see 3.12 & 21.10].

19.2.3 VELITE ("Skirmisher"): A specialized light gladiator armed with a sheath of *javelins*. They never roll for armor, but always carry a small shield. The lack of armor allows a *Velite* to move seven phases per turn [see 3.10, 3.12 & 21.7].

19.3 MYRMILLO ("Fisherman"): A basic medium gladiator.

19.3.1 HOPLOMACHUS ("Armed Fighter"): A specialized medium gladiator, armed with a *spear* and a *gladius* (in a sheath). They always carry a small shield [see 3.12 & 21].

19.3.2 RETIARIUS ("Net Fighter"): A specialized medium gladiator armed with a *net* and *trident*. They never wear a helmet ('--' for body area 1) or a shield. The lack of helmet and shield allows a *Retiarius* to move six phases per turn [see 3.10, 3.12 & 21.7].

19.3.3.1 Laquerarius ("Rope-Wielding Fighter"): A variant of the *Retiarius* armed with a *lasso* and *gladius* [see 21.7].

19.3.3 SECUTOR ("Chaser"): A specialized medium gladiator. They always wear a unique helmet (with smooth shape and few eye holes), and carry a large shield [see 3.12].

19.3.3.1 The smooth helmet made it difficult to snag on a net or lasso, and gives the *Secutor* a +2 NF bonus [see 3.12]. Unfortunately, the limited eye holes restricted the *Secutor*'s vision, and gives his opponents a +1 CF bonus for positional advantage [see 3.12 & 9.2.2].

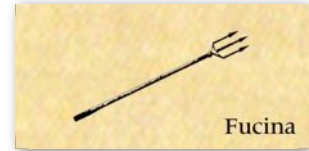
19.4 PROVOCATOR ("Challenger"): A basic heavy gladiator.

19.4.1 CATAPHRACTARIUS ("Armored"): A specialized heavy gladiator, armed with a *pike*. They never carry a shield [see 3.12 & 21.9].

19.4.2 CRUPELLARIUS ("Heavily Armored"): A specialized heavy gladiator. They roll twice for armor, combining the best results [see 3.12]. Due to his heavy armor, a *Crupellarius* only moves three phases per turn, and must perform a *Fall Prone* check when performing a KN special action [see 3.10, 3.12, 7.4 & 15.3].

19.4.3 SCISSORES ("Cleaver"): A specialized heavy gladiator, armed with a *scissor*, and a *dagger*. They never carry a shield [see 3.12 & 21].

20. USE OF THE NET & TRIDENT -



20.1 The net (*rete*) and trident (*fucina*) are unique weapons, used exclusively by the *Retiarius* [see 19.3.4].

20.2 USE OF THE NET: Unlike other attacks, net attacks occur before combat, and are plotted with the *Retiarius*' movement actions. Thus the *Retiarius* must be free to move that phase [see 7.2].

20.2.1 The *Retiarius* may allocate CF for one net attack each phase [see 9.3.2.3]. Record this total in the 'A/D' box of the applicable Attack & Defense Allocations display [see 3.18].

TN NET TOSS (6 CF): The *Retiarius* tosses his net through the air to ensnare his opponent [see 20.4].

SN NET SWING (4 CF): The *Retiarius* swings his net at his opponent's legs to trip him [see 20.7].

LN# NET LAY (2 CF): The *Retiarius* lays his net on the ground to trip his opponent as he passes by. The exact hex must be recorded with the net attack ('1' = left front, '2' = center, '3' = right front) [see 20.8].

NOTE: A lasso attack is performed same as a net toss [see 21.8].

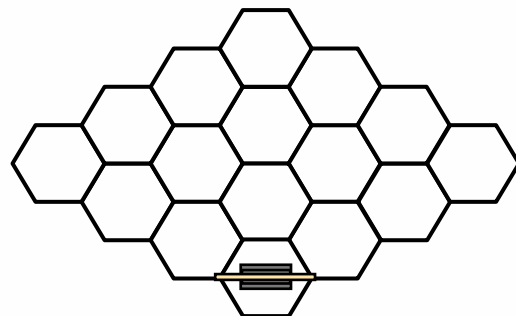
20.2.2 If a *Retiarius* suffers a collision [see 8.1], cancel any net attack attempted that phase.

20.3 REPEL NET: A gladiator that anticipates a possible net attack may wish to sacrifice their next movement action to concentrate on avoiding or blocking it.

20.3.1 Repel net is considered a *special* action [see 7.4], and can only be made if a gladiator is free to move [see 7.2].

(RN) REPEL NET: The gladiator actively defends against a net attack. No movement or rotation is allowed.

20.4 NET TOSS: A net toss ensnares an opponent by tossing it over top of them. It requires 6 CF, and may be used against any opponent within the 15-hex combat front of the *Retiarius*.



Net Toss Combat Front

20.4.1 The net toss can only be attempted once per three phases, and is resolved on the '1' column of the CRT.

20.4.1.1 An 'H' result *Ensnares* the target [see 20.4.2]; a 'P' result causes a check for *Stumble* [see 15.1]. All other results have no effect [Exception: see 20.8].





NET TOSS

3D6 + DRMs ('H' = Ensnare, 'P' or 'P*' = Stumble check)

Escape CF/CF Loss: 3D6 – Escape CF < 7 (+DRM vs attacks)

Drag Prone: 3D6 + Atk ST + Drag CF > 17

DRM	Condition
+1	Target is a <i>Heavy</i> Gladiator
-1	Target is a <i>Light</i> Gladiator
-2	Target is adjacent
+1	Target is two hexes away
+1	per hex Target moved <i>backward</i> this phase
+2	Target used a <i>Pause</i> action
+4	Target is <i>Kneeling</i>
-6	Target used a <i>Repel Net</i> action
+1	per CF loss to Target's legs (<i>body area 5</i>)
-2	per CF loss to <i>Retiarius'</i> arms (<i>body area 4</i>)
+?	<i>Retiarius'</i> NF factor – Target's NF factor
+?	Positional Advantage bonus

20.5 ENSNARED: An *Ensnared* gladiator may move, but not rotate, and may only allocate CF for defense or escape.

20.5.1 A *Prone* gladiator (*not* in the combat front of an opponent) may only allocate CF for escape, and may not move or rotate [see 7.3 & 9.3].

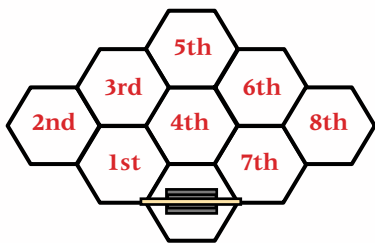
20.6 ESCAPE: Before combat, an *Ensnared* (or *Grappled*) gladiator may allocate CF to attempt escape. Record this total beside the 'A/D' box of the applicable Attack & Defense Allocations display [see 3.18 & 23.4].

20.6.1 Roll 3D6 and subtract any escape CF. If the result is less than '7' the gladiator escapes, but must add any result > '0' to all attacks against him this combat phase. Record this value in the CF Loss display [see 3.17].

20.6.2 If an *Ensnared* gladiator does not escape, his opponent may immediately allocate CF to drag him *Prone* [see 16.2].

20.6.2.1 Roll 3D6, add the opponent's ST, and any drag CF. If the result is > '17', the *Ensnared* gladiator is dragged *Prone* and is at the mercy of his opponent as long as he has a weapon and at least 1 CF [see 18.2].

20.7 NET SWING: A net swing trips an opponent by wrapping it around his legs. It requires 4 CF, and may be used against any opponent within the 2-hex combat front of the *Retiarius*.



Net Swing Combat Front

20.7.1 A net swing attacks the first target (friend or foe), in the order noted above. It has no effect against a *Kneeling* or *Prone* gladiator [see 14 & 15].

20.7.2 The net swing can only be attempted once per two phases, and is resolved on the '1' column of the CRT.

20.7.2.1 An 'H' result causes a *Stumble*; a 'P' result causes a check for *Stumble* [see 15.1]. All other results have no effect [Exception: see 20.8].

NET SWING

3D6 + DRMs ('H' = Stumble, 'P' or 'P*' = Stumble check)

DRM	Condition
+1	Target is a <i>Heavy</i> Gladiator
-1	Target is a <i>Light</i> Gladiator
-2	Target is adjacent
+3	per hex Target moved <i>backward</i> this phase
+1	per hex Target moved <i>forward</i> this phase
+2	per hexside Target <i>rotated</i> in place this phase
-6	Target used a <i>Repel Net</i> action
+2	per CF loss to Target's legs (<i>body area 5</i>)
-2	per CF loss to <i>Retiarius'</i> arms (<i>body area 4</i>)
+?	<i>Retiarius'</i> NF factor – Target's NF factor
+?	Positional Advantage bonus

20.8 NET LAY: A net lay trips an opponent by laying the net in his path. It requires 2 CF, but can only be used against a plotted hex in the combat front of the *Retiarius*.

20.8.1 The net lay affects any opponent who moved into or through the target hex this phase.

20.8.2 The net lay can be attempted every phase, and is resolved on the '1' column of the CRT.

20.8.2.1 An 'H' result causes a *Stumble*; a 'P' result causes a check for *Stumble* [see 15.1]. All other results have no effect [Exception: see 20.8].

NET LAY

3D6 + DRMs ('H' = Stumble, 'P' or 'P*' = Stumble check)

DRM	Condition
+1	Target is a <i>Heavy</i> Gladiator
-1	Target is a <i>Light</i> Gladiator
+5	per hex Target moved <i>backward</i> this phase
+2	per hex Target moved <i>forward</i> this phase
-6	Target used a <i>Repel Net</i> action
+2	per CF loss to Target's legs (<i>body area 5</i>)
-2	per CF loss to <i>Retiarius'</i> arms (<i>body area 4</i>)
+?	<i>Retiarius'</i> NF factor – Target's NF factor
+?	Positional Advantage bonus

20.9 LOSS OF THE NET: The *Retiarius* keeps his net after each attack unless a fumble occurs ('F' on the CRT). In that case, his opponent grabs the net and they struggle for control.

20.9.1 Both gladiators roll 1D6 and add their ST; the higher result controls the net (*Retiarius* wins ties).

20.9.2 A non-*Retiarius* may wield a net with a -2 weapon DRM, but must drop his weapon or shield [see 13.2].

20.10 USE OF THE TRIDENT: A trident is used in the same manner as a sword [see 9.3], but may attack any target within the 2-hex combat front of the *Retiarius* [see 6.2].

20.10.1 If a *Retiarius* has his net, he wields the trident with only one hand, and all attacks are at half CF (round down).

20.10.2 A parry weapon and shield ('P*') CRT result requires a check to see if the trident is broken by the parry.

20.10.2.1 Roll 2D6 and add the ST of the opponent. A result of > '11' breaks the trident.

20.10.2.2 If a trident breaks, roll 1D6. A result of '5-6' allows the trident to be used, but only at 1-hex range. Otherwise, it is considered useless.





21. USE OF OPTIONAL WEAPONS -

21.1 A wide variety of weapons were used in the Roman arenas. The different weapons held much fascination for the Romans, and bets were wagered on the 'trident' or the 'sword' just as often as the 'Greek' or 'Numidian'.

21.1.1 Gladiators require the proper Weapon talent (SL 0) to properly use a weapon.

21.1.1.1 Any gladiator using an optional weapon of which they are not trained, suffers a -2 weapon DRM [see 9.3, 13.2 & Campaign Game 31].

NOTE: If not playing the Campaign Game, players may assume all gladiators are trained with optional weapons.

21.1.2 Some gladiators carry a second weapon in a sheath (a scabbard or quiver). Such a weapon may not be dropped, but does not count as a carried item as long as it remains in its sheath [see 13].

NOTE: A sheath was strapped to a gladiator's belt, allowing a gladiator to hold an extra weapon while keeping both hands free.

21.1.2.1 When a gladiator draws his weapon from a sheath, he must drop his other weapon or shield, and attacks at half CF (round down) for the duration of that phase [see 13].

21.1.2.2 A sheathed weapon may be Recovered from a fallen gladiator, as normal, but must it's considered drawn after Recovery [see 13.4].

NOTE: A sheath could not be quickly unstrapped during a match, but an opponent could still draw a weapon from a fallen foe.

21.2 AXE (bullova): A large, double-bladed axe. It grants a +2 bonus to all Wound rolls on the Wound & Stun Severity Table [see 10.1], but all attacks are +1 Spd [see 9.4.5].



21.3 BOW (arcum): A short bow with a sheath of 20 arrows; used exclusively by the Sagittarius [see 30.2].



add arrow pic

21.3.1 A bow must be used with arrows [see 13.4].

21.3.2 A gladiator armed with a bow defends at half CF (round down), and does not allocate CF to attack.

21.3.2.1 Instead, he may "throw" one arrow per phase at any single target in his combat front, as normal [see 13.3].

21.3.3 A parry weapon and shield ('P*') CRT result requires a check to see if the bow is broken by the parry.

21.3.3.1 Roll 2D6 and add the ST of the opponent. A result of > '7' breaks the bow, making it useless [see 20.9.2.2].

21.3.4 A bow is a two-handed weapon, and may not be used with a shield.

21.4 DAGGER (pugio): A small throwing knife. It attacks with -1 Spd [see 9.4.5], but with half CF (round down).



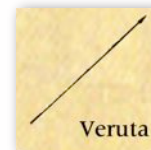
21.4.1 As an option, a Retiarius may be armed with a dagger (in a sheath) as a second weapon [see 19.3.2 & 21.1.2].

21.5 FLAIL (plaga): A spiked ball chained to a long shaft. Any shield or parry hit (any 'S' or 'P' result) is increased by two steps, but all attacks are +1 Spd [see 9.4.5].



EXAMPLE: An 'S*' result with a flail is increased to a 'P*' result, while a 'P*' result is increased to a 'H+' result.

21.6 JAVELIN (veruta): A light-weight throwing spear carried in a sheath of two to four (1D3+1). It attacks with -1 Spd [see 9.4.5], but with half CF (round down).



21.6.1 A parry weapon and shield ('P*') CRT result requires a check to see if the javelin is broken by the parry.

21.6.1.1 Roll 2D6 and add the ST of the opponent. A result of > '9' breaks the javelin, making it useless [see 20.9.2.2].

21.7 LASSO (laqueum): A coil of rope with a noose, used to snare an opponent, same as a net [see 20.2].



21.7.1 A lasso attack is treated as a net toss [see 20.2 & 20.4], except an 'H' Ensnares the target, and forces him to roll 2D6 on the Lasso Ensnare table.

LASSO ENSNARE TABLE

2D6	Ensnare Effect
2-4	Neck: roll for wounds; +4 Drag Prone DRM
5-7	Torso: Ensnared (same as a Net Toss)
8-9	Arm: drop weapon or shield; x ^{1/2} CF
10-12	Leg: no movement; +8 Drag Prone DRM

NOTE: Immediately apply Ensnare effects; cancel actions as needed.

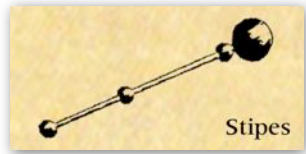
21.7.2 If a gladiator remains Ensnared for three consecutive phases, he is considered bound (tied up), and is at the mercy of the attacking gladiator [see 18].

21.7.3 A lasso is a two-handed weapon, and may not be used with a shield.





21.8 MAUL (stipes): A large war hammer. A maul may attack any target within the gladiator's 2-hex combat front and grants +3 ST bonus to all CRT results, but all attacks are +2 Spd [see 6.2 & 9.4.5].

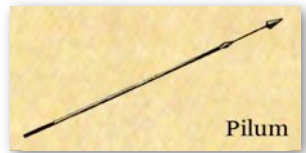


Stipes

21.8.1 If a maul attack hits (any 'H' result), the target must roll 2D6 on the Stun section of the Wound & Stun Severity Table, in addition to any wounds suffered [see 10.1].

21.8.2 A maul is a two-handed weapon. If used with a shield, all attacks are at half CF (round down).

21.9 PIKE (pilum): A long metal spear. A pike may attack any target within the gladiator's 15-hex combat front, but may not attack from the 1-hex range and all attacks are +1 Spd [see 6.2 & 9.4.5].



Pilum

21.9.1 If a pike strikes a target's shield (any 'S' result), add +6 to the shield damage roll [see 12.2].

21.9.2 A pike is a two-handed weapon. If used with a shield, all attacks are at half CF (round down).

21.10 SCIMITAR (sica): A long sword with a curved tip. A scimitar may attack any target within the gladiator's 2-hex combat front, but all attacks are +1 Spd [see 6.2 & 9.4.5].



Sica

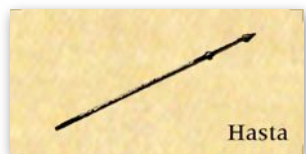
21.10.1 All attacks with a scimitar from the 2-hex range are at half CF (round down).

21.11 SCISSOR (scissor): A half-moon shaped blade, attached to a metal tube and worn on the gladiator's arm ('A3' for body area 4).

21.11.1 A scissor attacks as normal, but grants a +4 drop DRM [see 13.2].

21.11.2 A scissor may never be dropped or recovered, and the wearing gladiator may never use that hand to hold another weapon or shield [see 13].

21.12 SPEAR (hasta): A long wooden shaft with a metal 'leaf' tip, used exclusively in the 'hunts' (venationes) [see 28].



Hasta

21.12.1 A spear is a two-handed weapon. If used with a shield, all attacks are at half CF (round down).

OPTIONAL WEAPONS

Untrained: -2 Weapon DRM

Weapon	Spd	Rch	Thr	CRT	Notes
Axe	+1	1-hex	2	3	+2 Wounds
Bow	--	Unlim	5	5	2H, Brk (7), Special
Dagger	-1	1-hex	2	2	½ CF
Flail	+1	1-hex	-1	1	+2 to 'S' & 'P'
Javelin	-1	2-hex	3	7	½ CF, Brk (9), Multi (6)
Maul	+2	2-hex	-1	1	2H, +3 ST, 2D6 Stun
Pike	+1	3-hex	0	5	2H, +6 Shield dam
Scimitar	+1	2-hex	0	3	½ CF at 2-hex range
Scissor	--	1-hex	--	--	+4 Drop DRM
Spear	--	2-hex	3	4	2H
Sword	--	1-hex	1	3	--
Trident	--	2-hex	2	5	2H, Brk (11)

22. UNARMED COMBAT -

22.1 Any gladiator with a free hand (holding only a weapon or shield) may attempt an unarmed attack (strike).

NOTE: Unarmed strikes are very risky for the attacker, and were usually only attempted if the gladiator had no choice.

22.2 STRIKES: A unarmed strike is conducted as a normal attack [see 9.3] but at half CF (round down), and +1 Spd [see 9.4.5].

22.2.1 Ignore shield hits (any 'S' result) and parry hits (any 'P' result) force an arms (body area 4) wound check on the unarmed gladiator [see 10.1].

22.2.2 Body hits ('H') yield no damage. Instead, the defender must roll 2D6, plus attacker ST and any 'H' bonus, on the Stun section of the Wound & Stun Severity Table [see 10.1].

22.3 CRITICAL HITS: Check for critical hits if a defender suffers any Stun from a strike, but with a +1 DRM for each point of Stun sustained [see 10.4].

22.3.1 Critical hits cause actual damage (not Stun).

22.3.2 An 'H', 'M' or 'K' critical hit result forces the defending gladiator to perform a *Fall Prone* check with a -3 DRM [see 15.3].

22.3.3 An '2x', '3x' or 'SA' critical hit result allows the attacker the option to *grapple* the defender's body area.

22.3.3.1 To *grapple*, a gladiator must have both arms free and have lost no more than 3 CF from his arms.

22.4 GRAPPLING: A *grappled* defender is immediately immobilized by the attacker, and may not move or rotate [see 7.2.1].

22.4.1 Before combat, the attacker may allocate CF to hold the grapple, and the *grappled* defender may allocate CF to attempt escape [see 20.6].

22.4.2 If the *grappled* defender does not escape, the attacker may immediately inflict Stun on the defender equal to 1D3 plus the attacker's ST (ignore armor). Check for critical hit to the targeted body area, same as a strike.

22.4.3 A *grappled* defender may only allocate CF for defense or escape. Any damage or Stun inflicted on the attacker allows the *grappled* defender to immediately escape (no CF Loss) [see 20.6].





23. SPECIAL ATTACKS & DEFENSES -

23.1 Special attacks and defenses are advanced combat actions that grant unique bonuses and different options. Each gladiator may select one special attack and one special defense each phase, along with their normal CF allocations [see 9.3].

23.2 A gladiator may select one special attack in place of a normal attack. Record the code letter and the CF allocated on the Attack and Defense Allocations display of the Log Sheet [see 3.18].

A **DISARM**: Conduct as an attack to the arms (*body area 4*), but a body hit ('H') becomes a parry ('P') with a drop DRM equal to 8 plus any 'H' bonus [see 13.2].

F **FEINT**: The attacker must be on his feet. Conduct as an attack to any body area, but a body hit ('H') yields no damage. Instead, the attacker may immediately counter-attack the body area of his choice (noting defender CF allocations), with 4 CF plus any 'H' bonus.

S **SWEEP**: Conduct as an attack to the legs (*body area 5*). A body hit ('H') yields half damage, but the defender must check for *Stumble* with a negative DRM equal to any 'H' bonus +1 [see 15].

H **SHIELD BASH**: The attacker must have a shield. Conduct as an attack to the chest (*body area 2*), but a body hit ('H') yields half damage, and the defender must roll 2D6 (plus any 'H' bonus) on the Stun section of the Wound & Stun Severity Table [see 10.1].

T **SAND**: The attacker kicks sand in the defenders face. The defender must be within the 2-hex combat front of the attacker [see 6.2]. Conduct as an attack to the head (*body area 1*), but a body hit ('H') yields no damage. Instead, the attacker suffers a 2D3 CF loss (plus any 'H' bonus) for the duration of this phase [see 9.4]. All other CRT results have no effect.

23.3 A gladiator may select one special defense in place of a normal defense. All special defenses cost 3 CF. Record the code letter in the appropriate defense block during the Combat Factor Allocation step [see 9.3].

D **DUCK**: The defender may not be *stunned* [see 11]. It yields an automatic '--' CRT result versus any attack to the defender's head (*body area 1*).

B **BLOCK**: The defender must have a shield. It yields an automatic 'S' CRT result versus any attack to the defender's chest (*body area 2*). Check for shield damage as normal [see 12.2].

K **BACK STEP**: The defender must be on his feet, and not *Stumbling*. It yields an automatic '--' CRT result versus any attack to the defender's groin (*body area 3*).

P **PARRY**: The defender must have a weapon, and lost no > 3 CF from his arms. It yields an automatic 'P' CRT result versus any attack to the defender's arms (*body area 4*). Check for weapon drop as normal [see 13.2].

J **JUMP**: The defender must be on his feet and lost no > 3 CFs from his legs or from endurance loss [see 17.2]. It yields an automatic '--' CRT result versus any attack to the defender's legs (*body area 5*).

24. TWO-HANDED FIGHTING -

24.1 A gladiator who has lost their shield, may forgo their shield and pick up another weapon, fighting with a weapon in each hand (two-handed).

24.1.1 Any gladiator may fight two-handed, but a *Dimachaerus* is specially trained to *effectively* fight two-handed [see 19.3.3].

24.2 A *Dimachaerus* using two of the same weapon gains a +4 CF bonus, with -1 Spd [see 9.4.5]. If using two dissimilar weapons, he gains only a +2 CF bonus.

24.2.1 A non-*Dimachaerus* fighting two-handed must use two of the same weapon with only a +2 CF bonus, and suffers a -2 drop DRM [see 13.2].

24.3 When fighting two-handed, shield hits (any 'S' result) are converted into parry hits ('P'), and parry weapon & shield hits ('P*') are converted into body hits ('H').

24.4 Two-handed weapons and flails may not be used with two-handed fighting [see 21].

25. CLEAVING -



25.1 A cleaving blow (any 'K' result) would often sever head or limb, resulting in copious amounts of blood and carnage.

25.1.1 A gladiator is cleaved if they suffer a 'K' result on the Wound & Stun Severity Table or as a critical hit result. Drop 1D3 Blood counters around the downed gladiator [see 13.2].

25.2 Any gladiator that enters a hex with a Blood counter must immediately check for *Stumble* [see 15.2].

26. TEAM COMBAT -

26.1 Any time a single gladiator is attacked simultaneously by two or more opponents, the following rules take effect.

26.2 After movement, any single gladiator in the combat front of multiple opponents must pivot to place all opponents in his combat front.

26.2.1 If this is not possible, he must position himself to yield his opponents the smallest possible positional advantage [see 9.2].

26.3 The attack sequence is determined as normal, except an adjacent, unattacked opponent always attacks before a single gladiator (regardless of the CF allocated) [see 9.4].

26.3.1 A single gladiator must announce how many attacks he is making at each opponent.

26.4 Attack CF against a single gladiator are not combined. The defense CF of the single gladiator is applied against all attacks, except those from the gladiator's three rear hexes.

26.5 Any opponent *not* in the combat front of the single gladiator may add his positional advantage modifier directly to any single attack. This is the only instance where more than 8 CFs can be used in one attack [see 9.3.2].





EXAMPLE: A gladiator attacking in a two vs. one situation has a +3 positional advantage. Thus, he may add this modifier to an 8 CF attack, resulting in a large 11 CF attack.

26.6 During Team combats (*catervarii*), no communication of any kind is allowed in the arena, even between members of the same gladiatorial team.

NOTE: The noise and chaos of the arena made it next to impossible for gladiators to communicate.

26.7 In the Roman arenas, most team combats were recreations of classic Roman battles. They would start off as brawls, but then team members would pair off in one-on-one confrontations all around the arena. Sometimes winners were allowed to help their teammates, other times not.

26.7.1 Team Matches usually lasted a predetermined time, with the winning side being the one with the most gladiators left standing. On rare occasions, team combats were fought to the death (last team member standing). These death matches were usually held only on very special occasions.

27. ARENAS & OBSTACLES -

27.1 Gladiators fought in arenas of all shapes and sizes throughout ancient Rome, from fighting pits to the massive Colosseum in Rome. Arenas were often staged with various obstacles to create hazards for the gladiators, and to increase the suspense for the crowds.

27.2 **ARENA SETUP:** Before starting a series of matches, follow the setup procedure below to determine the size and configuration of the arena.

27.2.1 Roll 2D3-1 to determine the Arena Size.

27.2.1.1 If the Arena Size = '1', the match is held in the Colosseum in Rome. Matches held on the Colosseum earn *lanistas* more *denarii* per match [see *Campaign Game 39*].

27.2.1.2 If the Arena Size = '5', the match is held in a Fighting Pit. Do not roll for walls; the edges of the map are automatically considered walls [see 27.4].

27.2.2 Roll 1D6 and subtract the Arena Size. The result is the number of obstacles in the arena.

NOTE: The size of the arena would often dictate the number of obstacles present. A larger arena would have more obstacles to force the gladiators closer together, encouraging them to fight.

27.2.2.1 Take the obstacle counters in hand, and drop them from 1' above the map board. Place the counters in the closest hexes from where they fell. If they fall off the map, re-drop them as needed.

27.3 **COLLISIONS:** A gladiator that moves into an obstacle that blocks movement (wall, pillar, or rock), suffers a *collision* and must stop all movement [see 8.2].

27.3.1 Roll 2D6, add the Collision with Obstacle DRMs, and consult the Stun section of the Wound & Stun Severity Table [see 10.1].

COLLISION WITH OBSTACLE

2D6 + DRMs (roll on *Stun Severity Table*)

DRM	Condition
+2	per hex moved <i>forward</i> this phase
+4	<i>pushed</i> into an Obstacle by a collision
-?	Agility factor



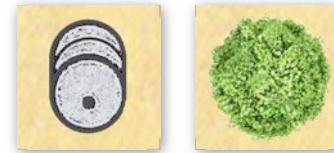
27.4 **WALLS:** A wall represents the edge of the arena; it blocks movement and combat.

27.4.1 During a match, if a gladiator moves off the edge of the map, roll 1D6 and add the arena's Size value. If the result is > '5' the fight has edged close to a wall. Mark that map edge with a wall marker, and adjust the map as normal [see 7.7].

27.4.2 If the opposite edge of the map already has a wall marker, remove it instead of rolling for another wall.

27.4.3 A gladiator that attempts to move off the edge of the map with a wall marker suffers a *collision*.

27.5 **PILLARS:** Pillars are solid marble columns. They block movement and combat, same as a wall.



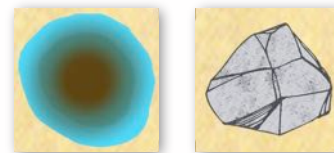
27.5.1 Any gladiator that attempts to move through a pillar hex suffers a *collision*.

27.6 **TREES:** Trees represent 8' to 10' tall trees. They block combat, but not movement.

27.6.1 If a gladiator suffers an 'F' CRT result while adjacent to a tree, he accidentally strikes the tree and must drop his weapon [see 13.2].

27.7 **MUD:** Mud represents small puddles of water with a muddy bottom. They do not block movement or combat.

27.7.1 Any gladiator that moves through a mud hex must immediately check for *Stumble* [see 15.2].



27.8 **ROCKS:** Rocks are large boulders that block movement and combat, same as a wall.

27.8.1 Any gladiator that attempts to move through a rock hex suffers a *collision*.

27.8.2 A gladiator that starts his movement adjacent to a rock hex, may perform a single (F) movement action (no turning) to climb on top of the rock (no *collision*).

27.8.2.1 A gladiator attacking from atop a rock treats all opponents on the ground as if they were *Kneeling* [see 14]

27.8.2.2 A gladiator attacking an opponent on a rock is at half CF, but if the opponent is struck he must check for *Stumble* [see 15.1] with a negative DRM equal to the amount of wounds suffered before modifying for armor [see 10.2].



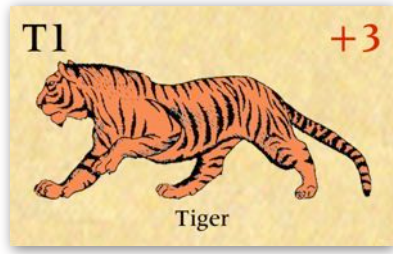


28. GLADIATOR VS BEAST -

28.1 All manner of rare and unique beasts fought in the arenas of Rome. These hunts (*venationes*) were very popular and were an integral part of most spectacles.

28.1.1 Traditionally, two types of gladiators fought against beasts, a *heavy* gladiator (*Bestiarii*) armed with a weapon and shield, and a *light* gladiator (*Venatores*) armed with a spear and *no* shield [see 19].

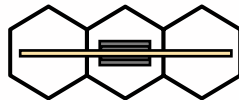
28.2 Unlike gladiator counters, beast counters occupy three hexes and have their combat front on the counter edge, toward the head of the beast [see 6.2].



Beast Counter

NOTE: The wolf and boar only occupy two hexes.

28.2.1 Place beast counters centered in their hex.



28.3 BEAST LOG SHEET: A Log Sheet must be prepared for each beast, same as a gladiator [see 3.1].

BEAST LOG SHEET																		
1. Type/ID: _____												4. Attack CF						
2. Beast Characteristics												1 2 3 4 5						
ST	CN	W	CF	HI	CU													
3. Body Area Wounds																		
Head	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Area 1	K	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Chest	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Area 2	K	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Groin	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Area 3	K	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Fore	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Area 4	K	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Hind	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Area 5	K	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
6. Combat Factors												5. End Loss						
7. Stun Factors																		

28.3.1 TYPE/ID: Note the type of beast (*bear, boar, elephant, gazelle, leopard, lion, rhino, wolf, or zebra*) and the beast's counter ID [see 2.3.1].

28.3.2 ATTACK CF: When beasts are close enough to strike, randomly allocate their CF to attack one or more body areas of the defending gladiator [see 9.3].

28.3.3 BEAST CHARACTERISTICS: These six values comprise each beast's physical characteristics, as referenced using the Beast Characteristics Table.

ST	Strength	CF	Combat Factor
CN	Constitution	HI	Hide
W	Wounds	CU	Cunning

BEAST CHARACTERISTICS

Type	ST	CN	W	CF	HI	CU
Bear	9	4	18	12	-3	+3
Boar	5	1	14	8	-1	-2
Elephant	20	4	32	6	-2	-2
Gazelle	2	1	4	4	0	-3
Leopard	3	2	10	10	0	+1
Lion	9	3	14	14	0	+2
Rhino	13	2	24	6	-3	-1
Tiger	11	4	16	16	0	+3
Wolf	1	1	6	8	0	+1
Zebra	3	1	6	4	0	-3

28.3.3.1 Hide acts as an Armor DRM. Assume a beast's hide provides complete Armor coverage [see 10.2].

28.3.3.2 Cunning acts as a DRM on the Beast Action Table.

28.3.4 BODY AREA WOUNDS: A separate record of wounds sustained by the beast for each body area [see 3.13].

28.3.5 END LOSS: A record of any CF loss by the beast due to endurance [see 17].

28.3.6 COMBAT FACTORS: As the beast suffers wounds their CF may be reduced, same as a gladiator [see 9.3.1].

28.3.7 STUN FACTORS: A stunned beast suffers a temporary loss of CF, same as a gladiator [see 9.3.1].

28.4 PHASE PLOT: Beasts never plot movement. When fighting a beast, gladiators must always plot their movement before determining beast movement.

28.5 MOVEMENT: Each beast determines their movement each phase by rolling 2D6 on the Beast Action Table.

EXCEPTION: Wolves hunt in packs, thus roll only once for Beast Action and apply the result to all wolves.

BEAST ACTION TABLE

2D6 + Beast CU (+3 if 'Feed' with last action)

Wolves: Roll once & apply result to all Wolves

Panic: Move 2D3 random hexes (+6 End Loss DRM)

2D6 Beast Action

1-	Beast Panics (stop Beast Actions)
2-3	Move 1D3 hexes away from closest gladiator
4-6	Move 1D3 hexes in random direction
7-8	Stay in place & turn toward closest gladiator
9-12	Move 1D3 hexes toward closest gladiator
13+	Move 3 hexes toward closest body & Feed upon it

28.5.1 Beasts have a movement rate of 8, and automatically turn to face their direction of movement.

28.5.2 If Panicked, the beast moves 2D3 hexes in a random direction each phase, and no longer rolls for Beast Action for the rest of the match.

28.5.2.1 Add +6 to the Turn number when rolling for endurance loss on a Panicked beast [see 17.2].

28.6 COLLISIONS: A collision occurs anytime a beast's movement crosses a hex occupied by a gladiator [see 8.1.1]. Resolve collisions as normal [see 8.4], except the beast also applies any applicable Collision with Beast DRM below.

28.6.1 If a collision occurs with a Panicked beast, the gladiator is trampled, and suffers a body hit with a DRM equal to the amount of Stun suffered [see 10.1].





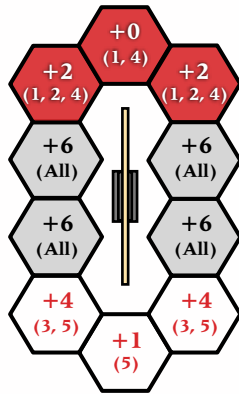
COLLISION WITH BEAST

Panic: Tramples gladiator ('H' with DRM = Stun suffered)

DRM	Condition
+8	Beast is an <i>Elephant</i> or <i>Rhino</i>
+5	Beast is a <i>Tiger</i> or <i>Zebra</i>
+3	Beast is a <i>Bear</i> or <i>Lion</i>
+1	Beast is a <i>Leopard</i> or <i>Boar</i>
+2	per hex Beast moved this phase

28.7 COMBAT: Beasts attack as normal [see 9], except gladiators must allocate all CF first.

28.7.1 Use the Beast Positional Advantage diagram when fighting against a beast. Ignore one of the side grey hexes when fighting a wolf or boar [see 9.2].



Beast Positional Advantage Diagram

28.7.1.2 The RED hexes represent a beast's combat front.

28.7.1.2 The lower values represent the body areas a gladiator is allowed to strike on a beast.

28.7.2 A beast will attack any gladiator in its 3-hex combat front, and never turns to face their attackers [see 6.2 & 9.1.2].

28.7.3 Roll 1D3 for the number of attacks (divide CF equally), and 1D6 for location (re-roll any '6'). A beast never allocates defense CF [see 9.3.3].

28.7.3.1 All Shield and Parry hits (any 'S' or 'P' result) against a beast are converted to body hits ('H').

28.7.3.2 Parry hits (any 'P' result) from an attack by a beast, force a body area 4 (Fore) wound check on the beast and a weapon drop check by the gladiator [see 13.2].

28.7.4 Bears rear up (stand on their hind legs) when attacking and can only attack body areas 1, 2 and 4, but receive a +4 CF bonus and are treated like gladiators for positional advantage [see 9.2].

28.7.5 If a beast receives a wound, use the Beast Critical Hit Table to resolve any additional injury [see 10.4].

BEAST CRITICAL HIT TABLE

Area Hit	2D6 (WHITE dice) + 1 per Wound							
	8-	9	10	11	12	13	14	15+
Head	--	1	V	S	2xS	2x	3xM	K*
Chest	--	1	1	1	1	ST	2xM	K*
Groin	--	1	ST	2x	2x	2xM	3xM	K*
Fore	--	1	1	ST	ST	ST	LMP	2xM
Hind	--	1	1	ST	ST	LMP	LMP	2xM

29. SOLITAIRE GLADIATOR -

29.1 GLADIATOR may be adapted for cooperative or solitaire play by using non-player gladiators called centurions. Centurion movement and combat actions are controlled randomly using the following charts and tables.

29.2 Centurions are generated by rolling D66 on the Random Centurion Table, then roll an additional 1D3-2 to determine their Fighting Spirit (FS).

29.2.1 FS represents a centurion's willingness to fight, and modifies movement and combat actions [see 29.3 & 29.4].

NOTE: Players may also roll for centurion Prestige [see 35].

RANDOM CENTURION TABLE

Starting FS: 1D3-2 (DRM for movement & combat actions)

Starting PR: 1D3 - 1D3 (optional)

D66 Roll	Physical Characteristic				
	TR	ST	AG	CN	W
11	8	-2	4	4	11
12	7	1	3	3	12
13	9	0	1	3	9
14	8	0	1	4	11
15	8	1	0	4	10
16	7	-1	4	3	12
21	9	0	2	3	9
22	9	2	-1	3	12
23	10	1	-1	3	9
24	8	3	0	4	11
25	9	2	0	4	10
26	11	0	0	3	12
31	8	1	2	3	10
32	9	3	-1	4	14
33	11	-2	1	3	12
34	7	0	3	3	11
35	11	1	0	4	10
36	8	4	-1	2	9
41	10	3	-1	4	10
42	12	-2	1	1	14
43	10	3	-2	4	12
44	7	2	1	3	11
45	10	-1	1	4	10
46	13	1	0	2	9
51	10	2	-2	5	10
52	13	0	0	3	10
53	12	1	0	3	9
54	9	3	-1	4	9
55	11	0	1	3	12
56	10	0	3	2	15
61	12	-1	1	2	14
62	12	1	0	3	9
63	8	5	-2	5	10
64	10	-1	2	4	14
65	12	2	-3	3	13
66	7	5	1	4	13

29.3 PHASE PLOT: Centurions never plot movement. When fighting a centurion, gladiators must always plot their movement before determining centurion movement.

29.4 MOVEMENT: Each centurion determines their movement each phase by rolling D66 (RED die & WHITE die), and applying the results below.





29.4.1 SPECIAL ACTIONS: Check if the centurion performs a *Prone*, *Recover* (R), or *Pause* (X) action (in order).

29.4.1.1 *Prone* centurions must add the Movement roll and range to the *closest* opponent. If the result is < '10' he uses a RO action, rolling away from his opponent [see 7.4]. Otherwise, he uses a KN action [see 15], and rotates one hex-side toward his *closest* opponent.

29.4.1.2 A centurion performs an R action if not *Prone* and *within* one hex of a *needed* weapon or shield [see 7.4].

29.4.1.3 Otherwise, if the centurion does not perform a *Prone* or R action, add the Movement roll and Pause DRMs. If the result is < '1' the centurion *Pauses*, and does not move or rotate [see 7.4].

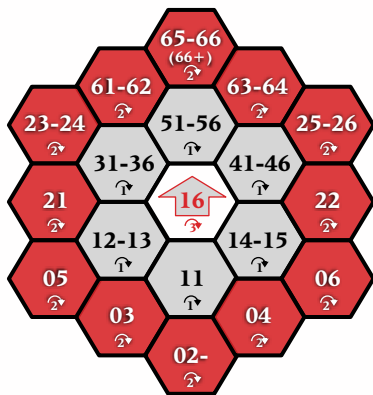
CENTURION PAUSE ACTION

2D6 (Movement roll) + DRMs < 1

DRM	Condition
-1	per 3-hex range to <i>Opponent</i>
-?	# of Pauses remaining (+ current Phase #)
+?	Opponent's Positional Advantage bonus

29.4.2 RANDOM MOVEMENT CHART (RMC): If the centurion did not perform a *Prone*, *Recover* (R), or *Pause* (X) action; use the RMC to determine his movement.

29.4.2.1 Align the arrow on the RMC in the direction of the centurion's *closest* opponent.



Random Movement Chart

29.4.2.2 Apply the Movement roll (*RED* die as the 'tens' digit, *WHITE* die as the 'ones' digit), to the RMC, and move the centurion to the indicated hex (do not adjust facing). Apply the Position DRMs to the 'tens' (*RED*) die.

CENTURION POSITION

D66 + DRMs (apply DRMs to *RED* die)

No Shield / Weapon: Shift 1 / 2 hexes (on RMC) toward *item*

Kick Item: If in hex & Movement roll + range to *Opponent* < 10

No Rotation: if face *opposite* of RMC arrow & Movement roll > '22'

Mounted: Face RMC arrow *before* movement (no *final facing*)

DRM	Condition
-1	per 3 Stun Factor in effect (<i>round down</i>)
+1	per 3 hex range to <i>Opponent</i> (n/a if <i>Retiarius</i>)
+?	Positional Advantage bonus
+?	Fighting Spirit (+2 if Mounted)

29.4.2.3 If the RMC result is '66' or greater and the centurion's *center* facing is aligned with the RMC arrow, the centurion performs a C action [see 7.4].

29.4.2.4 A centurion *without* a shield shifts one hex (on the RMC) toward the *closest* discarded shield.

29.4.2.5 A centurion *without* a weapon shifts two hexes (on the RMC) toward the *closest* discarded weapon.

29.4.2.6 If a centurion's passes through a hex with a discarded item, add the Movement roll and range to the *closest* opponent. If the result is < '10' the centurion stops and *Kicks* the item away from his opponent [see 13.5].

29.4.3 Rotate the centurion a number of hex-sides (toward his *closest* opponent) equal to the rotation value (R) at the bottom of his RMC hex.

29.4.3.1 The centurion may *not* rotate, if facing *opposite* of the RMC arrow and the adjusted Movement roll is > '22'.

NOTE: If a Centurion moves, mark an 'M' in the appropriate phase box; an exact plot is not required [see 29.3].

29.4.4 Each centurion must check for endurance loss at the end of each game turn, same a gladiator [see 17.2].

29.5 COLLISIONS: Movement collisions are determined as normal. Randomly determine a centurion's exact movement path if needed [see 8].

29.6 RETIARIUS ACTIONS: If either the centurion or gladiator is a *Retiarius* (or *Laquearius*), apply the following rules below.

29.6.1 If the centurion is *fighting* a *Retiarius*, check for an RN action each movement phase the *Retiarius'* net is available for use, and he did not perform a *Prone*, R, or X action.

29.6.1.1 Add the Movement roll and range to the *Retiarius*. If the result is < '10' the centurion uses an RN action, and may not move or rotate [see 20.3].

29.6.1.2 If the centurion is *Ensnared* by a *Retiarius*, roll 2D3 for every 6 available CFs (round up) and allocate the result as Escape CF [see 3.18 & 20.5].

29.6.2 If the centurion is a *Retiarius*, roll 1D6 on the Centurion Net Attack Table each phase his net is available for use [see 20.4, 20.6 & 20.7].

CENTURION NET ATTACK TABLE

1D6	Net Attack Performed
1-3	Net Lay ('1' = left, '2' = center, '3' = right)
4-5	Net Swing (net <i>unavailable</i> next phase)
6	Net Toss (net <i>unavailable</i> next two phases)

29.7 COMBAT: During combat, gladiators must allocate all CF first. Centurion CF are allocated using the sequence below.

29.7.1 Roll 1D6 for every 6 full CF available, and subtract the centurion's FS from each roll (+2 FS if centurion is *Heavy*, +1 FS if *Medium*). The result is the number of defense CF; any remaining CF are allocated for attack.

29.7.2 Once the attack and defense CF are determined, follow the steps below to allocate each CF.

29.7.2.1 Roll 1d6 per defense CF for the *body area* allocated; '6' = Special Defense. If a Special Defense is already assigned, re-roll *body area*.

29.7.2.2 Roll 1d6 per 1D6 attack CF for the *body area* allocated; '6' = Special Attack. If a Special Attack is already assigned, allocate CF to the target *body area* with the *weakest* armor (no > 8 CF).





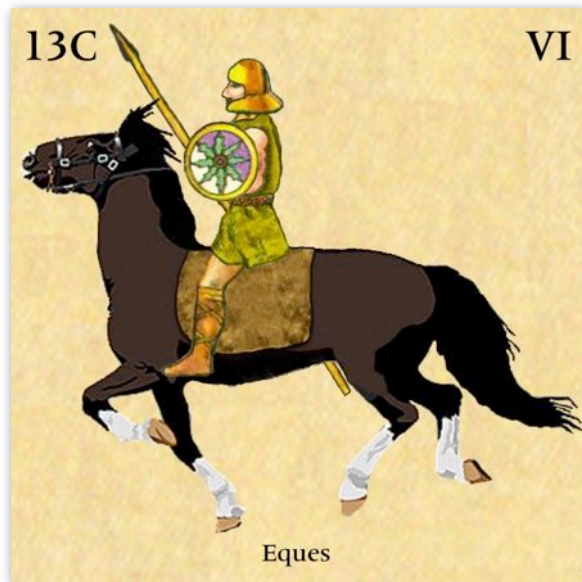
30. MOUNTED CENTURIONS -

30.1 Gladiators on horseback (mounted) were fairly common in the Roman arenas. They often fought at the beginning of the days events, and were used to recreate famous battles.

30.2 Traditionally, there were two type of mounted gladiators, a medium gladiator (*Sagittarius*), armed with a bow, *gladius* (as a second weapon), and no shield; and a light gladiator (*Eques*), armed with a spear, scimitar (as a second weapon), and a large shield [see 19 & 21].

30.2.1 Only centurions may fight while mounted [see 29]. Such gladiators were considered elite, as their skills required specialized training.

NOTE: Mounted gladiators were always free men (rudiarus), since their weapons posed a danger to the spectators.



Eques Counter

30.3 COUNTERS: While mounted, *Eques* and *Sagittarius* counters occupy three hexes. They have their combat front on the front counter edge [see 29.2].

30.3.1 If a mounted centurion dismounts, his counter is replaced by a *light* gladiator counter (if *Eques*) or a *medium* gladiator counter (if *Sagittarius*) [see 2.3.1].

30.4 MOVEMENT: Mounted centurions roll for movement as normal [see 29.3], with the following exceptions.

30.4.1 They turn to face the RMC arrow, *before* movement [see 29.4.2], and do not rotate after [see 29.4.3].

30.4.2 They may not *Kick* or *Recover* any dropped item [see 29.4.1.2 & 29.4.2.6].

30.4.3 They do not roll for endurance loss while mounted [see 29.4.4].

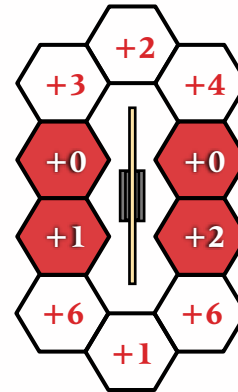
30.5 COLLISIONS: A mounted centurion is treated as a beast (*zebra*), except if the defender has the lowest Impact Factor, he has been *trampled* by the horse [see 28.5 & 28.6.2].

30.5.1 If the defender has the highest Impact Factor, he has dodged the horse, and suffers no damage, but must still vacate the contested hex [see 8.4.1].

NOTE: A mounted centurion is always considered the attacker in a collision, regardless of its IF.

30.6 COMBAT: During combat gladiators must allocate all CF first, as normal [see 29.7], with the following exceptions.

30.6.1 Mounted centurions use the Mounted Positional Advantage Diagram.



Mounted Positional Advantage Diagram

NOTE: The RED hexes above represent a mounted centurion's combat front [see 6.2].

30.6.2 Mounted centurions never roll for Special Attacks or Defenses [see 29.7.2.1 & 29.7.2.2], and are treated as a *Heavy* gladiator when rolling for defensive CF [see 29.7.2.1].

30.6.3 Mounted centurions treat all opponents on the ground as if they were *Kneeling* [see 14]

30.6.4 If a mounted centurion is hit (any 'H' result) he must check for *Stumble* [see 15.2] with a negative DRM equal to any 'H' bonus [see 10.2]. A *Stumbling* mounted centurion may not move next phase.

NOTE: It is assumed the Stumbling centurion is struggling to stay seated and control his mount.

30.6.4.1 Apply a -2 *Fall Prone* DRM while mounted.

30.6.5 Mounted centurions are unhorsed (knocked off or fall from their mount) if they *Fall Prone* [see 15.3].

30.6.5.1 Mounted centurions that *Fall Prone* must roll 2D6 on the Stun section of the Wound & Stun Severity Table, with a +3 DRM [see 10.1].

30.6.5.2 An unhorsed centurion lands *Prone* in a random hex beside the mount [see 16.2].

30.6.6 A mount may be attacked, instead of the rider. Treat the mount as a beast (*zebra*), with the following exceptions.

30.6.6.1 A mount never attacks, rolls for Beast Action, or *Panics* while mounted [see 28.5].

30.6.6.2 The mount gains defensive CF equal to its movement (in hexes) x2 while mounted.

NOTE: A mount is assumed to be guided by the rider and moving fast, making it difficult to obtain an effective hit.





CAMPAIGN GAME

In the Campaign Game, players assume the role of a gladiator fighting in the arenas. They keep their gladiator from match to match, struggling to survive in the arenas. Their goal is to win ten matches and become the Emperor's Champion, winning their freedom.

The winner is the first player to score ten victories with the same gladiator. Should the gladiator suffer a mortal wound in his last match, but still wins the match, he dies a free man and wins the game.

31. TALENTS -

31.1 *Talents* represent additional fighting skills or specialized combat training. Gladiators may start their career with a few *talents*, or learn them by spending XP [see 34.3].

31.1.1 All gladiators start the Campaign Game with the WP 0 (Sword) *talent*, in addition to any *talents* rolled below.

NOTE: All gladiators are trained in the basic use of sword and shield at their ludi.

31.2 When creating a gladiator in the Campaign Game, roll D66 (RED die as the 'tens' digit, WHITE die as the 'ones' digit) on the Talents Table for every 3 points of their TR rating (round down).

TALENTS TABLE			
Starting Talents: 1 roll per 3 TR (round down)			
D66	Code	Talents	Notes
11-26	--	None	--
31-36	WP	Weapon	+1 CF & DRM per SL
41-42	TH	Throwing	+1 Thr value per SL
43-44	GP	Grappling	+1 CF per SL (see rules)
45-46	HG	Hold Ground	+1 Collision DRM per SL
51-53	RE	Retiarius *	Fight as a Retiarius
54-56	DI	Dimachaerus *	Fight as a Dimachaeri
61-62	FA	Fast Attack *	-1 Spd for 1st attack
63	BR	Bravado *	+2 PR & +1 PR change
64	TG	Toughness *	Ignore CF loss (see rules)
65	SP	Sprinting *	3 Moves (see rules)
66	FB	Fatal Blow *	-Def CF (see rules)
71+	--	Pick any talent	--

31.3 Some *talents* have skill levels (SL). Each SL grants additional bonuses, but no *talent* may have a SL > 3.

31.3.1 *Talents* marked with a "*" may only be learned once (count as SL 1). If the same "*" *talent* is rolled again, shift up one row to the next *talent*.

NOTE: When a new WP is rolled, Gladiators may increase one of their current WP talents, or select a new one at SL 0.

WP WEAPON: Start at SL 0 (trained in basic use); and select one weapon type: axe, dagger (scissor), flail, lasso, maul, pike, spear (javelin), or sword (scimitar). Each additional SL adds +1 CF and weapon DRM.

TH THROWING: +1 weapon Thr value per SL [see 13.3].

GP GRAPPLING: Gladiator may perform unarmed strikes at full CF (+1 CF per SL), with no Spd delay [see 22].

HG HOLD GROUND: +1 Collision DRM per SL [see 8.4].

RE RETIARIUS *: Gladiator may fight as a Retarius or Laquearius [see 19.3.2].

DI DIMACHAERUS *: Gladiator may fight as a Dimachaerus, using two weapons [see 19.3.3].

FA FAST ATTACK *: -1 Spd to the first attack each phase [see 9.4.5].

BR BRAVADO *: Gain +2 PR, and a +1 DRM when rolling for PR change [see 35].

TG TOUGHNESS *: Gladiator may ignore the first CF loss to each unwounded body area [see 10.3.1].

SP SPRINTING *: Gladiator may plot any three E, SFL, or SFR movement actions per phase [see 7.4]. Check for Stumble with a -1 DRM [see 15.2].

FB FATAL BLOW *: Gladiator may forfeit one (planned) attack to reduce the defense CF of the next body area attacked that phase by 1D3, +1 per 3 TR.

NOTE: In the Campaign Game, only gladiators with the RE or DI talent may fight as a Retarius or Dimachaerus.

32. INJURIES -

32.1 Most wounds sustained during a match are considered fully healed before the next match, but some severe wounds may leave lasting, crippling effects.

32.2 After a match, each gladiator rolls 2D6 for each body area wounded, and subtract the number of wounds suffered in that body area. If the result is < '0', the gladiator's wounds have left long-lasting, crippling effects.

32.2.1 Deduct the amount of a failed Head (body area 1) injury roll from the gladiator's CN rating.

32.2.2 Deduct the amount of a failed Chest and Groin (body areas 2 & 3) injury roll from the gladiator's W rating.

32.2.3 Deduct the amount of a failed Arms (body area 4) injury roll from the gladiator's ST rating.

32.2.4 Deduct the amount of a failed Legs (body area 5) injury roll from the gladiator's AG rating.

33. EXPERIENCE -

33.1 Experience represents the knowledge and wisdom earned while fighting in the arena. The harder a gladiator fights and the longer he survives, the more experience (XP) he earns.

33.2 XP EARNED: After a match, each gladiator subtracts his total defense CF spent from his total attack CF spent during the match. Divide this result by 3 (round down) for the base amount of XP earned (ignore any negative values).

33.2.1 Each gladiator earns an additional 3 XP per thrown weapon that strikes an opponent [see 18].

33.2.2 Each gladiator who is granted missus earns an additional 5 XP [see 18].

33.2.3 Each gladiator whose opponent is granted missus earns an additional 15 XP [see 18].

33.2.4 Each gladiator who scores a kill, earns an additional 10 XP, plus a bonus depending on whether it was a slow kill, a quick kill, or against a beast.





33.1.3.1 A slow kill is the gradual elimination of a single body area by two or more separate attacks. Score a +20 XP bonus if it occurs in the 1st turn, +15 points in the 2nd turn, +10 points in the 3rd turn, and +5 points in the 4th turn.

33.1.3.2 A quick kill is when the first wounding attack to a body area results in a kill or the Moment of Truth [see 18]. Score a +12 XP bonus if it occurs in the 1st turn, +9 points in the 2nd turn, +6 points in the 3rd turn, and +3 points in the 4th turn.

33.1.3.3 A kill against a *beast* scores a bonus equal to the W rating of the beast [see 28].

33.2 SPENDING XP: XP may be saved or spent after each match to increase a gladiator’s physical characteristics, buy new *talent* rolls, or increase a *talent* skill level [see 3.12 & 31].

33.2.1 ST, AG, and CN may only be increased by one point between matches; up to a maximum value of ‘7’.

33.2.2 TR and W may be increased by two points between matches; up to a maximum value of ‘18’.

EXPERIENCE CHART

Base XP: (Total Atk CF – Total Def CF) / 3

Throwing Bonus: +3 per *thrown* strike against *Opponent*

Missus Bonus: +5 if *granted*; +15 if *Opponent* granted

Kill Bonus: 10 + [(5 – Turn #) x5 if *Slow*, x3 if *Quick*] or 10 + *Beast* W rating

XP	Improvement
20 x SL	+1 <i>Talent</i> skill level (SL)
20	+1 <i>Talent</i> roll (+1 to RED die per +10 XP)
35	+1 TR, ST, or AG
50	+1 CN or W

34. LUCK -

34.1 Luck represents a gladiator’s ability to avoid trouble; call it Fate or favor of the Gods. Luck may be spent to grant a gladiator a chance to re-roll any die roll during a match.

34.2 When creating a gladiator, determine his Luck (LK) by rolling 2D3+1.

34.3 DIVINE FAVOR: After any roll, a gladiator may attempt to invoke divine favor by rolling 2D6. If the result is < or equal to his LK value, he is smiled upon by the gods and may re-roll the original die roll.

NOTE: Most Romans believed in an entire pantheon of gods, and frequently made pleas to these gods for divine favor.

34.3.1 The gladiator may accept either die roll result, in case the original result is more advantageous.

34.3.2 Reduce the gladiator’s LK value by the result of his divine favor roll, but only for the duration of the match.

34.3.3 If the result is > his LK value, the gods do not favor him, and his original die roll stands as is. Do not reduce his LK value.

34.4 LUCK CHANGE: After a match, each surviving gladiator rolls 2D6 and subtracts two for each divine favor roll attempted during the match. If the result is > his LK value, increase his LK by one point.

34.4.1 If the result is < ‘0’, reduce his LK by one point.

35. PRESTIGE -

35.1 As gladiators win matches, they become well known among the crowds. This popularity is called Prestige, and it can be used by gladiators to intimidate their opponents or garner crowd support when appealing for *missus* [see 18].

35.2 When creating a gladiator, determine his Prestige (PR) by rolling 1D3 – 1D3.

35.3 CROWD FAVOR: A Gladiator’s PR acts as a DRM when appealing for *missus* [see 18.3].

35.4 INTIMIDATION: Gladiators may use their PR to intimidate their opponents. Before a match, each side rolls 1D3, and adds their highest PR rating. The side with the lower result is intimidated, and grants their opponents a PR CF bonus equal to the difference between PR rolls.

35.4.1 A PR CF bonus (PB) may only be used from a gladiator’s combat front [see 6.2]. Record the PB in the top box of the Combat Factor display [see 3.14.1].

35.5 PRESTIGE CHANGE: After a match, each surviving gladiator rolls 1D6–3, adding one for each beast or opponent defeated (+2 if his opponent had a higher PR). If the result is > his PR value, increase his PR by one point.

35.5.1 Certain arena events cause an automatic PR change.

35.5.1.1 If a gladiator is granted *missus*, he must lower his PR by one point [see 18.3].

35.5.1.2 If a gladiator *cleaved* an opponent, he raises his PR by one point [see 25].

35.5.1.3 If a gladiator defeated a *Notorious* opponent, he raises his PR by one point [see 35.6].

35.6 NOTORIOUS: If a gladiator’s PR drops below zero, he becomes *Notorious*; very unpopular with the crowds.

35.6.1 A *Notorious* gladiator must reverse all modifiers when rolling for PR change, as long as his PR remains below zero [see 35.5].

NOTE: Notorious gladiator was hated by the crowd. This is reflected in the reverse PR change modifiers above.

35.6.2 If a *Notorious* gladiator defeats another *Notorious* gladiator, he add +2 to his PR (instead of +1 PR).

36. SOCIAL ORIGIN -

36.1 Gladiators came from all levels of Roman society. When creating a gladiator, players may chose to roll for their gladiator’s social origin. Apply any DRMs to all gladiator creation rolls [see 3.12 & 35.2].

SOCIAL ORIGIN TABLE

2D6 Roll	Social Origin	Physical Characteristic					
		TR	ST	AG	CN	W	PR
2-5	Criminal	--	+1	--	-1	--	-2
6-7	Slave	+1	+2	-1	--	-1	-1
8	Soldier	+2	+1	--	-1	-1	--
9	Foreigner	--	--	--	--	--	+1
10-11	Freeman	--	--	--	+1	+2	--
12	Senator	-1	--	--	+2	+1	+2

NOTE: Regardless of their origin, all gladiators are considered slaves in the arena.





37. CUSTOMIZED ARMOR -

37.1 Players have the option to customize their gladiator's armor, instead of rolling for it randomly.

Armor Type	ARMOR COVERAGE					Denarii per Gladiator	
	2	3	4	5	Full	Light	Medium
A	1	2	2	3	4	4	8
B	1	2	2	2	3	8	11
C	1	1	1	2	2	11	

NOTE: Specialized gladiators never customize their armor.

37.2 Each player is allowed an amount of *denarii*, a unit of Roman currency, to buy armor for their gladiator. These *denarii* may not be saved; any *denarii* left unspent are lost.

37.3 If using *lanistas* [see 39], players must pay for armor out of their own pool of *denarii*.

38. ARRANGING MATCHES -

38.1 Gladiator matches were traditionally arranged as a sequence of games (*munis*). Each *munis* was composed of animal hunts and beast matches (*venationes*) in the morning, executions and comedic fights (*ludi meridiani*) at midday, and gladiator matches (*gladiatores*) in the afternoon.

38.2 MATCH TYPE: Each gladiator follows the sequence below to determine the particulars of their match.

NOTE: Each gladiator fights in only one match per *munis*.

38.2.1 Roll D66 (RED die as the 'tens' digit, WHITE die as the 'ones' digit) on the Random Match Table below.

RANDOM MATCH TABLE			
Death Match: 1D6 > Death #			
D66	Match Type	Death	Notes
11-32	Matched Pair	5	1v1 match
33-34	Two on One	5	vs 2 Opponents at once
35-36	Consecutive	2	vs 1D3+1 Opponents
41-42	Champion	4	vs Champion (+100 XP)
43-44	Two Pairs	5	2v2 Team combat
45-46	Three Pairs	5	3v3 Team combat
51-53	Battle	3	special Team combat
54-61	Venatores (Light)	--	vs 1D3 random Beasts
62-65	Bestiarii (Heavy)	--	vs 1D3 random Beasts
66	Unique Match	4	Special (see rules)

38.2.3 Each type of match is described in detail below:

MATCHED PAIR (*ordinarii*): A standard 1v1 match.

TWO ON ONE (*duo versus unum*): One gladiator fights two opponents at once [see 26].

CONSECUTIVE (*continuus*): A gladiator fights 1D3+1 opponents continuously, one at a time. Each new fight is started immediately after the last.

CHAMPION (*praescriptio*): A standard match, except the opponent gains a +300 XP bonus [see 33].

TWO OR THREE PAIRS (*catervarii*): A team combat, with two or three gladiators per team [see 26].

BATTLE (*bellum*): A battle reenactment (team combat), with 2D3 gladiators per team [see 26].

VENATORES or **BESTIARII**: A beast combat using the applicable fighting style [see 28]. Roll 1D3 for the number of random beasts fought. Do not roll for Death Match or Pairing [see 38.4].

UNIQUE MATCH: A special reenactment or match. Players may select any combination of the matches above, or create their own custom battle.

38.3 MISSUS CONDITIONS: Roll 1D6 to determine if *Missus* is allowed during the match.

38.3.1 If the result is > the Death value on the Random Match Table, the match is a death match (*sine missione*). No *stans missus* or *missus* is allowed [see 5.4 & 18].

38.4 PAIRING: Determine each gladiator's challenger (opponent) based on their combat class, and the type of match being fought.

NOTE: Usually gladiators were paired to opponents of equal skill and equipment. Balanced matches tended to last longer, which would increase the excitement and draw in larger crowds.

38.4.1 Roll D66 (RED die as the 'tens' digit, WHITE die as the 'ones' digit) on the Pairing Table below.

PAIRING TABLE						
XP: (1D6-4 + Opponent's record) x 25 (+300 if Champion)						
Any: Roll 1D6, '1-4' = class VI (Mounted)						
Player Class	Challenger Class (D66)					
	I	II	III	IV	V	Any *
I	11-14	15-23	24-25	26-31	--	32-33
II	34-35	--	36-41	42	--	43-44
III	45	46	51	52	--	53
IV	54	55	56-61	--	62-63	64
V	--	--	--	65	--	66

NOTE: Player gladiators can never be Mounted (class VI).

38.4.2 Select a fighting style for each gladiator and challenger based on their class.

NOTE: As an option, players may select a challenger (of the appropriate class) from the stable of an opposing *ludi* (see 39).

38.5 CHALLENGER GENERATION: Generate each challenger per the Advanced and Campaign Rules [see 29.2 & 35.2], with the following exceptions.

38.5.1 Each challenger has experience equal to 1D6-4 plus their opponent's match record (add V, S, and M), multiplied by 25.

38.5.2 If fighting a Champion, add a +300 XP bonus to the experience above.

38.5.3 Challenger experience is spent (at random) to improve his characteristics and/or abilities before the match, as normal [see 33].

38.6 MATCH DETAILS: Once all challengers have been determined, complete the final details for the match following the steps below.

38.6.1 Determine the Arena Size, and if any obstacles are present [see 27.2]. Place obstacles as needed.

38.6.2 Place the gladiators and challengers in the center of the arena, five hexes apart, and start the match [see 4.5].

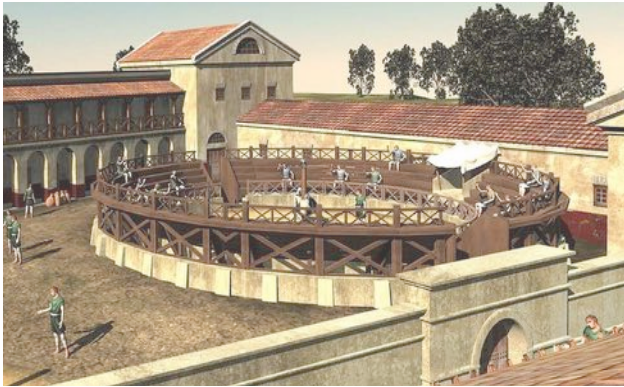
The match is now ready to begin.





39. LANISTAS -

39.1 In the ancient world, gladiators and the wagering on their matches was a major element of Roman society. Wealthy Romans (*lanistas*) kept “stables” of gladiators in special training schools (*ludus*). To experience this aspect of ancient Roman culture, players may assume the role of a *lanista* running their own *ludi*.



39.2 MONEY: Many types of coin and currency was used in Roman society, depending on the era and current Caesar.

39.2.1 In *GLADIATOR*, only one form of Roman currency is used, the *denarii*.

NOTE: One denarii was about one day's wage for the average Roman laborer.

39.3 COMBAT VALUE: All gladiators are rated by Combat Value (CV), a measure of their skill and experience. It is used to establish odds and calculate their monetary value.

39.3.1 Compute each gladiator's CV by adding all his physical characteristics (TR, ST, AG, CN, and W), add +2 for each *talent SL*, then subtract 25 from this result.

39.4 STABLE: Each *lanista* starts with a *ludi* of five gladiators and 40 *denarii*.

NOTE: Each lanista should record the detail for the ludi on a separate sheet (codice).

39.4.1 Generate each gladiator as normal, using the Advanced and Campaign Rules [see 29.2 & 35.2]. Calculate each gladiator's CV.

39.4.2 Each *ludi* has a Reputation (REP), which represents its renown and popularity with the crowds. Each *ludi* starts with a REP of '0'.

39.5 CAMPAIGN TURNS: *Lanistas* manage their *ludi* in one month intervals between matches, called Campaign Turns. Each Campaign Turn follows the sequence below.

39.5.1 ASSIGN EDITOR: Each *lanista* rolls 2d6, the highest result is the *Editor* for this month.

NOTE: An Editor is the local host or promoter for a set of gladiator matches.

39.5.1.1 A *lanista* may not be the *Editor* for two consecutive months. If this occurs, the next highest 2D6 result becomes the *Editor* for this month.

39.5.2 RANDOM EVENTS: The *Editor* rolls D66 on the Random Events Table, and applies the result.

RANDOM EVENTS TABLE

D66	Random Event
11-13	Plague: Roll 1D6 + CN for each gladiator; if the result is < '6', he dies from plague
14-16	Imperial Edict: No matches allowed this month
21-23	Trainer: A random <i>ludi</i> may -5 to all XP costs
24-26	Champion: Each <i>ludi</i> may make a bid for a professional gladiator (2D6 + 6 CV); the winner buys the gladiator for one month
31-33	Barley Harvest: 20 XP per +1 TR (instead of 25 XP)
34-36	Feast: Roll 1D6 - CN for each gladiator; the result is the amount of CF lost due to overindulgence
41-43	Taxes: Each <i>ludi</i> must pay 5 <i>denarii</i> for each gladiator in their stable
44-46	Low Stock: x2 Stock cost due to low supply
51-52	No event this month
53-54	Poor Stock: -1 Stock Quality DRM
55-56	Good Stock: +1 Stock Quality DRM
62-63	Windfall: A random <i>ludi</i> gains 1D6 <i>denarii</i>
64-65	Investor: Each <i>ludi</i> is offered a 25 <i>denarii</i> loan; if accepted, pay 15 <i>denarii</i> per month for 2 months
66	Revolt: Roll 2D6 for each gladiator (-1 DRM per +10 <i>denarii</i> spent); if the result is > '7', the gladiator joins the revolt and leaves the <i>ludi</i>

39.5.3 AUCTION: Each *ludi* may buy or sell gladiators or new stock (untrained gladiators) at the local auction, following the steps below.

39.5.3.1 *Ludus* may buy and sell gladiators among each other for any agreed upon price.

39.5.3.2 After selling to each other, *Ludus* may also buy or sell gladiators at the Stock Auction. Refer to the Stock Auction Table for the price of each new stock.

STOCK AUCTION TABLE

2D6 + DRMs

Selling: CV + 1D6 - 1D6 in *denarii*

Buying: CV in *denarii* (maximum CV = 10)

2D6	Stock Quality
3-	Pathetic: CV = 1 (regardless of cost)
4-5	Poor: -1D3 CV
6-8	Average: exactly as purchased
9-10	Good: +1 CV
11-12	Excellent: +1D3 CV
13+	Superb: +1D6 CV

39.5.3.3 After all buying is complete, roll Stock Quality for each new stock, and generate a new gladiator with an XP bonus equal to his CV x 25 XP [see 29.2, 33.3 & 35.2].

39.5.4 CONDUCT MUNIS: The *Editor* rolls 2D3-1 to determine the quality of the games offered this month.

39.5.4.1 Each *ludi* may participate in a number of matches equal to the *munis* quality.

39.5.4.2 Each *ludi* pays 1D3 *denarii* for each gladiator sent to the *munis*.

NOTE: The Editor does not pay to send gladiators, because the munis is held in his home province.

39.5.4.3 *Lanistas* may wager (bet) on each match with each other, and are free to establish odds amongst themselves.



GLADIATOR



39.5.4.4 *Lanistas* may also wager with the bank. Establish odds by directly comparing the gladiators CV ratings, and reducing them to the smallest values (round up).

39.5.4.5 Arrange and conduct the gladiator matches as normal [see 38]. If a *munis* is held in the Colosseum in Rome, each *ludi* earns a 10 *denarii* bonus [see 27.2.1.1].

38.5.5 EXPERIENCE: Each gladiator that participated in a match gains experience, as normal [see 33].

38.5.5.1 A gladiator who wins a match held in the Colosseum in Rome, automatically gains +1 PR [see 35.5].

38.5.5.2 A gladiator who becomes the Emperor's Champion (10 wins) must be released from their *ludi*.

39.5.5.3 Each *ludi* adds +1 REP for each match its gladiators earned a victory ('V') or *stans missus* ('S') result [see 5.4.1].

38.5.6 SETTLE WAGERS: Each *lanista* that placed a winning wager on the match gains *denarii* from the losers based on the agreed upon betting odds.

EXAMPLE: A lanista wins a wager at 2:5 odds. His opponent (with the better odds) must pay him 5x the amount of the wager in denarii. If his opponent wins, he must pay him 2x the amount of the wager in denarii.

38.5.7 EARNINGS: Each *ludi* earns *denarii* for each of their gladiators that participated in the *munis*, equal to the *munis* quality plus the gladiator's CV and PR.

38.5.7.1 Add 2D6 *denarii* if the gladiator won his match (earned a victory result).

38.5.7.2 Add 20 *denarii* if the gladiator became the Emperor's Champion.

38.5.8 TRAIN: Each gladiator that did not participate in the *munis* may train, earning +1D6 XP.

38.5.9 UPKEEP: At the end of the month, each *ludi* must pay their monthly upkeep expenses.

38.5.9.1 Pay *denarii* for every gladiator in the *ludi* equal to $x^{1/2}$ their CV and PR values.

38.5.9.2 Pay *denarii* equal to the REP of the *ludi*.

38.6 ELIMINATION: A *lanista* must pay all debts, selling off gladiators as needed. They are eliminated from the game if they do not have enough money to back their wagers, or if they no longer own a surviving gladiator.

38.7 VICTORY: The winner is the *lanista* with the most *denarii* at the end of a set number of matches, or the last *lanista* left in the game with stable of at least five gladiators.





APPENDIX

Few periods in history have received more attention than the Roman Republic. For over half a century, it stood as the most powerful empire known to man. It is certainly one of the most colorful and awesome eras of mankind's history. An interesting and unique segment of that era was the glory and spectacle of the gladiatorial games.

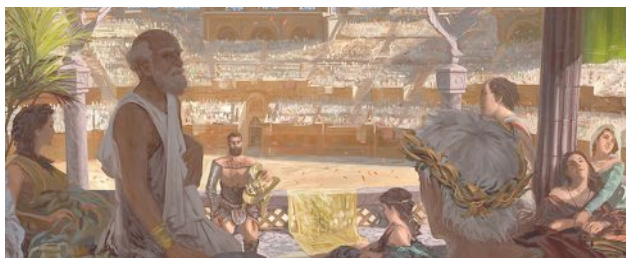
GLADIATOR HISTORY -

The first Roman exhibition of gladiatorial combat was held in 264 B.C. as a funeral celebration. The sons of *Brutus Pera* gave a spectacle of three duels in his honor during his funeral ceremony.

The actual games originated in Etruria, in central Italy. The Romans were introduced to gladiatorial combat by the Etruscans, their most formidable opponents in the conquest of Italy. To the Etruscans, gladiatorial combat was a form of human sacrifice associated with the solemn ritual surrounding death (*munera*). However, once the games were transferred to Rome they lost their religious significance. Under the Roman social system, they were transformed in to a very different purpose, the gratification of the enormous urban proletariat, which demanded that it be amused.

Although many arenas were built throughout the empire, none can compare to the *Colosseum*. Some historians feel the *Colosseum's* name originated from the colossal statue of Nero, which stood nearby. Most, however, feel that it was a tribute to the amphitheater's gigantic size. Began in the year 72, the inaugural festivities were held in the year 80, but it was not actually finished until the year 96. This massive structure stands today as a testament to strength and glory of the Roman Empire.

The statistics of the *Colosseum* are truly astounding. Occupying six acres, the elliptical structure was over 150 feet high, measuring 620 by 513 feet and enclosing an oval arena 287 feet long by 180 feet wide. Most historians estimate that between 45,000 and 50,000 spectators were accommodated in the *Colosseum*. Around the arena was a spacious marble terrace behind a lofty 13-foot protective wall where ornate marble seats were reserved for senators, priests and high officials. Above the terrace was the high lodge (*suggestrum*) where the emperor and empress sat on thrones of ivory and gold. Above them rose tiers of marble seats divided into two main zones: the first for distinguished private citizens, the second for members of the middle class. A third zone was allocated to the foreigners and slaves, and a fourth to women and the poor. On the roof, Roman sailors were tasked to attend the massive colored awning (*velarium*) that protected the audience against sun and rain. Scattered fountains threw up jets of scented water to cool the air.



At noon, most of the spectators hurried below to eat lunch, where concessionaires sold food, sweets and drinks. If contests were held at night, a circle of lights could be lowered over the arena. Often, bands of musicians performed in the interludes and accompanied the climaxes of the combat with exciting crescendo.

From the first modest Roman spectacles, the games often reached awesome proportions. *Gaius Julius Caesar* exhibited contests of such incredible proportions that the Senate was impelled to limit the number of contestants, although this ruling did not prevent him from exhibiting 300 pairs on one occasion. In 46 B.C., after *Caesar's* defeat of *Pompey*, he presented a miniature holocaust scene with 1,000 ordinary gladiators, 60 mounted men and 40 elephants.

A popular spectacle was the hunts (*venations*), where wild beasts fought men, or each other. The dictator *Sulla* (93 B.C.) once exhibited 100 lions in the arena; *Julius Caesar* had 400. In one day under *Nero*, 400 tigers fought with bulls and elephants. On another day, under *Caligula*, 400 bears were slain. *Pompey* once had a spectacle with 600 lions, 20 elephants and 410 leopards. *Claudius* made a division of the Praetorian Guard fight panthers; *Nero* made them fight 400 bears and 300 lions. After *Trajan's* victory over the Dacians, he had 11,000 animals killed in the arena, 3,000 in two days.



Many animals were introduced to the arena: elephants, rhinoceroses, tigers, lions, leopards, panthers, bulls, bears, hippopotami, boars, crocodiles and pythons. The *Colosseum* was sometimes transformed into a jungle scene by adding trees, rocks and other props for these battles. Just about any conceivable match was explored. At times, the restricted arena was filled with a variety of beasts. Specially trained gladiators called *Venatores* and *Bestiarii* were often matched against the animals.

Before the *Venationes* were abolished in the sixth century, many species of wild animals vanished from the Roman Empire: North Africa lost its elephants, Nubia its hippopotami, Mesopotamia its lions, and Hyrcania its famous Caspian tigers.

From the first gladiatorial games in 264 B.C. until their abolishment by Emperor *Honorius* in 404 A.D., the nature of the conflict underwent substantial evolution. At its highest level, the matches were exhibitions between highly skilled, professional gladiators, and were more of a sport.





The gladiators were extensively trained in special schools (*ludi*), and fatalities were relatively rare and *missus* often granted. Often draws were declared and both opponents were allowed to withdraw. At its lowest level, the games degenerated to death matches between untrained opponents. Sometimes the victor was forced to continue combat with a fresh gladiator until only one was left at the end of the day, and he (if a criminal) was often still executed. The following descriptions reflect the pomp and ceremony of the games in their heyday.

A blast of the war trumpet heralded the beginning of the main performance (*pompa*). The spectacle opened with a parade of chariots carrying the contestants, robed in purple and gold-embroidered cloaks. The gladiators would dismount and circle the arena. Behind the contestants came slaves displaying each gladiator's helmet and weapons. The helmets were especially splendid pieces of workmanship, with full visors covering the face, a wide brim, and a lofty ridge on top adorned with a crest of ostrich or peacock plumes. Forced gladiators were often escorted into the arena by a troop of trainers brandishing whips and/or hot irons.

As the procession reached the emperor's box, each gladiator stopped, extended his right arm and uttered the proud, defiant cry: "*Ave, imperator, morituri te Salutant!*" (Hail, Emperor, men soon to die, salute thee!). The Gladiatorial Corps, largely criminals and POWs, had a strong sense of professional dignity. Opponents were often selected in a formal drawing of lots, followed by a weapon inspection ceremony, and finally the initiation of combat.



The rituals following combat are even more interesting. A defeated but surviving gladiator could appeal to the crowd for mercy by throwing away his shield and raising a finger of his left hand. Then, unless the emperor himself was present, his victorious adversary either spared or condemned him based on the encouragement of the crowd. Going against the crowd was a very bad idea, as the crowd would remember such a transgression when that gladiator ultimately faced his own Moment of Truth.

In the sovereign's presence, the crowd advised the ruler by waving cloths and displaying up turned thumbs, shouting "*Mitte!*" (let him go free), or down turned thumbs and "*Jugula!*" (cut his throat). The ruler would decide the gladiator's fate by granting his plea, or ordering his immediate execution. An individual costumed as *Hermes* (messenger of the gods) verified death by prodding the fallen gladiator with a red-hot caduceus. Afterwards, an attendant dressed as *Charon* (Etruscan minister of fate) took possession of the soul by administering a crushing blow to the head with his emblematic hammer.

At the end of a *munis*, lists were prepared: 'P' meant perished; 'V' meant vanquished his foe; 'M' meant *missus* (sent off), indicating that he had lost but was allowed to live. The triumphant survivor of many fights became a hero and often received rewards ranging from cheers and applause, a palm branch or crown, or a silver dish heaped with prize money. In fact, some gladiators complained that they were not allowed to fight often enough!

The life expectancy and the chance for freedom for a gladiator varied with the era in which the games were conducted. Freedom could be granted at any time by the emperor for a particularly outstanding feat. More commonly, the gladiators had to survive a required time or series of combats to gain freeman status. These requirements seemed to vary with the period. A common prerequisite was three years' survival in the ring, followed by two years of slavery, after which freedom was granted. In the age of *Nero* and *Claudius*, a gladiator trying for freedom had to survive one last duel, single combat with an elephant!

It is difficult to be certain how many times a gladiator faced death. Some games lasted several days, others as long as a month. It appears that gladiators were only required to engage in combat several times a year. Many killed between age 20 and 25, fought only seven times, but rarely did a gladiator reach the age of thirty without at least twenty victories to his credit. One such gladiator, named *Flamma*, had the following record: 21 wins, 9 '*stans missus*' (draw), and 4 *missus* (lost, but granted mercy); owing his life to the generosity of the crowd.

The games went through many changes in the 700 years of their existence. Hopefully, this history will make the game more colorful, and help keep your face out of the sand. Let the games begin!





COMMON ROMAN NAMES -

A	D	H	N	S
Achilles	Daedalus	Hadrian	Natalis	Saturius
Adaucius	Dacian	Hector	Nemonius	Scapula
Aelius	Damocles	Hermes	Neratius	Scipio
Aetius	Darius	Helvidius	Neratius	Scribonius
Agrippa	Decimius	Homullus	Nero	Secundus
Antonius	Decrius	Honorius	Nerva	Seneca
Apuleius	Diocletian	Horatius	Nestorius	Septimius
Aelius	Didius	Noricus	Noricus	Sergius
Anicius	Domitius	I	Novanus	Severus
Aquila	Drusus	Ianus	O	Sextilius
Arcanus	Duilius	Icarus	Octavius	Silvanus
Artorius	E	Iulianus	Olcinius	Socellius
Atilius	Egnatius	Iuvenalis	Oppius	Statorius
Augustus	Ennio	J	Ostorius	T
Aurelius	Elias	Jacobus	Otho	Tacitus
Avitus	Ephesius	Januarius	Ovidius	Tabellius
B	Eprius	Janus	P	Tadius
Balbinus	Erasinus	Julius	Paetus	Tarquinius
Balbus	Exomnius	Junius	Paetus	Tatius
Bacchus	F	L	Paetus	Terentius
Baltar	Fabius	Laelius	Paulinus	Thoranius
Balthasar	Fabricius	Larcus	Petillius	Thurinus
Basilus	Faustus	Latinius	Petronius	Tiberius
Bassus	Favonius	Laurentus	Pius	Titius
Bellicianus	Felix	Leonidas	Plautius	Trebellius
Betto	Festus	Liburnius	Priscus	Tuccius
Blandinus	Flavius	Licinius	Pompeius	Tycho
Blasius	Flavian	Livius	Pontius	U
Bricius	Florian	Longinus	Porcius	Ulysses
Brutus	Frontinus	Lucius	Proclus	Uranus
C	Fulvio	Lucretius	Publius	Urias
Caelius	Fuscus	M	Q	V
Caesar	G	Macrinus	Quadratus	Valens
Caius	Gaius	Magnus	Quintillus	Valerius
Calidius	Gallienus	Marcellus	Quietus	Varius
Cassian	Gallus	Manlius	Quintas	Velius
Cassius	Gargilius	Marcellus	R	Venator
Cato	Germanus	Marcus	Remus	Veranius
Cicero	Geta	Marius	Regulus	Verginius
Claudius	Glaucio	Masala	Robertus	Vesnius
Commodus	Gnaeus	Messorius	Romanus	Vibius
Cornelius	Gordianus	Maritimus	Roscius	Victor
Corvinus	Gracchus	Martialis	Rufinus	Virilis
Crispus	Gratianus	Maximus	Rusticus	Vitalis
Crixus	Gregorius	Mercatius	Rutilius	Vitellius
Cyrus				

PRINTING NOTES -

Print counters on card stock or chipboard, and cut along the corner trim lines. Players will need to provide their own plastic stands for the gladiator, beast, and centurion counters.

Print two copies of the arena board. One side of the arena board has half hexes, allowing two pieces to be placed together to form the complete map board.

BIBLIOGRAPHY -

- Carlson, Brad, et al. "Habet Hoc Habet", *Flagship Games*, 2001
- "Gladiator", *Wikipedia*, 2006, Wikipedia, 26 Nov 06, <http://en.wikipedia.org/wiki/Gladiator>
- "Gladiatores", *The Ancient Library*, 2005, Spaulding, Tim, 25 Nov 06, <http://www.ancientlibrary.com/smith-dgra/0581.html>
- Grant, Michael, *Gladiators*, New York, Barnes & Noble, 1995
- Hyler, John, "The Dance of Death", *The General*, 1982, pp 23-29
- Lucas, Bill, "Morituri Te Salutant", *Black Hat Miniatures*, 2008
- "Roman Names", *LEGIO XX--The Twentieth Legion*, 16 Mar 02, <http://www.larp.com/legioxx/nomina.html>
- Santus, Matteo, "Munera: Familia Gladiatoria", *Albe Pavo*, 2006
- Smith, William, "Gladiatores", *A Dictionary of Greek and Roman Antiquities*, pp 574-577, 1875, http://penelope.uchicago.edu/Thayer/E/Roman/Texts/secondary/SMIGRA*/Gladiatores.html
- Sprange, Matthew, *Gladiators: Sands of Death*, Swindon, UK, Mongoose Publishing, 2001
- Springsteen, Thomas, "Gladiator – The Subject, the Game, and Expansion of the Arena", *The General*, 1981, pp 5-13

GLADIATOR CREDITS -

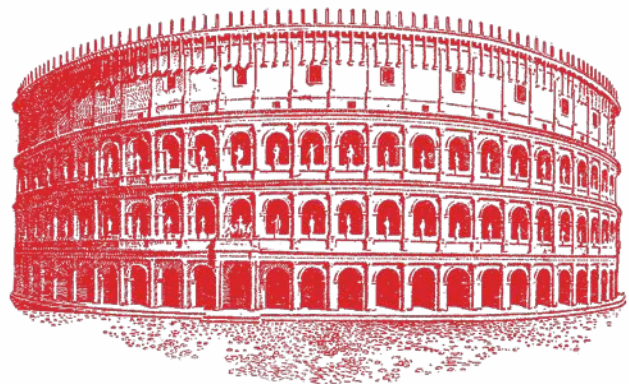
Game Design: Michael Matheny

Development: Donald Greenwood & George Mendoza

Cover Art: Mark Wheatley

Playtesting: Courtney F. Allen, Shelton Yee, Bob Medrow, Alan R. Moon, Jerry & Gwen Lee, Bob McNulty, Ricci Thomas, Lynn Weems, George Mendoza

Colosseum Edition Redesign: George Mendoza





MOVEMENT TABLES



GLADIATOR ACTIONS [see 7.3, 7.4, 20.2 & 20.3]

Plot up to 2 movement actions or 1 (special) action per phase

Code	Movement Actions	Rotate	Code	Special Actions	Rotate	Code	Net/Lasso Actions
F	Forward	1	C	Charge	0	TN	Net/Lasso Toss (6 CF)
B	Backward	0	KN	Kneeling	1	SN	Net Swing (4 CF)
SFL	Sidestep Forward Left	1	L	Leap (check for <i>Stumble</i>)	0	LN#	Net Lay (2 CF)
SFR	Sidestep Forward Right	1	R	Recover	1	RN	Repel Net (<i>special action</i>)
SBL	Sidestep Backward Left	0	RO	Roll	0		
SBR	Sidestep Backward Right	0	S	Stumble	1		
			X	Pause	3		

MAP EDGE [see 7.7 & 27.3]

Wall: 1D6 + Arena Size < 5 (n/a if Wall on opposite edge)

STUMBLE [see 15]

Fall Prone: 2D6 + AG < 7

Stumble: 1D6 – Stun – 1 p/hex containing Stumble hazard < 1
Stumble hazard = body, dropped item, blood, or mud

COLLISIONS [see 8]

Atk IF – Def IF (roll on Stun Severity Table & Stumble check)

Impact Factor (IF): 1D6 + DRMs

DRM	Condition
+2	is a <i>Heavy</i> Gladiator
+1	is a <i>Medium</i> Gladiator
+2	has a <i>Large</i> Shield
-2	has <i>no</i> Shield
+1	per hex moved <i>forward</i> this phase
-1	per hex moved <i>backward</i> this phase
+4	used a <i>Leap</i> or <i>Roll</i> action
-2	is <i>Kneeling</i> or <i>Stumbling</i>
-3	used a <i>Recover</i> action or is <i>Ensnared</i>
-1	per Stun Factor in effect
+?	Strength & Agility factors
+?	Positional Advantage bonus

COLLISION WITH OBSTACLE [see 27.8]

2D6 + DRMs (roll on Stun Severity Table)

DRM	Condition
+2	per hex moved <i>forward</i> this phase
+4	<i>pushed</i> into an Obstacle by a collision
-?	Agility factor

RECOVERY FROM STUN [see 11.5]

Stun Recovery: CN – 1D6 – # of phases since last *Stunned*

WEAPON & SHIELD RECOVERY [see 13.4]

1D6 + DRMs < 1

DRM	Condition
+1	is a <i>Heavy</i> Gladiator
-1	is a <i>Light</i> Gladiator
+2	Opponent <i>adjacent</i> to item
+1	Item in <i>adjacent</i> hex
-3	Item is a <i>net</i>
+1	per hex <i>moved</i> this phase
-6	used a <i>Recover</i> action
+4	<i>Collided</i> this phase (cancel <i>Recover</i> action)
-2	is <i>Kneeling</i>
+4	is <i>Stumbling</i>
+6	is <i>Ensnared</i>
+1	per Stun Factor in effect
-?	Agility factor

KICKING WEAPON OR SHIELD [see 13.5]

Distance: 1D6 – 1 p/hex moved this phase (no *Backward*)

NET/LASSO TOSS [see 20.4 & 21.7]

3D6 + DRMs ('H' = *Ensnare*, 'P' or 'P*' = *Stumble* check)

Escape CF/CF Loss: 3D6 – Escape CF < 7 (+DRM vs attacks)

Drag Prone: 3D6 + Atk ST + Drag CF > 17

DRM	Condition
+1	Target is a <i>Heavy</i> Gladiator
-1	Target is a <i>Light</i> Gladiator
-2	Target is <i>adjacent</i>
+1	Target is <i>two hexes</i> away
+1	per hex Target moved <i>backward</i> this phase
+2	Target used a <i>Pause</i> action
+4	Target is <i>Kneeling</i>
-6	Target used a <i>Repel Net</i> action
+1	per CF loss to Target's legs (<i>body area</i> 5)
-2	per CF loss to <i>Retiarius'</i> arms (<i>body area</i> 4)
+?	<i>Retiarius'</i> NF factor – Target's NF factor
+?	Positional Advantage bonus

LASSO ENSNARE TABLE [see 21.7]

2D6 Ensnare Effect

2-4	Neck: roll for wounds; +4 <i>Drag Prone</i> DRM
5-7	Torso: <i>Ensnared</i> (same as a <i>Net Toss</i>)
8-9	Arm: drop weapon or shield; x ^{1/2} CF
10-12	Leg: no movement; +8 <i>Drag Prone</i> DRM

NET SWING [see 20.6]

3D6 + DRMs ('H' = *Stumble*, 'P' or 'P*' = *Stumble* check)

DRM	Condition
+1	Target is a <i>Heavy</i> Gladiator
-1	Target is a <i>Light</i> Gladiator
-2	Target is <i>adjacent</i>
+3	per hex Target moved <i>backward</i> this phase
+1	per hex Target moved <i>forward</i> this phase
+2	per hexside Target <i>rotated</i> in place this phase
-6	Target used a <i>Repel Net</i> action
+2	per CF loss to Target's legs (<i>body area</i> 5)
-2	per CF loss to <i>Retiarius'</i> arms (<i>body area</i> 4)
+?	<i>Retiarius'</i> NF factor – Target's NF factor
+?	Positional Advantage bonus

NET LAY [see 20.7]

3D6 + DRMs ('H' = *Stumble*, 'P' or 'P*' = *Stumble* check)

DRM	Condition
+1	Target is a <i>Heavy</i> Gladiator
-1	Target is a <i>Light</i> Gladiator
+5	per hex Target moved <i>backward</i> this phase
+2	per hex Target moved <i>forward</i> this phase
-6	Target used a <i>Repel Net</i> action
+2	per CF loss to Target's legs (<i>body area</i> 5)
-2	per CF loss to <i>Retiarius'</i> arms (<i>body area</i> 4)
+?	<i>Retiarius'</i> NF factor – Target's NF factor
+?	Positional Advantage bonus

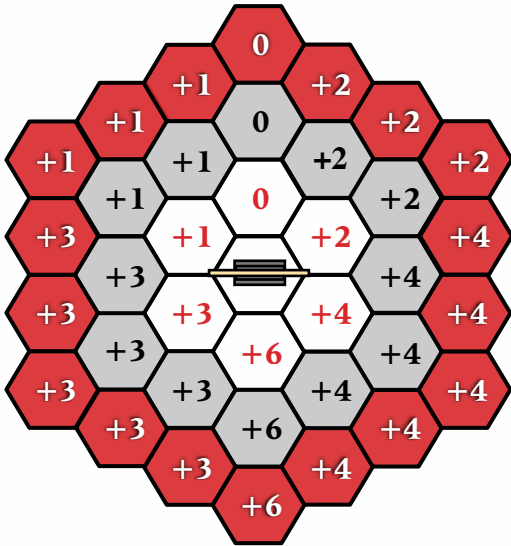




COMBAT TABLES



POSITIONAL ADVANTAGE DIAGRAM [see 9.2]



Opponent Status: +2 if Stumbling, +4 if Prone or Ensnared

ATTACK SEQUENCE CHART [see 9.4]

Attack Occurs In	Number of Planned Attacks				
	1	2	3	4	5
round 1	--	--	X	X	X
round 2	--	X	--	X	X
round 3	X	--	X	--	X
round 4	--	X	--	X	X
round 5	--	--	X	X	X

COMBAT RESULTS TABLE [see 9.5]

3D6 Roll	Modified CF (Attack CF - Defense CF)							
	1	2	3	4	5	6	7	8
3-	F	F	F	--	S	S	S	S*
4	F	F	--	S	S	S	S*	P
5	F	--	S	S	S	S*	P	P
6	--	S	S	S	S*	P	P	P*
7	S	S	S	S*	P	P	P*	H
8	S	S	S*	P	P	P*	H	H
9	S	S*	P	P	P*	H	H	H+1
10	S*	P	P	P*	H	H	H+1	H+2
11	P	P	P*	H	H	H+1	H+2	H+3
12	P	P*	H	H	H+1	H+2	H+3	H+4
13	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18+	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+9

COMBAT RESULTS [see 9.6]

Fumble (F): Lose attacks; -1D6 Def CF from next area attacked

Grab Net (F): 1D6 + Atk ST vs 1D6 + Def ST

Shield Damage (S or S*): 2D6 + Atk ST + Mod CF (+1 if 'S*')

Drop (S*, P or P*): 3D6 - Atk ST - Mod CF - Weapon DRM - Def Arm CF loss < 1

Bow / Javelin / Trident Break (P*): 2D6 + Atk ST > Brk # (Trident is useable on 1D6 = '5-6')

THROWING [see 13.3]

Distance (to Hit): 1D6 - 1 + Atk ST + Weapon Thr > Range

Damage: Roll on Wound Severity Table (use Weapon CRT column)

WOUND & STUN SEVERITY TABLE [see 10.1.1 & 25]

Roll	Wound (3D6)	Stun (2D6)	Armor DRM	
8-	--	1	A	-8
9-10	1	2	B	-6
11-12	2	3	C	-3
13-14	3	4		
15	4	5		
16	5	6		
17	6	7 & Weapon Drop	Penetration	
18	7	8 & Shield Drop	BLACK die	
19+	K*	9 & Fall Prone	> Armor #	

CRITICAL HIT TABLE [see 10.4]

Area Hit	2D6 (WHITE dice) + 1 per Wound							
	8-	9	10	11	12	13	14	15+
Head	--	V	S	HL	2x	2xM	3xM	K*
Chest	--	1	1	ST	2x	2x	3xM	K*
Groin	--	1	1	AG	AG	2x	2xM	3xM
Arms	--	--	1	ST	WD	SD	2x	SAM
Legs	--	--	1	AG	LMP	STU	2x	SA

CRITICAL HIT RESULTS [see 10.5]

(V): -1 CF; (1): +1 wound (S): +2D6 Stun - CN

(ST or AG): -1 ST or AG (HL): lose Head armor; if none, '3xM'

(WD or SD): weapon or shield drop (LMP): -1 Move Rate

(2x or 3x): x2 or x3 wounds (M): Mortal wound

(STU): 1D6 each phase gladiator moves out of his hex

'1' = disregard move & perform Stumble

(SA): +1 wound at the end of each phase

(K*): Killed; drop 1D3 Blood chits around body

KNEELING & PRONE [see 14 & 16]

Kneeling: x1/2 Atk CF & any attack vs Legs is x1/2 CF

Prone: no Atk CF & x1/2 Def CF

UNARMED ATTACKS [see 22]

Strike: x1/2 CF & +1 Spd; ignore 'S' or 'S*' & 'P' or 'P*' = Arm hit

'H' = 2D6 Stun + Atk ST + 'H#'

Critical Hit: +1 per Stun; 'HL', 'M' or 'K' = -3 Fall Prone DRM

'2x', '3x' or 'SA' = Grappled

Grappling: Auto inflict wounds = 1D3 + Atk ST (ignore armor)

Atk needs 2H & < 3 Arm CF loss; Def may not move or attack

Any damage to Atk = Escape (no Def CF loss)

TWO-HANDED FIGHTING [see 24]

Dimachaerus: +4 CF & -1 Spd (different weapons, +2 CF only)

Non-Dimachaerus: +2 CF & -2 Drop DRM (same weapon only)

SPECIAL ATTACKS [see 23.2]

Disarm (A): Arm attack; 'H' = 'P'; -Drop DRM = 8 + 'H#'

Feint (F): Any attack (no Prone); 'H' = Free attack (4 CF + 'H#')

Sweep (S): Leg attack; 'H' = x1/2 Dam & -'H#' Stumble DRM

Shield Bash (H): Chest attack; 'H' = x1/2 Dam & 2D6 Stun + 'H#'

Sand (T): Head attack (Rch = 2-hex); 'H' = -2D3 CF + 'H#'

SPECIAL DEFENSE [see 23.3]

Duck (D): Auto '--' vs Head attack (no Stun)

Block (B): Auto 'S' vs Chest attack (need Shield)

Back Step (K): Auto '--' vs Groin attack (no Stumble or Prone)

Parry (P): Auto 'P' vs Arm attack (no Prone & < 3 Arm CF loss)

Leap (L): Auto '--' vs Leg attack (no Prone & < 3 Leg CF loss)

END TURN [see 17 & 18]

End Loss: CN - (1D6 - Turn # - 1 if exceeded Move Rate) < 0

Missus: 2D6 + Performance Value + PR > 9

Performance Value: (Total Atk CF - Total Def CF) / 10





BEAST & CENTURION TABLES



BEAST CHARACTERISTICS [see 28.3.5]

Type	ST	CN	W	CF	HI	CU
Bear	9	4	18	12	-3	+3
Boar	5	1	14	8	-1	-2
Elephant	20	4	32	6	-2	-2
Gazelle	2	1	4	4	0	-3
Leopard	3	2	10	10	0	+1
Lion	9	3	14	14	0	+2
Rhino	13	2	24	6	-3	-1
Tiger	11	4	16	16	0	+3
Wolf	1	1	6	8	0	+1
Zebra	3	1	6	4	0	-3

BEAST ACTION TABLE [see 28.4]

2D6 + Beast CU (+3 if 'Feed' with last action)

Wolves: Roll once & apply result to all Wolves

Panic: Move 2D3 random hexes (+6 End Loss DRM)

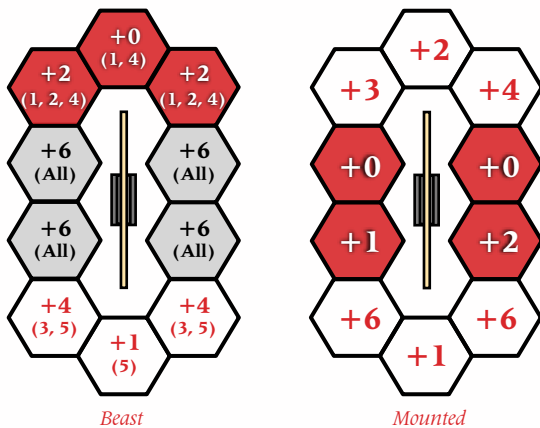
2D6	Beast Action
1-	Beast Panics (stop Beast Actions)
2-3	Move 1D3 hexes away from closest gladiator
4-6	Move 1D3 hexes in random direction
7-8	Stay in place & turn toward closest gladiator
9-12	Move 1D3 hexes toward closest gladiator
13+	Move 3 hexes toward closest body & Feed upon it

COLLISION WITH BEAST [see 28.5]

Panic: Tramples gladiator ('H' with DRM = Stun suffered)

DRM	Condition
+8	Beast is an Elephant or Rhino
+5	Beast is a Tiger or Zebra
+3	Beast is a Bear or Lion
+1	Beast is a Leopard or Boar
+2	per hex Beast moved this phase

BEAST / MOUNTED POSITIONAL ADVANTAGE



BEAST COMBAT [see 28.6]

Perform 1D3 attacks each phase (random body area); no Def CF

Any 'S' or 'P' against a Beast = Beast body hit ('H')

'P' or 'P*' from a Beast attack = Beast Fore hit & check for Drop

BEAST CRITICAL HIT TABLE [see 28.6.4]

Area Hit	2D6 (WHITE dice) + 1 per Wound							
	8-	9	10	11	12	13	14	15+
Head	--	1	V	S	2xS	2x	3xM	K*
Chest	--	1	1	1	1	ST	2xM	K*
Groin	--	1	ST	2x	2x	2xM	3xM	K*
Fore	--	1	1	ST	ST	ST	LMP	2xM
Hind	--	1	1	ST	ST	LMP	LMP	2xM

CENTURION PRONE & RECOVER ACTIONS [see 29.4]

Prone: RO if Movement roll + range to Opponent <= 10; else KN

Recover (R): Must need Item (weapon or shield) within 1-hex

CENTURION PAUSE ACTION [see 29.4]

2D6 (Movement roll) + DRMs < 1

DRM	Condition
-1	per 3-hex range to Opponent
-?	# of Pauses remaining (+ current Phase #)
+?	Opponent's Positional Advantage bonus

RETIARIUS ACTIONS [see 29.6]

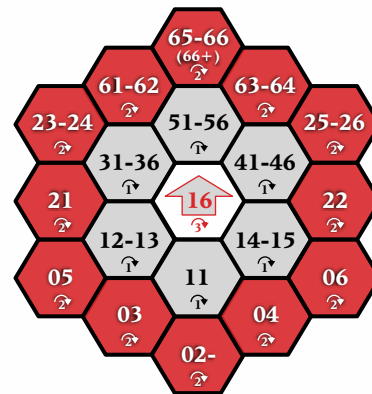
Repel Net (RN): Movement roll + range to Retiarius <= 10

Escape CF: 1D6 Escape CFs per 6 available CFs (round up)

CENTURION NET ATTACK TABLE [see 29.6]

1D6	Net Attack Performed
1-3	Net Lay ('1' = left, '2' = center, '3' = right)
4-5	Net Swing (net unavailable next phase)
6	Net Toss (net unavailable next two phases)

RANDOM MOVEMENT CHART [see 29.4.2]



CENTURION POSITION [see 29.4 & 30.4]

D66 + DRMs (apply DRMs to RED die)

No Shield / Weapon: Shift 1 / 2 hexes (on RMC) toward item

Kick Item: If in hex & Movement roll + range to Opponent <= 10

No Rotation: if face opposite of RMC arrow & Movement roll > '22'

Mounted: Face RMC arrow before movement (no final facing)

DRM	Condition
-1	per 3 Stun Factor in effect (round down)
+1	per 3 hex range to Opponent (n/a if Retiarius)
+?	Positional Advantage bonus
+?	Fighting Spirit (+2 if Mounted)

CENTURION COMBAT [see 29.7]

Def CF: 1D6 (per 6 CF) - FS (+2 if Hvy/Mounted, +1 if Med)

1D6 per CF for body area; '6' = Special Defense, else re-roll

Atk CF (Total CF - Def CF): 1D6 per CF for body area

'6' = Special Attack; else allocate CF to weakest armor

MOUNTED CENTURIONS [see 30.5]

Movement: May not use Kick or Recover (R) action

Move Rate = 8 & no End Loss while mounted

Collision: If lose, no Stun & Def leaves hex, else Trample defender

Combat: Treat Opponents as Kneeling; no Special Attack/Defense

Stumble: If hit with 'H' result = check for Stumble

(-'H#' Stumble DRM)

Fall Prone: Land in random hex by mount (-2 Fall Prone DRM)

Roll on Stun Severity Table with +3 DRM

Mount: Treat as zebra, but no Panic or attack while mounted

Def CF = move x2 while mounted





CREATION TABLES



PHYSICAL CHARACTERISTICS TABLE [see 3.14]

Combat Factor (CF): TR + ST + AG

Net Defense Factor (NF): TR + AG

3D6 Roll	Physical Characteristic				
	TR	ST	AG	CN	W
3-4	7	-2	-3	1	9
5-6	7	-1	-2	2	9
7	8	0	-1	2	9
8	8	0	-1	3	10
9	9	1	0	3	10
10	9	1	0	3	11
11	10	2	1	4	11
12	10	2	1	4	12
13	11	3	2	4	12
14	11	3	2	4	13
15	12	4	3	5	13
16	12	4	3	5	14
17	13	5	4	6	14
18	13	5	4	6	15

PRESTIGE (PR) [see 35]

Starting PR: 1D3 - 1D3

CF Bonus: (Atk PR + 1D3) - (Def PR + 1D3)

PR Change: 1D6-3 + 1 per Opponent defeated

+2 per Opponent with higher PR

-1 PR if granted Missus, +1 PR if cleaved Opponent,

+1 PR if Opponent is Notorious

LIGHT GLADIATOR ARMOR TABLE [see 3.12]

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
1	A2	--	--	--	C4	Large
2	C3	--	--	B5	--	Small
3	--	--	C	--	--	Small
4	--	--	--	--	--	Large
5	--	--	--	B4	C5	Small
6	A4	--	C	--	--	Small

MEDIUM GLADIATOR ARMOR TABLE [see 3.12]

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
1	A4	C	C	C5	C5	Small
2	A5	--	--	B4	A3	Large
3	A	--	C	C5	A4	Large
4	A	--	C	C	C5	Small
5	A	C3	--	C4	B4	Large
6	A4	B4	--	B5	C4	Large

HEAVY GLADIATOR ARMOR TABLE [see 3.12]

1D6 Roll	Body Area					Shield Type
	#1	#2	#3	#4	#5	
1	A4	B5	C	B4	B4	Large
2	A	B5	C	B4	B4	Large
3	A	B4	C	B4	A5	Large
4	A	B4	A2	B4	A4	Large
5	A	B4	C	B4	A4	Large
6	A	C4	C	B4	A4	Large

LUCK (LK) [see 34]

Starting LK: 2D3+2

Divine Favor: 2D6 < LK = Re-roll (subtract result from LK)

LK Change: +1 if 2D6 - (2 per Divine Favor) > LK

-1 if 2D6 - (2 per Divine Favor) < 0

RANDOM CENTURION TABLE [see 29.2 & 35]

Starting FS: 1D3-2 (DRM for movement & combat actions)

Starting PR: 1D3 - 1D3 (optional)

D66 Roll	Physical Characteristic				
	TR	ST	AG	CN	W
11	8	-2	4	4	11
12	7	1	3	3	12
13	9	0	1	3	9
14	8	0	1	4	11
15	8	1	0	4	10
16	7	-1	4	3	12
21	9	0	2	3	9
22	9	2	-1	3	12
23	10	1	-1	3	9
24	8	3	0	4	11
25	9	2	0	4	10
26	11	0	0	3	12
31	8	1	2	3	10
32	9	3	-1	4	14
33	11	-2	1	3	12
34	7	0	3	3	11
35	11	1	0	4	10
36	8	4	-1	2	9
41	10	3	-1	4	10
42	12	-2	1	1	14
43	10	3	-2	4	12
44	7	2	1	3	11
45	10	-1	1	4	10
46	13	1	0	2	9
51	10	2	-2	5	10
52	13	0	0	3	10
53	12	1	0	3	9
54	9	3	-1	4	9
55	11	0	1	3	12
56	10	0	3	2	15
61	12	-1	1	2	14
62	12	1	0	3	9
63	8	5	-2	5	10
64	10	-1	2	4	14
65	12	2	-3	3	13
66	7	5	1	4	13



OPTIONAL WEAPONS [see 21]

Untrained: -2 Weapon DRM

Weapon	Spd	Rch	Thr	CRT	Notes
Axe	+1	1-hex	2	3	+2 Wounds
Bow	--	Unlim	5	5	2H, Brk (7), Special
Dagger	-1	1-hex	2	2	½ CF
Flail	+1	1-hex	-1	1	+2 to 'S' & 'P'
Javelin	-1	2-hex	3	7	½ CF, Brk (9), Multi (6)
Maul	+2	2-hex	-1	1	2H, +3 ST, 2D6 Stun
Pike	+1	3-hex	0	5	2H, +6 Shield dam
Scimitar	+1	2-hex	0	3	½ CF at 2-hex range
Scissor	--	1-hex	--	--	+4 Drop DRM
Spear	--	2-hex	3	4	2H
Sword	--	1-hex	1	3	--
Trident	--	2-hex	2	5	2H, Brk (11)





CAMPAIGN TABLES



TALENTS TABLE [see 31]

Starting Talents: 1 roll per 3 TR (round down)

D66	Code	Talents	Notes
11-26	--	None	--
31-36	WP	Weapon	+1 CF & DRM per SL
41-42	TH	Throwing	+1 Thr value per SL
43-44	GP	Grappling	+1 CF per SL (see rules)
45-46	HG	Hold Ground	+1 Collision DRM per SL
51-53	RE	Retiarius *	Fight as a Retiarius
54-56	DI	Dimachaerus *	Fight as a Dimachaeri
61-62	FA	Fast Attack *	-1 Spd for 1st attack
63	BR	Bravado *	+2 PR & +1 PR change
64	TG	Toughness *	Ignore CF loss (see rules)
65	SP	Sprinting *	3 Moves (see rules)
66	FB	Fatal Blow *	-Def CF (see rules)
71+	--	Pick any talent	--

INJURIES [see 32]

2D6 - number of wounds (per body area) < 0

Head (body area 1) = - CN; Chest & Groin (body areas 2 & 3) = - W

Arms (body area 4) = - ST; Legs (body area 5) = - AG

EXPERIENCE CHART [see 33]

Base XP: (Total Atk CF - Total Def CF) / 3

Throwing Bonus: +3 per thrown strike against Opponent

Missus Bonus: +5 if granted; +15 if Opponent granted

Kill Bonus: 10 + [(5 - Turn #) x5 if Slow, x3 if Quick] or 10 + Beast W rating

XP	Improvement
20 x SL	+1 Talent skill level (SL)
20	+1 Talent roll (+1 to RED die per +10 XP)
35	+1 TR, ST, or AG
50	+1 CN or W

SOCIAL ORIGIN TABLE [see 36]

2D6 Roll	Social Origin		Physical Characteristic				
	Origin	TR	ST	AG	CN	W	PR
2-5	Criminal	--	+1	--	-1	--	-2
6-7	Slave	+1	+2	-1	--	-1	-1
8	Soldier	+2	+1	--	-1	-1	--
9	Foreigner	--	--	--	--	--	+1
10-11	Freeman	--	--	--	+1	+2	--
12	Senator	-1	--	--	+2	+1	+2

ARMOR COVERAGE [see 37]

Armor Type	Armor Coverage					Denarii per Gladiator	
	2	3	4	5	Full		
A	1	2	2	3	4	Light	4
B	1	2	2	2	3	Medium	8
C	1	1	1	2	2	Heavy	11

RANDOM MATCH TABLE [see 38.2]

Death Match: 1D6 > Death #

D66	Match Type	Death	Notes
11-32	Matched Pair	5	1v1 match
33-34	Two on One	5	vs 2 Opponents at once
35-36	Consecutive	2	vs 1D3+1 Opponents
41-42	Champion	4	vs Champion (+100 XP)
43-44	Two Pairs	5	2v2 Team combat
45-46	Three Pairs	5	3v3 Team combat
51-53	Battle	3	special Team combat
54-61	Venatores (Light)	--	vs 1D3 random Beasts
62-65	Bestiarii (Heavy)	--	vs 1D3 random Beasts
66	Unique Match	4	Special (see rules)

PAIRING TABLE [see 38.4]

XP: (1D6-4 + Opponent's record) x 25 (+300 if Champion)

Any: Roll 1D6, '1-4' = class VI (Mounted)

Player Class	Challenger Class (D66)					
	I	II	III	IV	V	Any *
I	11-14	15-23	24-25	26-31	--	32-33
II	34-35	--	36-41	42	--	43-44
III	45	46	51	52	--	53
IV	54	55	56-61	--	62-63	64
V	--	--	--	65	--	66

ARENAS [see 27]

Arena Size: 2D3-1 ('1' = Colosseum in Rome, '5' = Fighting Pit)

Obstacles: 1D6 - Arena Size (drop from 1' above mapboard)

Type	Obstacle Effect
Wall	Block movement & combat
Pillar	Block movement & combat
Tree	Block combat ('F' result = weapon drop)
Mud	Roll for Stumble with -1 DRM
Rocks	Block movement & combat Climb with F action (treat Opponents as Kneeling) 'H' result = Fall Prone check (-'H#' DRM)



RANDOM EVENTS TABLE [see 39.6.2]

D66	Random Event
11-13	Plague: Roll 1D6 + CN for each gladiator; if the result is < '6', he dies from plague
14-16	Imperial Edict: No matches allowed this month
21-23	Trainer: A random ludi may -5 to all XP costs
24-26	Champion: Each ludi may make a bid for a professional gladiator (2D6 + 6 CV); the winner buys the gladiator for one month
31-33	Barley Harvest: 20 XP per +1 TR (instead of 25 XP)
34-36	Feast: Roll 1D6 - CN for each gladiator; the result is the amount of CF lost due to overindulgence
41-43	Taxes: Each ludi must pay 5 denarii for each gladiator in their stable
44-46	Low Stock: x2 Stock cost due to low supply
51-52	No event this month
53-54	Poor Stock: -1 Stock Quality DRM
55-56	Good Stock: +1 Stock Quality DRM
62-63	Windfall: A random ludi gains 1D6 denarii
64-65	Investor: Each ludi is offered a 25 denarii loan; if accepted, pay 15 denarii per month for 2 months
66	Revolt: Roll 2D6 for each gladiator (-1 DRM per +10 denarii spent); if the result is > '7', the gladiator joins the revolt and leaves the ludi

STOCK AUCTION TABLE [see 39.6.3]

2D6 + DRMs

Selling: CV + 1D6 - 1D6 in denarii

Buying: CV in denarii (maximum CV = 10)

2D6	Stock Quality
3-	Pathetic: CV = 1 (regardless of cost)
4-5	Poor: -1D3 CV
6-8	Average: exactly as purchased
9-10	Good: +1 CV
11-12	Excellent: +1D3 CV
13+	Superb: +1D6 CV





– MATCH PLAY –

TURN SEQUENCE: Each gladiator plots their movement each phase, noting their movement is limited to a set number of phases each turn depending on their type. Each of the eight movement phases are written and resolved separately.

PHASE PLOT: Each gladiator notes their movement orders for this phase. A gladiator cannot plot movement if he has used all of his movement capabilities for that turn [Exception: see 17.4].

A *Retiarius* must plot any net attacks he will attempt this phase [see *Advanced Game 20*].

MOVEMENT: Each player reveals his movement orders for this phase, and moves his gladiator.

Check for *Fall Prone* and *Stumble* results [see 15.1].

Gladiators that end their movement in the same hex, suffer a *collision*. Gladiators that cross paths, roll for *collision* [see 8.1].

RECOVERY FROM STUN: Gladiators suffering from Stun may attempt to recover from that Stun [see 11.5].

ACTION RESOLUTION: Gladiators resolve any attempts to *Throw*, *Recover*, or *Kick* an item [see 13.3, 13.4 & 13.5].

NET ATTACKS: A *Retiarius* resolves any net attacks he plotted this phase [see *Advanced Game 20*].

Ensnared or *grappled* gladiators may attempt escape [see *Advanced Game 20, 21 & 22*].

COMBAT RESOLUTION: Gladiators in position to attack an enemy resolves combat using the following procedure:

Determine the total CF available to each gladiator for combat during that phase [see 9.3].

Allocate CF for attack and defense, secretly marking the number of CF used to attack or defend each body area on the Attack & Defense Allocations display [see 9.3.1 & 9.3.2]. Gladiators may allocate CF for Special Attacks or Defenses [see *Advanced Game 23*].

Determine the Attack Sequence, and resolve each attack in order. There are five attack rounds, each of which is resolved according to the rules of combat [see 9.4].

COMBAT EFFECTS: Make any adjustments on the gladiator Log Sheet required by the results of combat.

END TURN: At the end of each turn (eight movement phases), each gladiator must check for CF endurance loss due to overexertion [see 17].

Starting at the end of turn 3, check if the match is stopped as a draw (*stans missus*) by rolling 1D6 + the current turn number. If the result is > '8' the match is stopped and play proceeds to the Moment of Truth [see 18].



– CAMPAIGN PLAY –

CAMPAIGN TURNS: Each Campaign Turn represents one month of real time, and is divided into eight steps.

ASSIGN EDITOR: Each *lanista* rolls 2D6, the highest result is the *Editor* for this month.

A *lanista* may not be the *Editor* for two consecutive months. If this occurs, select the next highest result.

RANDOM EVENTS: The *Editor* rolls D66 on the Random Events Table, and applies the result.

AUCTION: Each *ludi* may buy or sell gladiators or new stock (untrained gladiators) among each other, or at auction (refer to Stock Auction Table).

After all buying is complete, roll for Stock Quality for each new stock purchase, and generate new gladiator (XP bonus equal to his CV x 25 XP) [see 33.3].

CONDUCT MUNIS: The *Editor* rolls 2D3-1 to determine the *quality* of the games offered this month.

Each *ludi* may participate in a number of matches equal to the *munis quality*.

-1D3 *denarii* per gladiator sent (n/a if *Editor*).

+10 *denarii* if *munis* is held in the Colosseum in Rome.

Establish betting odds by comparing gladiator CV values (round up).

Arrange and conduct the gladiator matches.

EXPERIENCE: Each gladiator that participated in a match gains experience [see 33].

+1 PR if gladiator won in the Colosseum in Rome.

A gladiator who becomes the Emperor's Champion (10 wins) must be released from their *ludi*.

+1 *ludi* REP per victory or *stans missus* [see 5.4.1].

SETTLE WAGERS: Each *lanista* that placed a winning wager gains *denarii* from the losers based on the agreed upon betting odds.

EARNINGS: Each *ludi* earns *denarii* equal to each participating gladiator's CV and PR, plus the *munis quality*.

+2D6 *denarii* if gladiator won.

+20 *denarii* if gladiator became the Emperor's Champion.

TRAIN: +1D6 XP per gladiator that did not participate.

UPKEEP: At the end of the month, each *ludi* must pay their monthly upkeep expenses.

-1/2 (CV + PR) in *denarii*, per gladiator in the *ludi*

-1 per *ludi* REP in *denarii*

ELIMINATION: A *lanista* must pay all debts. They are eliminated if they do not have enough money to back their wagers, or if they no longer own a surviving gladiator.

VICTORY: The winner is the *lanista* with the most *denarii* at the end of a set number of matches, or the last *lanista* left in the game with stable of at least five gladiators.



1A

I



Parmularius

1B

I



Parmularius

1C

I



Parmularius



Parma



Parma



Parma



Parma

2A

I



Dimachaerus

2B

I



Dimachaerus

2C

I



Dimachaerus



Parma



Parma



Clipeus



Clipeus



Clipeus



Clipeus

3A

II



Thraex

3B

II



Thraex

3C

II



Thraex



Clipeus



Clipeus



Gladus



Gladus

4A

I



Velite

4B

I



Velite

4C

I



Velite



Gladus



Gladus



Gladus



Gladus



Parma



Parma



Parmularius



Parmularius



Parmularius



Parma



Parma



Parma



Parma



Dimachaerus



Dimachaerus



Dimachaerus



Clipeus



Clipeus



Clipeus



Clipeus



Clipeus



Clipeus



Thraex



Thraex



Thraex



Telum



Telum



Telum



Telum



Telum



Telum



Velite



Velite



Velite

I 1C

I 1B

I 1A

I 2C

I 2B

I 2A

II 3C

II 3B

II 3A

I 4C

I 4B

I 4A

5A II



Myrmillo

5B II



Myrmillo

5C II



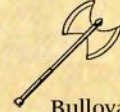
Myrmillo



Gladus



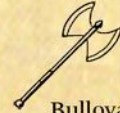
Gladus



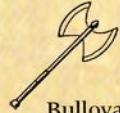
Bullova



Gladus



Bullova



Bullova

6A II



Hoplomachus

6B II



Hoplomachus

6C II



Hoplomachus



Pugio



Pugio



Pugio



Fucina

7A IV



Retiarius

7B IV



Retiarius

7C IV



Retiarius



Fucina



Fucina



Laqueum



Laqueum

8A V



Secutor

8B V



Secutor

8C V



Secutor



Laqueum



Sica



Sica



Sica



Telum



Telum



II 5C

Myrmillo



II 5B

Myrmillo



II 5A

Myrmillo



Telum



Plaga



II 6C

Hoplomachus



II 6B

Hoplomachus



II 6A

Hoplomachus



Plaga



Plaga



Veruta



Veruta



Veruta



Veruta



Veruta



Veruta



IV 7C

Retiarius



IV 7B

Retiarius



IV 7A

Retiarius



Rete



Rete



Telum



Rete



V 8C

Secutor



V 8B

Secutor



V 8A

Secutor



Telum



Telum

9A II



Gallus

9B II



Gallus

9C II



Gallus



Stipes



Stipes

10A III



Cataphractarius

10B III

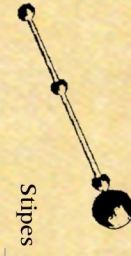


Cataphractarius

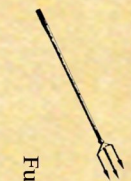
10C III



Cataphractarius



Stipes



Fucina

11A III



Crupellarius

11B III



Crupellarius

11C III



Crupellarius



Fucina



Fucina



Pilum



Pilum

12A II



Scissores

12B II



Scissores

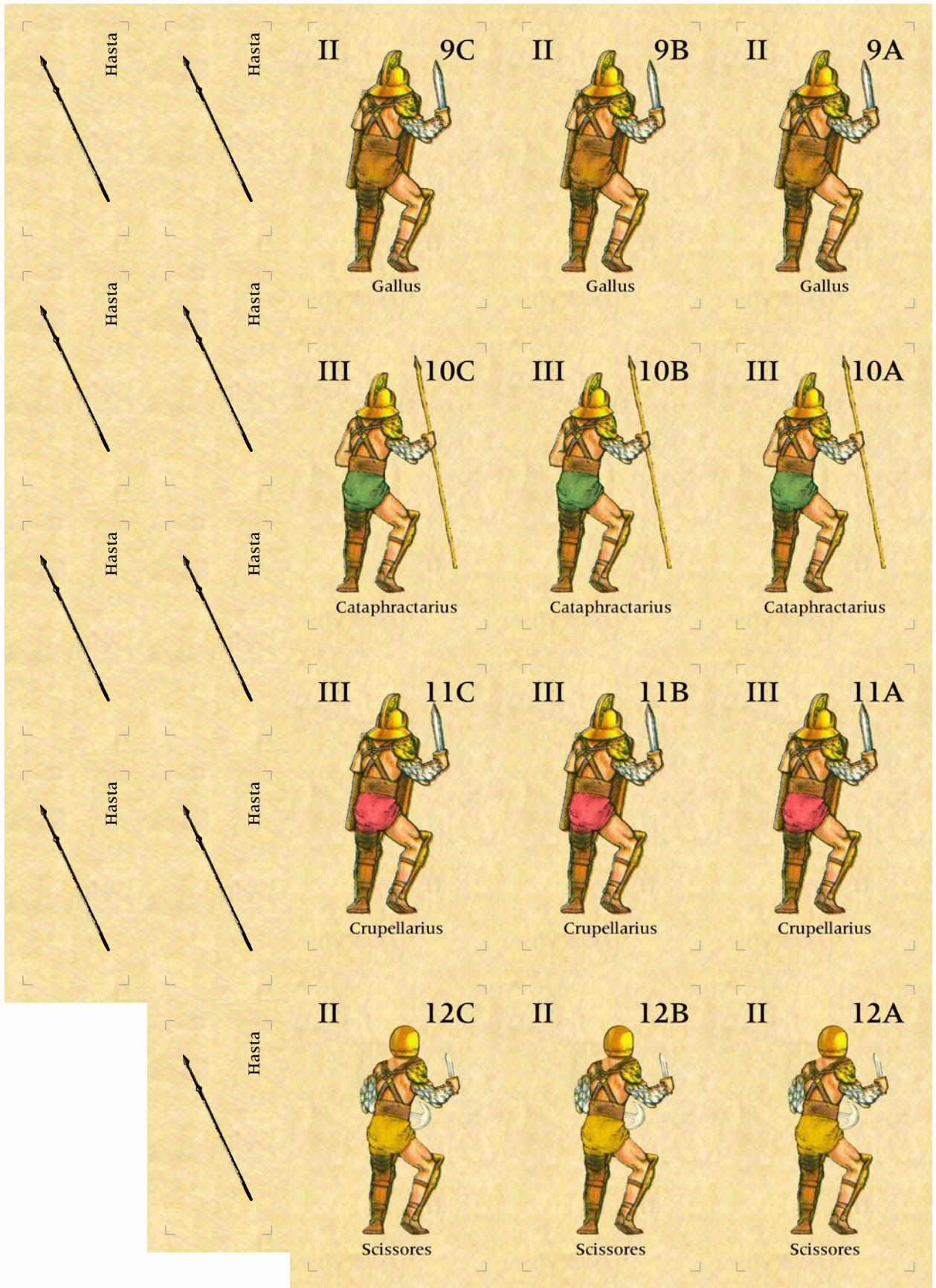
12C II



Scissores



Pilum



Hasta



Hasta



Gallus



Gallus



Gallus



Hasta



Hasta



Cataphractarius



Cataphractarius



Cataphractarius



Hasta



Hasta



Crupellarius



Crupellarius



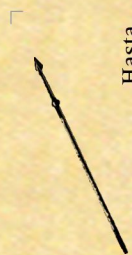
Crupellarius



Hasta



Hasta



Hasta



Scissores



Scissores



Scissores

7D

IV



Laquerarius

7E

IV



Laquerarius

7F

IV



Laquerarius

G1



Gazelle

-3

G2



Gazelle

-3

L1

Lion



+2

L2

Lion



+2

L3

Lion



+2

P1

Leopard



+1

T1

Tiger



+3

T2

Tiger



+3

B1



Bear

+3

H1



Rhino

-1

R1

-2



Boar

R2

-2



Boar

R3

-2



Boar

-3



Gazelle

G1

IV

7D



Laquerarius

IV

7E



Laquerarius

IV

7F



Laquerarius

-3



Gazelle

G2

L3



Lion

L2



Lion

L1



Lion

+3



Bear

B1

+2

T2



Tiger

+2

T1



Tiger

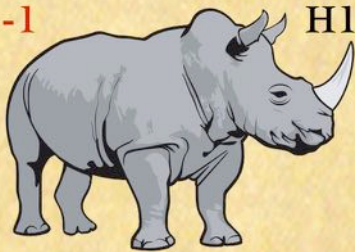
+2

P1



Leopard

-1



Rhino

H1

+3

-2

R3



Boar

+3

-2

R2



Boar

+1

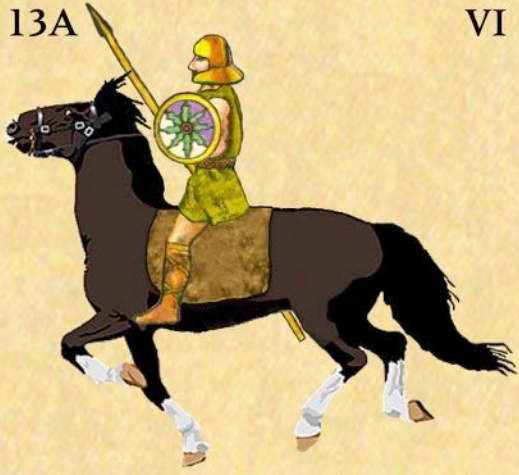
-2

R1



Boar

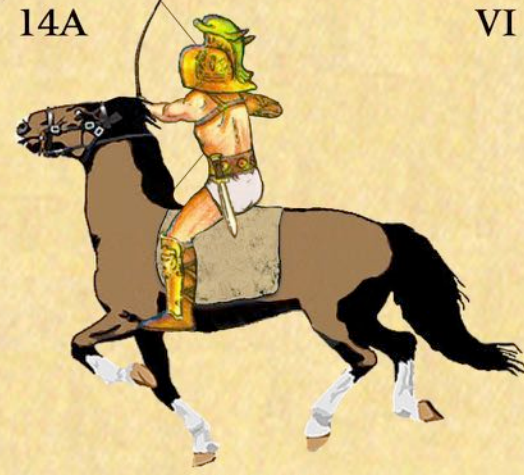
13A



Eques

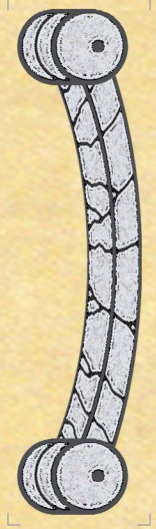
VI

14A

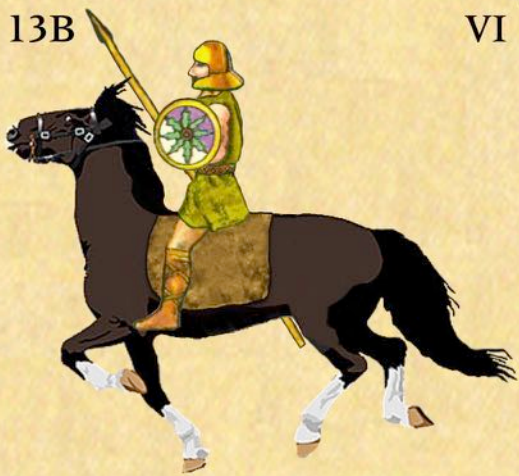


Sagittarius

VI



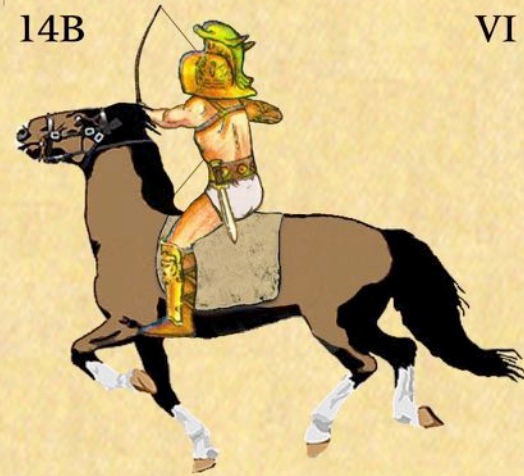
13B



Eques

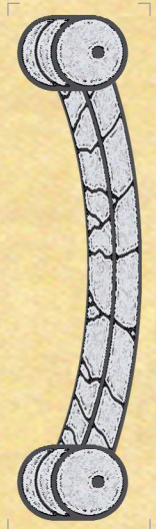
VI

14B

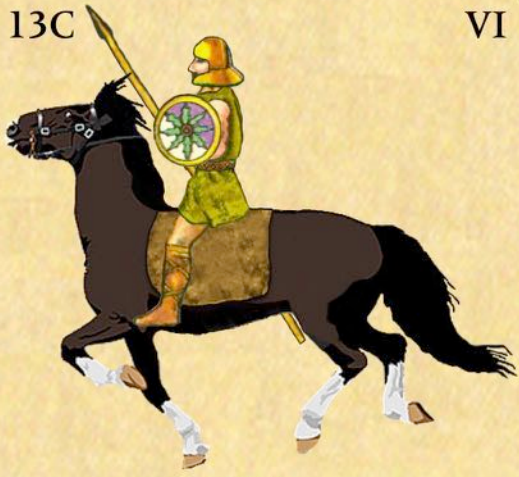


Sagittarius

VI



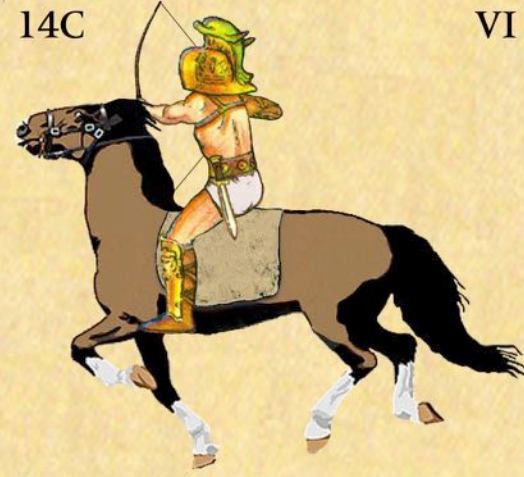
13C



Eques

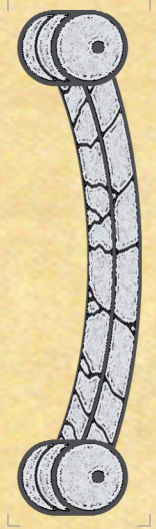
VI

14C



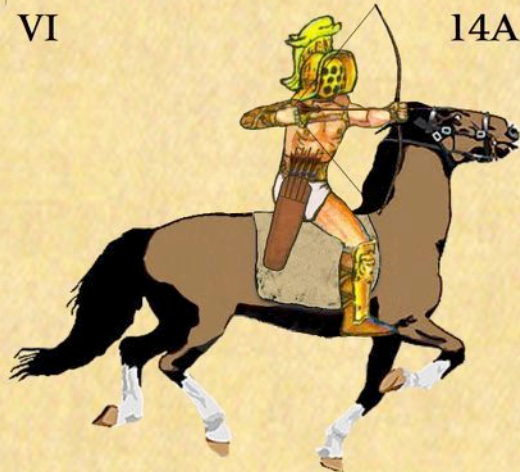
Sagittarius

VI





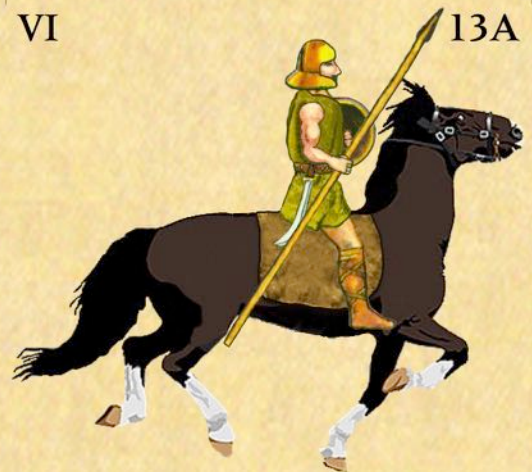
VI



14A

Sagittarius

VI

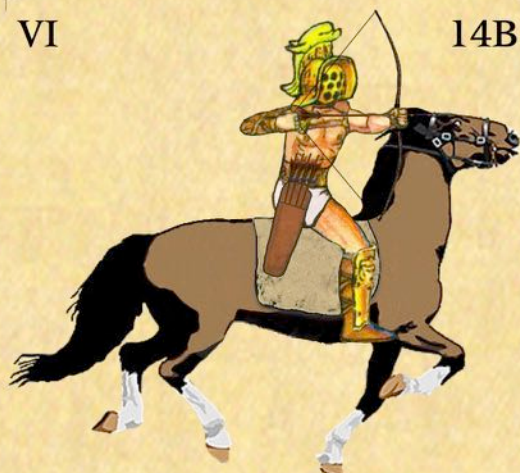


13A

Eques



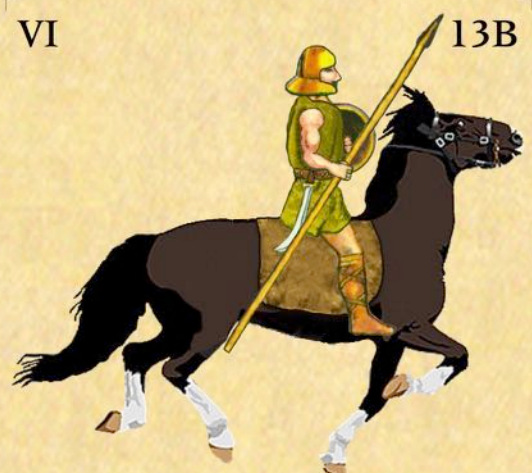
VI



14B

Sagittarius

VI

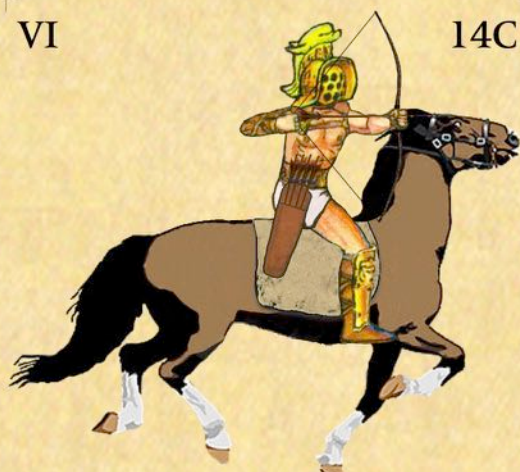


13B

Eques



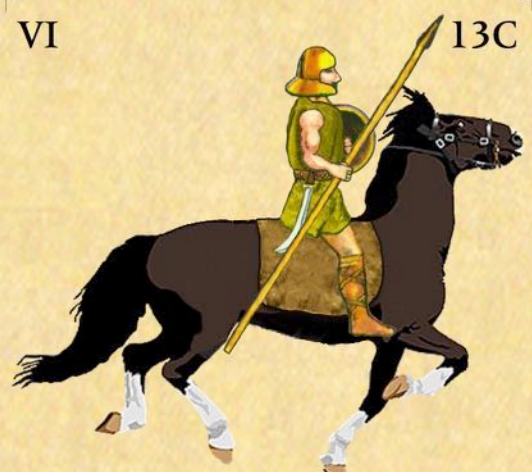
VI



14C

Sagittarius

VI



13C

Eques

Z1



Zebra

-2

W1

+1



Wolf

W2

+1



Wolf

W3

+1



Wolf

W4

+1



Wolf

Z2



Zebra

-2

W5

+1



Wolf

W6

+1



Wolf

Z3



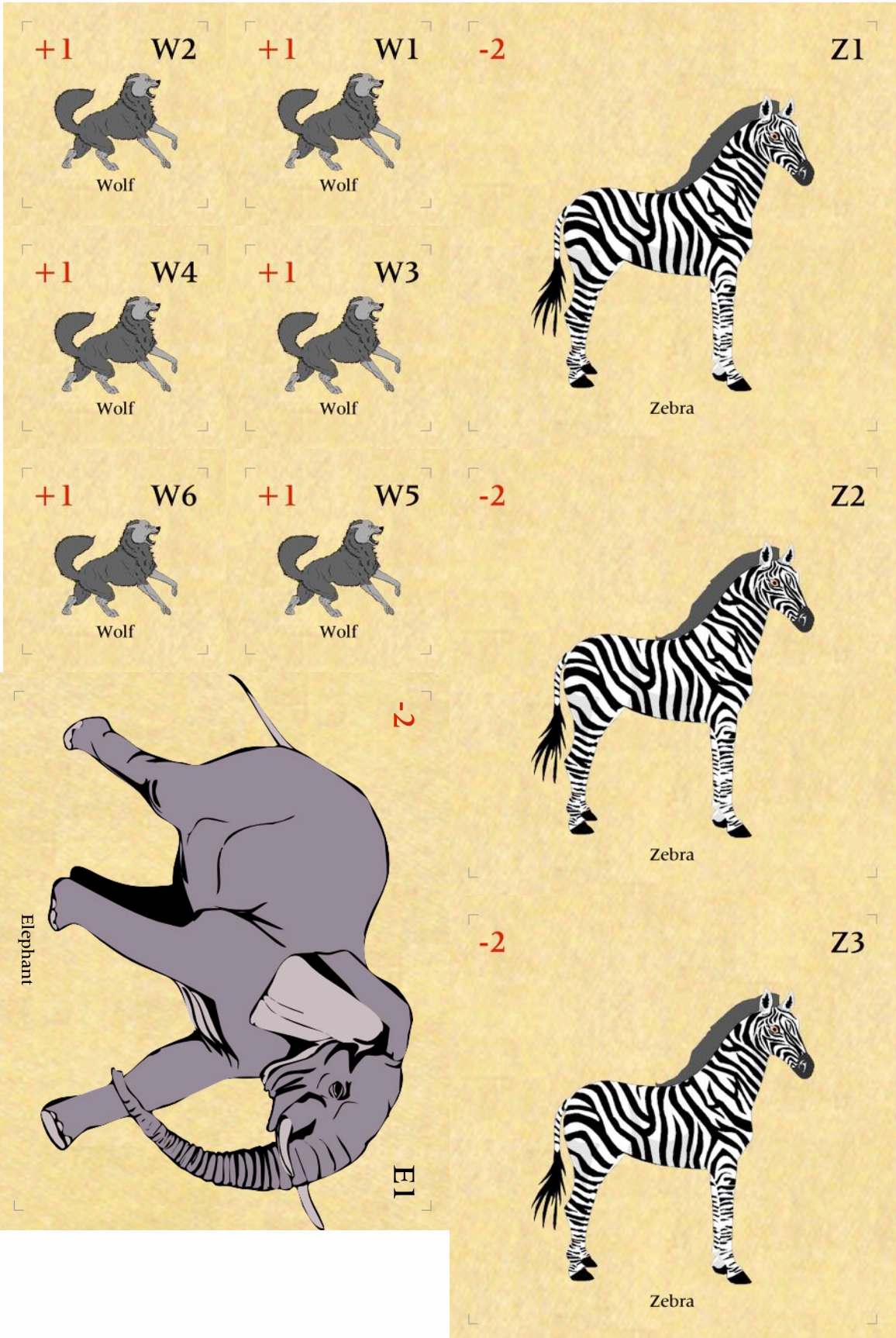
Zebra

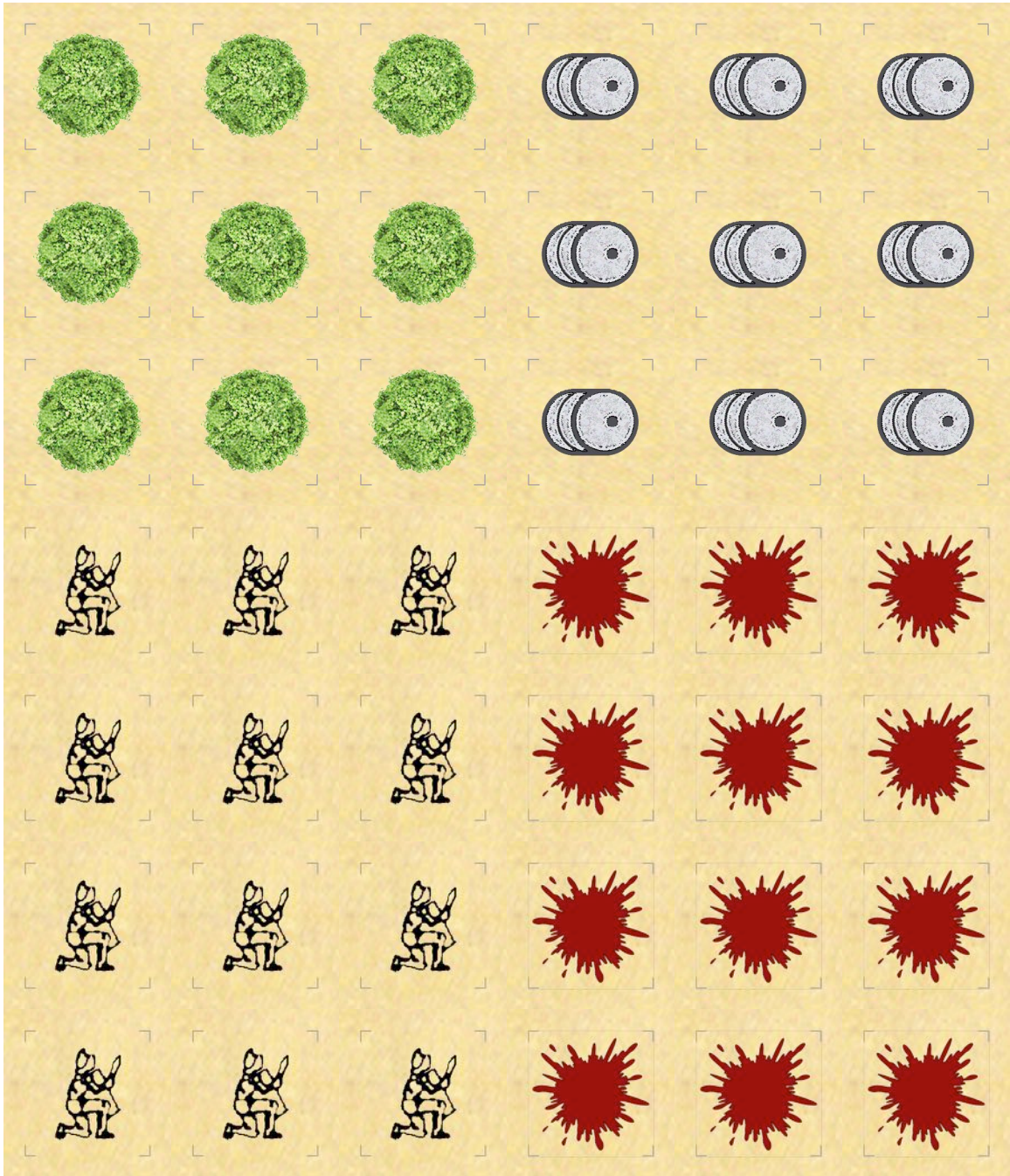
-2

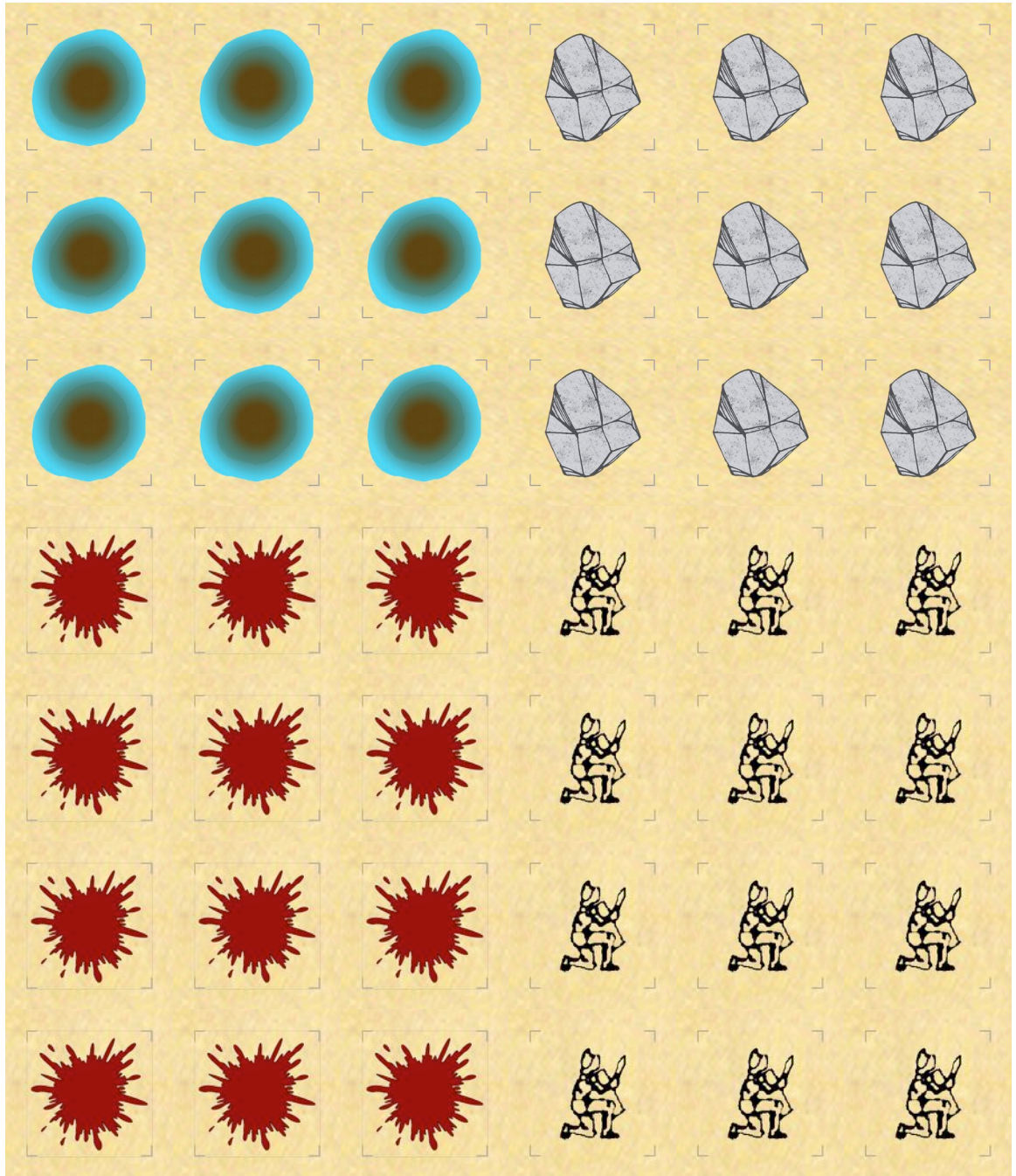
E1



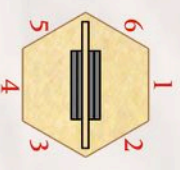
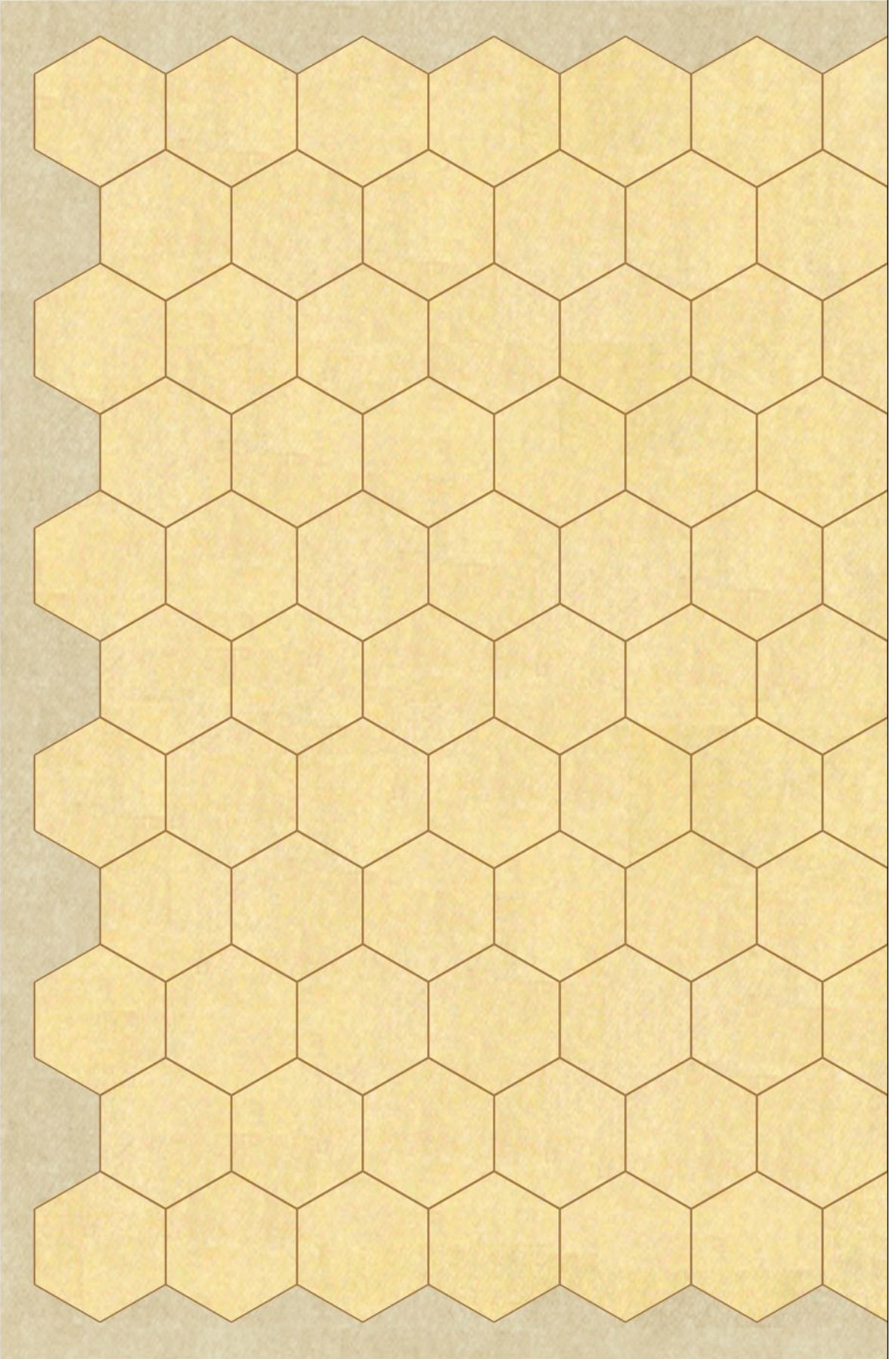
Elephant







GLADIATOR

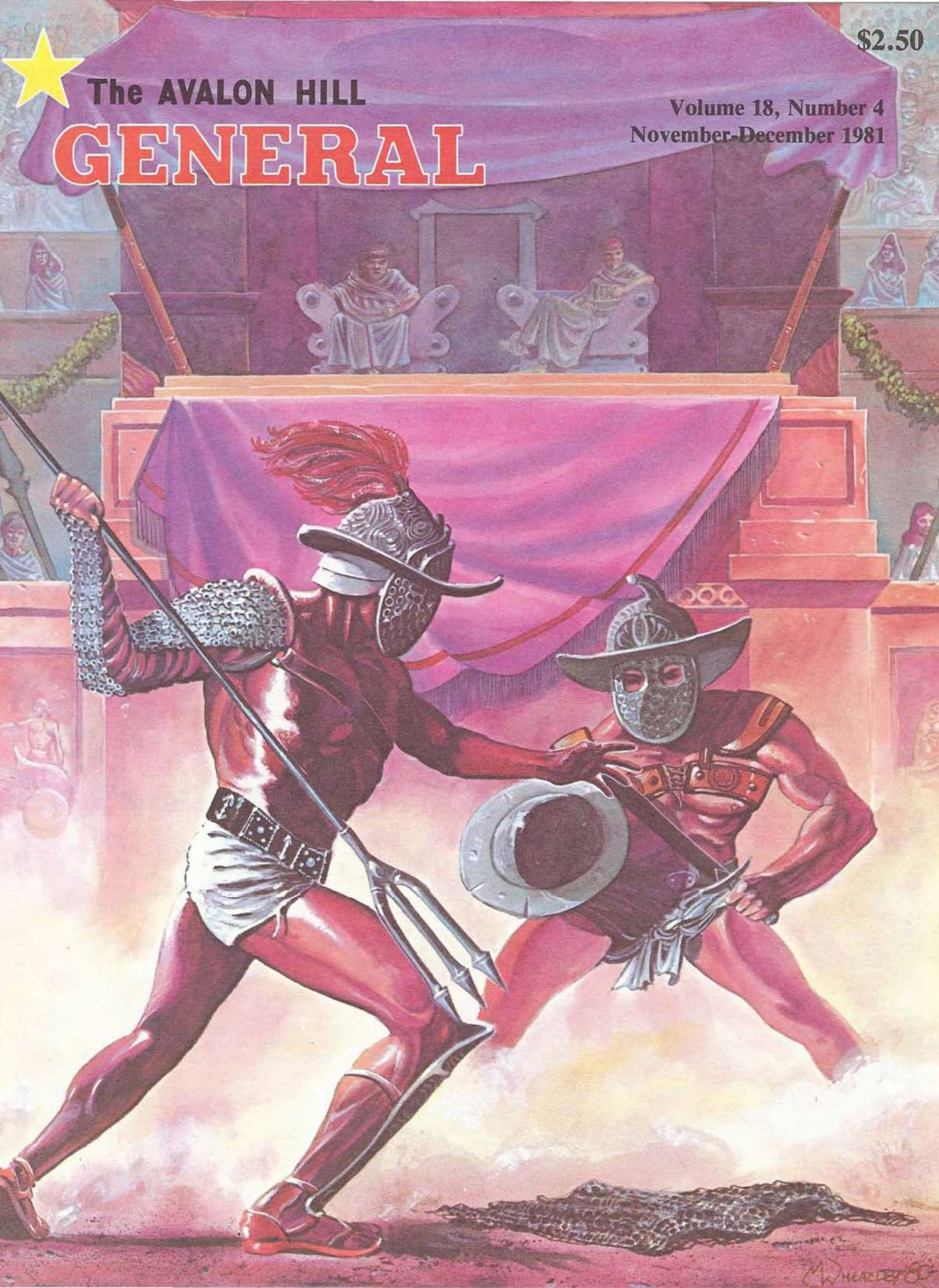


\$2.50

The AVALON HILL

Volume 18, Number 4
November-December 1981

GENERAL



M. WHEATON '81

★ The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. One year subscriptions are \$9.00. Two year subscriptions are \$14.00. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$9.00 per year postage charge. All overseas subscriptions must add an additional \$12.00 per year postage charge. Send checks or money orders only. AH is not responsible for cash lost in transit. Those with a current American Express, VISA, MasterCard or Choice may call 800-638-9292 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this number. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least 6 weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least 3 months in advance and contain information pertaining to AH games in use.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and embrace the tenets of good English usage. There is no limit to word length. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credit line written on back. Rejected articles will be returned whenever possible.

EDITOR: Donald J. Greenwood

ASS'T EDITOR: Alan R. Moon

GRAPHICS: Jean Baer, Dale Sheaffer, Charles Kibler, Rodger MacGowan, Stephanie Czech

Cover Art: Mark Wheatley

AREA Technician: Diana Widener

GENERAL Subscriptions: Gertrude Zombro

Purchases of Games, PBM kits and parts: Christy Shaw

FOREIGN DISTRIBUTORS: Overseas readers are urged to make subscription arrangements with the appropriate agent, AUSTRALIA: Jedko Games, 18 Fonceca St., Mordialloc, 3195, Victoria; DENMARK: Jorn Eriksen, Sondertofte 209, DK 2630 Taastrup; GREAT BRITAIN: Avalon Hill (UK) LTD, 650 High Rd., North Finchley, London N. 12, ONL; GREECE: American Book & News, 68 Syngrou Ave., Athens 403; JAPAN: Post Hobby, 1-38 Yoyogi, Shibura-KU, Tokyo; SINGAPORE: Wong International Entr., 6 Jalan Sinar Bulan; Singapore 1750; SOUTH AFRICA: Gamma Games Ltd, P.O. Box 2904, Capetown 8000; SWEDEN: Target Games, Skogvaktargatan 2, S-11542 Stockholm, or A. B. Rojama, P.O. Box 23077, S-104 35 Stockholm.

Rules Questions: R&D, NOTE: all questions should be diagrammed. No questions can be answered which are unaccompanied by a self-addressed envelope. Questions must be based on rules of play (not historical or design matters) and be based on the current rules edition. Questions on more than one game must be listed on separate pages and accompanied by a separate SASE for each game.

IF YOU CHANGE YOUR ADDRESS: Inform us immediately. The Post Office destroys magazines even if you leave a forwarding address. AH ASSUMES NO RESPONSIBILITY FOR ISSUES LOST DUE TO AN INVALID ADDRESS. Please state both your new and old address.

Copyright 1981

**The
AVALON HILL
Game Company**

4517 Harford Road,
Baltimore, Md. 21214



Avalon Hill Philosophy Part 88

THE AWARDS

I must be an unusually ornery individual. I've always been told that one is supposed to mellow as he grows older, but I seem to raise more ire with each passing day. Last issue I probably succeeded in alienating half the gamers in California by printing my review of PACIFIC ORIGINS instead of politely abstaining from comment. I find it particularly ironic that I seem to have been singled out in some circles (largely through my perhaps unfortunate ties with Atlanticon, Inc., an outgrowth of Interest Group Baltimore, the gaming club which started ORIGINS and which will sponsor it again this year) as a culprit in plotting to keep ORIGINS on the east coast. From my point of view, nothing could be further from the truth. Howie Barasch and I were instrumental in establishing ORIGINS as a traveling show. From 1977 through 1980 I did more, to my knowledge, than anyone involved with ORIGINS to encourage

potential west coast sponsors to make a bid to host ORIGINS (including some of the principals of PACIFICON). Unfortunately, those same people and at least one hobby 'zine in California have apparently interpreted my involvement with, and enthusiasm for, our local group as hostility towards any west coast convention. I guess this means that a person can't enthusiastically support east and west coast conventions simultaneously. I haven't really figured out why, but for those who have already come to that conclusion I apologize for confusing you. In truth, I am probably the most avid supporter of a west coast ORIGINS because I can't wait for the chance to go back. Anyway, this time I thought I'd chance tweaking the noses of a few of my colleagues in the Adventure Gaming industry by

Continued on Page 18, Column 2



GLADIATOR

The subject, The Game, & Expansion of the Arena

By Thomas C. Springsteen

THE WISDOM OF THE ARENA

Assessing Your Chances in GLADIATOR

14
By Bob Medrow

SQUAD LEADER SURVEY

How the Public Perceives the Scenarios

16
By Joe and Mike Suchar

TACTICAL LEVEL LUFTWAFFE

Combat Resolution at a More Vivid Scale

19
By Kenneth Erbey

HOME BEFORE THE SNOW FALLS

A WAR & PEACE 1812 Scenario Series Replay

23
By B. Parsons, C. Bruegge, & M. McLaughlin

SQUAD LEADER CLINIC

Wire and its Effects in the SL Game System

30
By Jon Mishcon

STAFF BRIEFING

An Interview With Alan R. Moon

32
By Don Greenwood

AIR DROP ON CRETE

Strategy For Both Sides in AAOC

34
By Don Eisan

ASSAULT FROM THE AIR BY MAIL

A PBM System for AAOC

36
By Don Eisan

ON TO BERLIN

Balancing the Fortress Europa Scenario

37
By Jim Eliason

BRITISH STRATEGY IN WAR AT SEA

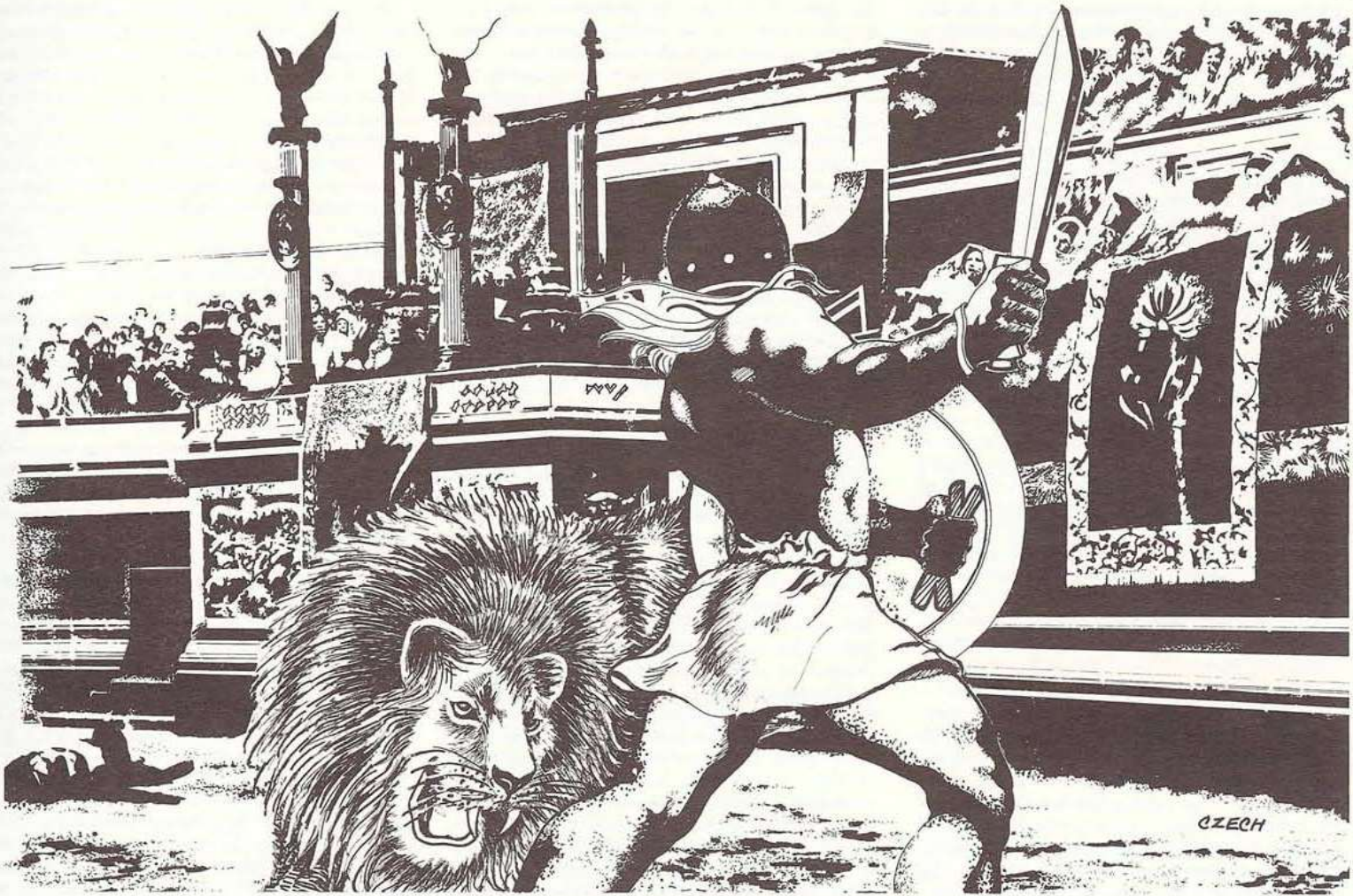
Six Ways to Domination of the European Theatre

40
By Ray Freeman

BACK TO BASICS

Basic German Alternatives in AFRIKA KORPS

42
By Robert Beyma



GLADIATOR

THE SUBJECT, THE GAME, & EXPANSION OF THE ARENA

By: Thomas C. Springsteen

GLADIATOR, one of Avalon Hill's most recent game releases, can only be described as a gaming phenomenon. I have never known a game to attract such quantities of players from so many other varied subject, scale and period interests. The game, originally released by Battleline, apparently underwent extensive revision and received the usual Avalon Hill upgrading of components. Perhaps part of the reason for *GLADIATOR*'s success is its uniqueness in several areas. Its low unit count (normally one man per player) allows for a wealth of simulation detail without the normal penalty of inconvenient game length. I have had games ranging in duration from two minutes (Yes, I lost and am still trying to rationalize what happened!) to an awesome duel between two massively armored heavy gladiators that lasted nearly two hours. Generally speaking, the 15-30 minute playing time indicated on the box appears valid. The short game duration time allows for numerous engagements in an afternoon or evening of play. As a matter of fact, the playing time and low unit density have enabled me to play a number of games over my lunch hour, and has generated a lot of interest in the hobby at the office! The short playing time has another subtle advantage. By gaining rapid experience with the system, players quickly absorb the

rules and are able to concentrate their attention on tactics and opponent's techniques. The result is that a novice player doesn't remain "trident-fodder" for long. In fact, our game club now has more tough Kirk Douglas/Spartacus types than I care to think about before entering the arena!

Another area where *GLADIATOR* is rather unique is its merging of the flavor of currently popular role playing games and the traditional "wargame". In many respects, it is a hybrid combination of the two. If one plays either of the campaign games, you discover that your gladiators develop different personalities and reputations that have psychological effects on your opponent as well as on your own style of play with them (i.e. reckless, cautious, bold . . .). The character development has one additional and very interesting result. Gamers seem to enjoy watching a match almost as much as participating in one (shades of the Colosseum!!). Champions and villains emerge, with everyone enjoying witnessing a justly deserving gladiator in the campaign game getting his rightful due (to the snorts, hoots and chuckles of the spectators). Being both fun to watch and a good simulation, it has enabled many a spectator to follow the action and become interested in the hobby.

The purpose of this article is three-fold. First, I hope to provide "color" to the game by presenting some of the history behind the subject. This hopefully, since the game is a reasonable simulation, will also prove beneficial in development of tactics. The second portion of the article is intended to provide someone unfamiliar with the game with a critique of its components and system. Lastly, the final section will expand the system, allowing players to introduce new types of adversaries and incorporate a solitaire play option.

THE SUBJECT

One disturbing, and disappointing, feature of the game was its lack of designer's notes. A few rule ambiguities could have been clarified and additional enjoyment added to a good system, by including a historical section on the subject with appropriate designer commentary. This section will hopefully void that omission.

I feel that the purpose of providing the history of a subject is basically two-fold. First, it provides interest, "color" if you will, on the subject. A large part of gaming is the vicarious thrill and enjoyment that it produces. Familiarization with the situation and atmosphere of a simulation greatly enhances

this facet of the hobby. The second benefit derived from a historical review of the subject is that it can directly benefit your play. If a game is a reasonable simulation as well, strategic and tactical lessons recorded in history can be applied with good results to the gaming board.

Few periods in history have received more attention than the Roman Republic. It is one of the most colorful and awesome eras of mankind's history, as is readily evidenced by both literature and Hollywood. An interesting and unique segment of that era was the spectacle of gladiatorial games.

Originated in Etruria, in central Italy, the first exhibition of gladiatorial (LAT. *Gladius* "sword") combat was held in 264 B.C. as a funeral celebration. The sons of Brutus Pera gave a "spectacle" of three duels in his honor during the funeral ceremony. The Romans, always great borrowers, were first introduced to gladiatorial combat through the Etruscans, one of their most formidable opponents in the conquest of Italy. To the Etruscans, the gladiatorial combat was a form of human sacrifice originally associated with the solemn ritual surrounding death. Once the games were transferred to Rome, however, they gradually lost their religious significance and, under the Roman social system, were transformed to a very different purpose. That purpose was the gratification of the enormous urban proletariat, which demanded, among other things, that it should be amused.

Although there were many arenas built throughout the empire, none can compare to the amphitheater known as the Colosseum. Some historians feel that the Colosseum's name originated from the colossal statue of Nero which stood nearby. Most, however, feel that it was a tribute to the amphitheater's gigantic size. Begun in the year 72, the inaugural festivities were held in the year 80, in the still uncompleted amphitheater, which was finished in 96.

The statistics of the Colosseum are truly astounding. Occupying six acres, the elliptical structure was four stories (over 150 feet) high, it measured 620 by 513 feet and enclosed an oval arena 287 feet long by 180 feet wide. Most historians estimate that between 45,000 and 50,000 spectators were accommodated. (Madison Square Garden in New York holds 18,903.) Around the arena, behind a lofty 13 foot protective wall, rose a spacious podium, or marble terrace. The ornate marble seats were reserved for senators, priests, and high officials. Above the podium was the *suggerium*, or high lodge, where the emperor and empress sat on thrones of ivory and gold. Above them rose tiers of marble seats divided into two main zones: the first for distinguished private citizens, the second for members of the middle class. A third zone was allocated to the foreigners and slaves, and a fourth to women and the poor. On the roof was stationed a detachment of sailors from the imperial warships, and it was their task to attend the massive *velarium*, a colored awning that protected the audience against sun and rain. Scattered fountains threw up jets of scented water to cool the air. At noon most of the spectators hurried below to eat lunch. Concessionaires were on hand to sell food, sweets and drinks. Occasionally the emperor would feed the entire multitude. If contests were held at night, a circle of lights could be lowered over the arena and the spectators. Bands of musicians performed in the interludes and accompanied the climaxes of the combat with exciting *crescendo*.

From the first modest Roman "spectacle" involving three pairs of duelists, the games sometimes reached awesome proportions. Gaius Julius Caesar exhibited contests of such proportions that the senate was impelled to limit the number of contestants. This ruling did not prevent him from exhibiting 300 pairs on one occasion. In 46 B.C., after

his defeat of Pompey, he presented a miniature holocaust that involved 1,000 ordinary gladiators, 60 mounted men and 40 elephants. The largest contest of gladiators recorded was that given by the emperor Trajan to celebrate a victory over the Dacians in 106 A.D., with no fewer than 5,000 pairs of contestants.

Sham naval battles were occasionally held in the arena or on nearby artificial lakes. The largest of these naval battles, or *naumachia*, was staged by Claudius on Fucini Lake (now called Lago di Fucino), sixty miles from Rome. Twenty-four triremes (three banks of oars) and twenty-six biremes (double bank), all regulation oceangoing warships, were divided into two equal fleets and manned by 19,000 criminals. The victorious survivors of the spectacle, witnessed by a crowd of over 500,000 spectators, were given a pardon.

A particularly popular spectacle were the "hunts" (*venationes*) where wild beasts fought men or each other. The dictator Sulla (93 B.C.) once exhibited 100 lions in the arena; Julius Caesar had 400. In one day under Nero, 400 tigers fought with bulls and elephants; on another day, under Caligula, 400 bears were slain. Pompey once had a spectacle with 600 lions, 20 elephants and 410 leopards. Claudius made a division of the Praetorian Guard fight panthers; Nero made them fight 400 bears and 300 lions. After Trajan's victory over the Dacians, he had 11,000 animals killed in the arena, 3,000 in just two days. At the dedication of the Colosseum, 5,000 animals died. Many animals were introduced to the arena: elephants, rhinoceroses, tigers, lions, leopards, panthers, bulls, bears, hippopotami, boars, crocodiles and pythons to name but a few. The Colosseum was sometimes transformed into a jungle scene or other terrain by adding trees, rocks and other props for these battles. In some of the conflicts, one of the pair of animals was attached to a chain staked to the center of the arena. In others, the animals were chained together—just about any conceivable match was explored. At times, the restricted arena was filled with a variety of beasts. Specially trained gladiators called *venatores* and *bestiarii* were often matched against the animals. Both forms of gladiators will be addressed in more detail later. Before the *venationes* were finally abolished in the sixth century, many noble species of wild animals vanished from the Roman Empire: North Africa had lost its elephants; Nubia its hippopotami; Mesopotamia, the lions recorded in Assyrian bas-reliefs; and Hyrcania, its famous Caspian tigers. These, and many others, had been chased out of their natural habitat or exterminated for the Roman audiences.

Due to the length of time covered by the gladiatorial games, from the first three pairs in 264 B.C. until their abolishment by Emperor Honorius in 404 A.D. (though criminals were still condemned to fight beasts for at least another hundred years), the nature of the conflict underwent substantial evolution. At the highest level the matches were exhibitions between highly trained, skilled, professional gladiators and were more of a sport. Because the gladiators were extensively trained in special schools (*Ludi*), fatalities were relatively rare and *missus* often granted. Sometimes draws were declared and both opponents were allowed to cease combat and withdraw. In the lowest level, the games degenerated to matches to the death between untrained opponents. Sometimes the victor was forced to continue combat with a fresh gladiator until only one was left at the end of the day, and he (if a criminal) was sometimes still executed. One aspect of the period, not discussed in this article, was the wholesale public extermination of particular groups (especially the Christians) in the arena. The following descriptions reflect the pomp and ceremony of the games in their hey-day.

A typical day started with bloodless duels which were often comic or fantasy related. Women, dwarfs and cripples performed with weapons often made of wood. The blast of the tuba, or war trumpet, heralded the beginning of the main performance. The spectacle opened with a parade of chariots carrying the contestants, who were robed in purple and gold-embroidered cloaks. The gladiators dismounted and circled the arena. Behind the contestants came slaves displaying each gladiator's helmet and weapons. The helmets were especially splendid pieces of workmanship. They generally had visors covering the whole face, a wide brim, and a lofty ridge on top which frequently bore a crest of ostrich or peacock plumes. Forced gladiators were escorted into the ring by a troop of trainers/managers supported by slaves brandishing whips and/or hot irons to motivate fighters who seemed too timid to move forward.

As the procession reached the emperor's box, each gladiator stopped, extended his right arm and uttered the proud and defiant cry: "*Ave, imperator, morituri te Salutant!*" (Hail, Emperor, men soon to die salute thee!). Suetonius records that once the Emperor Claudius, a notoriously impulsive and unstable person, answered the gladiators' claim that they were "soon to die" by vulgarly shouting back "or maybe not", which so offended and unnerved the contestants that they threatened to break off the show. The Gladiatorial Corps, although largely recruited from criminals and POWs, had a strong sense of professional dignity. Opponents were often drawn in a formal drawing of lots, followed by a weapon inspection ceremony, and finally the initiation of combat.

The rituals following combat have come down to us, and are perhaps even more interesting. A defeated but surviving gladiator could appeal for mercy by throwing away his shield and raising a finger of the left hand; then, unless the emperor himself were present, it was his victorious adversary who either spared or condemned him. Going against the crowd, however, could have an adverse effect on the fate of a gladiator when *his* moment of truth arose. Occasionally a gladiator was killed by a man he had previously spared. An epitaph to a fallen gladiator advised all those that followed after to: "Take warning from my fate. Give no quarter, whoever the fallen may be!"

In the sovereign's presence, the crowd advised the ruler by waving cloths and displaying upturned thumbs, shouting "*Mitte!*" (Let him go free), or downturned thumbs and "*Jugula!*" (Cut his throat!). The ruler would decide the gladiator's fate by granting his plea or, with *pollice verso*, downturned thumb, order immediate execution. An individual costumed as Hermes (herald and messenger of the gods) verified death by prodding the fallen gladiator with a red-hot caduceus. Death being established, an attendant arrayed as Charon (Etruscan minister of fate) took possession of the soul by administering a blow to the head with his emblematic hammer.

At the end of a show lists were prepared: P meant perished; V meant vanquished his foe; M meant *missus* (sent off), indicating that he had lost but been allowed to depart. The triumphant survivor of many fights became a hero. He received magnificent rewards, cheers, a palm branch or crown, and he carried from the arena a silver dish heaped with prize money. In fact, some professional gladiators complained that they were not allowed to fight often enough!

The life expectancy and chances for freedom of a gladiator varied with the era in which the games were conducted. Freedom could be granted at any time by the emperor for a particularly outstanding feat. More commonly, the gladiators had to survive a required time or series of combats to gain freedom status. These requirements seemed to vary

with the period. A common prerequisite was three years' survival in the ring, followed by two years of slavery, after which freedom was granted. In the age of Nero and Claudius, a gladiator trying for freedom had to survive one last duel—single combat with an elephant! It is difficult to be certain how many times a gladiator had to face death. Some games lasted several days, and sometimes as long as a month. Sometimes a gladiator had to fight twice in the course of a spectacle. One gladiator named Felix opposed the same retarius after several days' interval. Twice defeated, he was granted *missus* by the crowd the first time and condemned the second. Generally speaking, it appears that gladiators were only required to engage in combat several times a year. A gladiator named Juvenis, for example, was killed at the age of twenty-one after four years in the profession, and had had only five combats. Many, killed between age 20 and 25, fought only seven times. This average agrees to documented records of men in their thirties. Some enrolled at the age of seventeen or eighteen and died young, barely past twenty. Rarely did a gladiator reach the age of thirty without at least twenty victories credited. One gladiator that reached that age, named Flamma, had the following record: wins, 21; "stans missus" (draw, and both granted mercy), 9; missus (lost, but granted mercy), 4, owing his life to the generosity of the spectators.

Gladiators were classified into major types, based on the arms or methods of fighting. There were as many as fifteen distinct types and numerous variations. During the imperial era, the Roman gladiator was usually one of four main classes:

THRACIAN—Heavily armored. Heavy, elaborate helmet. Body (except chest) covered with pieces of metal and leather. A small shield was held in the left hand. He wore a red loincloth supported at the waist by a sword-belt (*balteus*). Both legs were covered by metal half-cylinders (*ocreae*) fixed against the shin of the leg. With Thracians, this greave also covered the knee and a small part of the hip. The left arm was covered by a leather sleeve reinforced by metal scales (*manica*), leaving only the fingers exposed. The offensive weapon was either an unusual sword bent at nearly right angles, or a fairly short sabre (*sica*) which was curved like a scythe. His normal adversaries were either the *hoplomachus* or *myrmillo*. Heavy and slowed by the armor, the Thracian concentrated his efforts on attack, depending on his armor for protection. Only a small shield was granted due to the extensive armor. Lower endurance was a factor in the combat, due to the massive protection.

SAMNITE (divided into two types: *HOPLOMACHUS* and *SECUTOR*)—adapted from formidable Samnite warriors encountered and vanquished by Rome in the early days of the Republic.

Hoplomachus/Samnite—Heavy helmet, but nearly naked. Held a large, rounded, oblong shield which completely covered him when held in front, exposing only head and feet. It was similar to the large quadrangular shield carried by the Roman Legionary. He wore an *ocrea* on his left leg and leather bands (*fasciae*) on the wrists, knee and ankle of the unprotected leg. Armed with a sword, the *hoplomachus* was deprived of his normal opponent's (Thracian) heavy armor, but compensated with the enormous shield. Being less encumbered, he was more agile and less prone to endurance loss. Thus, an extended combat was to his advantage.

Secutor/Samnite ("Chaser", so named because he pursued his antagonist)—The heavy, spherical, plumed helmet gave this warrior an imposing appearance. Wore *ocrea* on left leg and a sort of *cuirass* (spongia) covering the chest. He was protected by a type of shield known as the *scutum*, quadrangular and concave, flaring out slightly at

the top to protect the shoulders and chest. The *secutor's* shield was sometimes referred to as a buckler. Armed with a sword (*gladius*), the *secutor* was the special opponent of the *retarius*. Some sources go so far as to say that a *secutor* did not oppose any other type of gladiator. His danger to the *retarius* lay more in the force and shock of his attack than in the mobility suggested by his name. Characterizing an ordinary infantryman, the *secutor* was a well-balanced and deadly foe.

RETARIUS—Generally was unarmored, or very lightly protected by a broad leather belt about the lower trunk. Unlike most other gladiators, he wore no helmet or greaves and carried no shield. His sole armor was generally a *manica* (see **THRACIAN**) on his left arm, specially modified by adding a wide metal shoulder piece (*galerus*) to protect the head, neck and shoulder from lateral blows. He generally carried three weapons—a trident, a net, and a small dagger. The trident, generally kept thrust out by the left arm, was as much a defensive weapon as an offensive one. The most distinguishing feature of the *retarius* was the net (*iaculum*), which was fringed with small lead weights to open into a circle when thrown. He attempted to entangle his clumsier opponent in the net and kill him with the trident or dagger. If the net attack was unsuccessful, a cord attached to his wrist enabled him to snatch it back. If he succeeded in ensnaring his opponent or tearing away his shield, the battle was almost won, but if he lost his trident (as must have often happened, since he was provided with a dagger as an auxiliary weapon), he had to have exceptional skill in order to defeat in hand to hand combat an enemy now armed to the teeth in comparison.

The *retarius* never fought another *retarius*. He nearly always fought a *secutor* (symbolizing the struggle between water and fire; on one side pure, elusive movement and on the other the irresistible force of the flame) or *myrmillo*. His main advantage was his mobility and the range of his weapons. It was to the advantage of the *retarius* to extend the engagement, whittling away at his opponent from a distance, and utilizing his higher endurance due to the lack of heavy armor.

MYRMILLO ("fisherman", because he wore a fish-shaped crest and usually fought the *retarius*, or net-wielder)—Wore special fish-crested helmet (*murma*), the fish being the insignia of the Gaul. The helmet was otherwise smooth, to reduce chances of ensnarement by the net of a *retarius*. The *myrmillo* generally fought wearing only helmet and a loincloth, but were compensated by some form of shield; their faction of gladiators were sometimes called "little shields". One source states that *myrmillo* was sometimes clad in iron and breastplate. He carried a heavy straight sword (*scutum*), or possibly a pike (depending on his adversary), and was specially trained in shield handling. His normal opponent was either the *retarius* or the Thracian. The *myrmillo* could be especially dangerous, as he had many of the advantages which were individually unique to other gladiators. His helmet and skill with the shield gave him significant protection, but the lack of heavy armor allowed increased mobility and higher endurance. His heavy straight sword was a fearsome offensive weapon.

A number of other types of gladiators were notable, and worth mentioning. They include:

BESTIARI—Specially trained, professional gladiators that contended with wild beasts in the "hunts" (*venationes*). Sometimes, in certain periods, criminals condemned to the beasts were referred to as *bestiarii*. They were protected by iron plates covering the chest or fringed shoulder-guards similar to those of the *retarius*. Occasionally full armor was worn, identical to that of a heavy gladiator: helmet, shield, greaves and sometimes

coats of mail. They had no weapon capable of keeping the animal at a distance; the beast was confronted with a sword at close quarters.

VENATORES ("Hunters")—The other form of animal-fighting gladiators who were "volunteers who fought with a noble weapon". In the days of the Republic, barbarians sometimes were forced to fight as *venatores*. The characteristic weapon was a hunting spear reinforced by an iron point (*venabulum*). They were clothed in a simple, close-fitting tunic and had no protection other than leather bands on the arms and legs. One unique and special form of combat involved attachment to a huge wheel that alternately swung him within an animal's grasp and then lifted him high above it!

VELITE—A light gladiator. No armor or helmet, few protective leather straps, small shield (if any). Weapon was a spear, sword or dagger. Very fast but very vulnerable. High endurance due to lack of encumbrances.

DIMACHAE—Fought with a short sword in each hand.

ESSEDARII—Fought from chariots.

LAQUEATOR—Armed with either a lasso or a slingshooter.

ANDABATE—Special form of gladiator matched against an identical opponent. Head was imprisoned in a full visored helmet which completely blinded the *andabate*. In effect, they fought a deadly game of "blind man's bluff". A coat of mail covered the entire body. Their special training emphasized swordsmanship and strength in finding and striking the vulnerable joints of the *cuirass*.

The above were the chief contestants, but the Roman Gladiator Corps had many other minor classes of combatants including boxers, archers and horsemen. Although the major adversaries were as previously discussed, it was not unknown to match gladiators against non-standard opponents and/or weapons.

One may find sources containing contradictions to the information presented in this article, but the material represents the general consensus of the best sources available. The games went through many changes in the approximately 700 years of their existence. I hope that this article has provided the reader with an interesting overview of the subject which will make the game more colorful, and perhaps, aid in keeping your face out of the sand. Beware of Greeks bearing forked tridents and let the games begin!

THE GAME

The purpose of this segment of the *Gladiator Trilogy* is to provide an overview of the game itself and its individual components. This segment should be particularly useful to players new or unfamiliar with the system. Certain ambiguous areas of the game will be addressed in more detail for the benefit of those that have the game or are experienced in its play. As was stated in the introduction of this *Trilogy*, the game has gained extreme popularity within my circle of friends in a very short time. A number of reasons contribute to this wide acceptance: Short game duration, good playability/simulation blend, the character role playing aspect, efficiency and quality of the various components, and the fact that it is an enjoyable spectator game. The following is a brief critique of the various components contained in the game.

THE BOX

Yes, I'm reviewing the box! Why not start from the exterior and work our way in?—especially with a package so deserving of comment. The game is boxed, like its brother *CIRCUS MAXIMUS* (chariot racing), in Avalon Hill's new size, generally used for "gamette" versions of other subjects. The

box is an offshoot of the bookshelf format and is both convenient/ attractive to store and sufficiently large enough to comfortably contain the other game components.

The cover art is colorful, action packed and quite appealing. Several aspects of the cover art are interesting and, I think, deserve comment. The gladiator armed with the sword and small shield, known as a myrmillo, is left-handed. This is unusual, and was especially disturbing to an opponent normally trained to combat standard right-handed foes. The possibility of a left-handed opponent is also one of those small details not overlooked in the game itself. His net and trident wielding opponent, the retarius also merits some comment. The protective helmet and right leg greave that he wears were definitely unusual, although common in the game. The retarius normally was unarmored except for protection on the left arm, which he normally used to hold the thrust-out trident for defense. The right arm and the rest of the body was generally unencumbered to allow for mobility and freedom of net actions. Despite his unusual, and seemingly misplaced attire, the retarius's protective arrangement could be interpreted to mean that he was also left-handed. The cover, then, may actually be depicting a most unusual and interesting combat! Who says a box is not worthy of commentary?

THE GAMEBOARD

The approximately 11" x 16" gameboard is relatively plain, but attractive. The playing surface is endless (no boundaries to the arena), but not geomorphic due to the border which completely surrounds it. I personally prefer the aesthetics of this board rather than a more conventional geomorphic style. If necessary, the gladiators can be shifted back to the center of the playing surface, but I have rarely found this to be the case. The light brown board has the game title and a positional advantage indicator printed on each end. The playing surface is sub-divided into 1" hexes for movement and range determination, and is pleasingly printed in a grainy, sand-like texture.

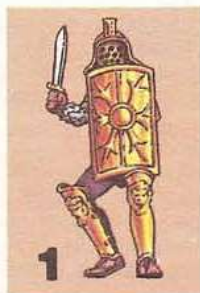


THE GLADIATORS

Each of the twelve 1" wide x 2" high figures provided in the game are back-printed with a rear view image of the gladiator. When mounted in their holding bases, they give a three-dimensional feel to play. The unit counters are, in effect, inexpensive miniatures. The gladiator counters are divided into four main classes: heavy, medium, light, and retarius.

HEAVY GLADIATOR—

Counters 1, 2, and 3 represent heavily armored gladiators. I feel that this counter is the most striking, both in artistic presentation and in exuded menace, of the four types. Representing the Thracian style of gladiator, this unit is by far the most heavily protected. Of the six styles of armor available for this gladiator, none leave any portion of



the body totally exposed to harm. In addition, he is always given a large shield for protection, except when facing a retarius, where the rules always call for the opponent to have a small shield. The head region is totally protected in five out of six cases by a massive helmet, which makes him nearly impervious to damage in this critical area. The formidable armor allows the heavy gladiator to concentrate nearly all of his efforts (CF—Combat Factors) in attacks rather than defensive actions. This opponent can be expected to be a very hard hitter and often wins in a single blow or two. He is rarely dispatched quickly, and usually succumbs to multiple attacks/wounds over a period of time. His two major weaknesses are, ironically, directly related to his massive armor. Due to the weight and encumbrance of the gear, he is very slow (moving only four of the eight movement phases in a turn) and vulnerable to endurance loss (lowered CF) in an extended conflict.

MEDIUM GLADIATOR

Counters 4, 5 and 6 represent medium armored gladiators. Probably the most colorful of the gladiators, in both the game and real life, this piece represents the secutor/myrmillo/hoplomachus gladiator forms. The actual piece in the game depicts a myrmillo, with his fish-crested style of helmet. This gladiator is the toughest to categorize. The game allows him a wide variety of armor types, ranging from relatively poor armor to armor nearly equal to that of a heavy. In five of the six armor styles, one body area is left totally unprotected. Most areas containing some armor are generally exposed, in varying degrees, to a well-placed blow. Like the heavy, he is always given a large shield, except, again, when facing a retarius. The allocation of combat factors toward attack and defense is much tougher for this combatant than the previously mentioned heavy gladiator. His armor will not give total protection, but excessive use of combat factors for defense greatly reduces his chances of creating wounds from his attacks. His speed is standard, being allowed to move five of the eight movement phases in a turn. He has just enough speed to allow maneuvering for a positional advantage, but not quite enough to stay out of trouble from a faster opponent. His endurance is good, but will often begin to be a negative factor in the latter turns of an extended battle. The strengths and weaknesses of this gladiator allows the most opportunity for creative and skillful play for the experienced player—and for a sudden, fatal wound for the novice.

LIGHT GLADIATOR—

Counters 7, 8 and 9 portray lightly protected gladiators. Representing the velite form of gladiator, the art work of this piece clearly conveys the desperate lack of protection. Containing very few armor options, with the few available being relatively poor, this unit is by far the most vulnerable to wounds. He will have anywhere from three to five of the five body areas totally unprotected in his various armor combinations. His shield is almost always a small one. A light gladiator is not destined to survive long. The final turn-to-face move allowed prior to combat in the game, exposes the light gladiator to terrible wounds even if he has gained a positional advantage. Often a positional bonus of combat fac-



tors gained in an attack are dissipated by the better armor of an opponent. Against another light, it is always most critical to deliver the first blow. The light gladiator's two main advantages are his speed and endurance. He is very mobile, being allowed to move six of the eight movement phases in a turn. His high endurance can give him an edge in combat factors over a fatiguing opponent in the latter turns of a lengthy engagement—if he survives long enough! I would like to offer one slight modification to the rules at this point. If a light gladiator were allowed to carry a spear/trident for a weapon, he would become a much more interesting and dangerous adversary. He could use the two-hex range of the spear, his mobility and high endurance to full effect, with less likelihood of wounds inflicted from close combat. If he were skillful, he could attain victory from a distance. If he were not, sudden death from close quarters!

RETARIUS GLADIATOR

Counters 10, 11, and 12 represent the special form of gladiator presented in the Advanced Game rules. The retarius counter is probably the most unique and interesting of the four types. The armor and weapons in the art work on this piece appear to be historically accurate, but misplaced. (See commentary on box cover art work.) The game classifies the retarius as a medium gladiator and allows the armor configuration possibilities as his normal opponent. I believe that this is an error and the reader should reference *The Subject* portion of this trilogy for the standard attire configuration. I feel that the entire situation could be most easily rectified by reclassifying the retarius as a light gladiator, with the armor possibilities of a medium.

The retarius's major advantages lie in his unique weapons. He is armed with a trident, which gives him extended range, allowing for attacks outside an opponent's reach. The negative aspects of this weapon are its likelihood of breaking when it is parried, and the fact that it can only be used at half combat strength as long as the retarius is in possession of something in his other hand. The other weapon wielded by this gladiator is the net. Used to ensnare or unbalance his opponent (it has a range of up to three hexes), it constitutes a deadly one—two punch when utilized with the trident. The only disadvantage of the net is that when used in an unsuccessful attack attempt, it is useless for several phases while it is being recovered. As previously stated, the main advantage of the retarius lies in his weapon capabilities and range. Being classified as a medium gladiator, he has no speed or endurance advantage over his historical opponents (also mediums). The suggested reclassification to light gladiator would be more historically correct and provide him with more clear-cut advantages and disadvantages.

As a final comment on the various gladiators, their armor/weapon capabilities and resulting advantages or disadvantages in combat may be affected by one other variable. The physical characteristics of the man himself (the game allows up to 36 possible combinations of ratings for training, strength, agility, constitution and combat capabilities) may alter conventional techniques associated with any particular class of gladiator. In addition, as the gladiator and/or his opponent have wounds inflicted, strategies may have to be quickly altered—nothing is forever in the arena!

UTILITY COUNTERS

LARGE SHIELD—Definitely useful and worth picking up, if safe, whenever possible. When



destroyed or discarded, it is useless. In either case a player should be careful not to back over one (or get pushed over one!) to avoid falling. A gladiator who is down near an opponent had better hope his will is in order.

SMALL SHIELD—Same comments as that of the large shield, except that it should be noted that when a small shield takes damage, it begins to deteriorate much faster than a large shield.

SWORD—If you don't have one, it is priceless and should be picked up at all costs. If you have a weapon, why bother? Just stand on it!

TRIDENT—Same comments as related to the sword. A broken trident may still possibly be used at one hex range. If you have a mobile, unarmed opponent, you might consider exchanging your weapon for the increased range of an undamaged trident laying in the sand.

NET—To pick up or not to pick up, that is the question. If you have a shield and your opponent is still armed, I say leave it be. ("Shield strikes" become body hits when no shield is present—a net won't stop cold steel!) If you are a retarius and still have your trident, I would probably not risk attempting to pick it up, but would instead attack from two hex range at full strength with the trident. In any case, don't get one behind you.

KNEELING GLADIATOR—Rarely used, this counter is used to denote a gladiator that is in a special defensive (?) stance, or in the process of recovering from a fall. I have never seen this counter used. It is difficult to imagine a situation where it would be useful or safe to voluntarily utilize it. In the case of a fallen gladiator, most do not survive long enough to reach a kneeling stance!

THE GAME CHARTS

At the central core of the system are the game charts printed on both sides of the sheet labeled "Gladiator Tables". On the front side, the first two charts outline the standard actions, special actions, and legal combinations of the two, allowed during the gladiators' movement phase. These two charts act as a quick reference during play, and often preclude the need to thumb back through the rule booklet.

The next two charts are used to determine the gladiators' armor and physical characteristics prior to entering the arena. The players determine what class of gladiator they will be representing—heavy, medium, or light. The armor tables for each class list six possible armor and shield combinations, which are determined by a die roll. The physical characteristics chart contains 36 possible individuals with varying ratings for training, strength, agility, constitution and wounds. The characteristics are randomly determined by rolling two dice and cross referencing the result on the matrix of the chart. The information from these two charts is next transferred to the "gladiator log pad" for easy reference and modification during combat.

Of the four remaining tables on the front of the sheet, two deal with gladiator collisions during the movement segment of a turn. Table 7.5 is used to determine the impact of each gladiator. The impact factor is a result of combining a die roll and two or more of the Die Roll Modifiers (DRM) listed in the chart. The DRMs reflect the effects of various factors including speed, position, strength, etc. The gladiator with the higher Impact factor is labeled the attacker, and play transfers to table 7.52 to determine the results of the impact on the loser, or defender. The defender will always suffer some adverse effects, namely stun factors, which reduce the attack and defense capabilities (at least temporarily) of the combatant. In addition, he must check for the possibility of stumble in the next phase.

The final chart printed on this side is "8.42—Attack Sequence Chart". In the game, each player may allocate his combat factors to between one and five attacks of varying strengths; generally, the more attacks allocated, the weaker they are. This chart shows the exact sequence of the attacks allocated by both gladiators. An attack can reduce or negate one or more of the opponent's following attacks in a turn. It is, therefore, often most important to deliver the first blow.

The back of the "Gladiator Tables" page contains the bulk of the combat charts. The three most critical tables, and the heart of the game, are contained on this page. They are the "Combat Results Table", "9.1—Wound & Stun Severity Table" and "9.4—Critical Hits".

The "Combat Results Table" is used to determine the results of an attack by comparing the force of an attack with a three dice roll. The possibilities include: Bad miss (attacker off balance and vulnerable), miss, shield strike, shield edge strike, parry (with weapon), special parry (with weapon and shield in combination), and a hit (in varying degrees of strength). Depending on the result of the blow, various other tables may be consulted.

If a hit is attained, table "9.1—Wound & Stun Severity Table" is consulted. If armor is present, its effect (if any) on a three dice wound check roll is determined. The wound (if any) severity is assessed, and a final check of possible severe damage is made by throwing two dice and checking "9.4—Critical Hits Table" (which is full of all sorts of nasty little surprises!). The three combat tables mentioned above are printed one below the other, with the series of throws and checks progressing smoothly and naturally.

If the attack resulted in something other than a body hit (see "Combat Results Table" commentary), then one or more of a series of additional tables may be consulted. These tables assess shield damage and/or drop, and possible weapon drop from parry actions. In addition to these, this side of the "Gladiator Tables" sheet contains a few miscellaneous tables. The tables are used for: stun recovery; throwing weapons/shields; kicking dropped weapons/shields; possible stumbling as a result of collisions, net attacks or backward movement over an obstacle; and possible endurance loss effects.

Seven tables are for use by the retarius, who is introduced in the Advanced Game. They cover net attacks (toss, swing or lay) and their various chances for success and possible results. An entire article could be written on the retarius and these tables alone. Table "18.5—Trident Parry (P*)", however, is especially worthy of comment. Any time an opponent parries a retarius trident attack with weapon and shield, there is a possibility that the trident snaps and is dropped. If broken, an additional check is made to determine if the trident head is still usable. If it is successful, the trident segment may still be used, but at a range of only *one* hex!

The final table on this side of the sheet is the "Missus Chart". This is the "mercy" chart used by a gladiator who is down, but still alive (for the time being, at least). Basically, the rule of thumb is that the more attack versus defensive combat factors used by a gladiator, the more chance he has of success. However, it also seems logical that a low number of combat factors allocated to a defense may be the very reason that the gladiator is using this table!

As a final comment on the tables and charts used in the game, I feel that they offer a good simulation that is also playable. The only negative (if you can call it that) comment that I have concerning the tables is the reasoning behind the structure of some equations. I feel that several could have been written in a little more logical format.

The equations give the correct (and realistic) results, but the supportive logic is not always readily evident. A player following the instructions as written, without question, *will* always get realistic results, and time should not be spent sifting through the reasoning.

THE RULES

I feel that the sixteen page rule booklet (including a two page duplication of the "Gladiator Tables" sheet) is excellent. This is one of the rare products that is not only rich in simulation, but exceptionally playable as well. The game is played by two or more players, each controlling either a single gladiator or a team of gladiators. The hexagonal divisions on the game board represent a distance approximately one yard wide and each turn represents approximately 40 seconds (thus the eight phases in a turn equal five seconds each).

Orders for movement and combat are written on a gladiator log sheet. The log also is used to record the armor and physical characteristics of the gladiator, and to note any wounds/stun received and their cumulative effects on performance. Movement is simultaneously plotted and then executed. Collisions are resolved and stun recovery attempts checked. Finally, attacks are executed, net attacks being resolved first. Combat resolution is basically a two set process. Gladiators in position to attack an enemy simultaneously allocate the body areas to be attacked/defended, and record the force of each attack. Attacks are compared and resolved in the sequence indicated in table "8.42—Attack Sequence Chart", and as previously described in the discussion on game tables.

The rules are well laid out, and generally quite easily understood. The Basic Game covers normal shield/sword type combat between single gladiators. The Advanced Game introduces the retarius form of gladiator and his unique weapons. Also included in the Advanced Game are provisions for team combat where multiple opponents are simultaneously opposed. Finally, the Campaign Game allows a gladiator to gain experience (numerous advantages) as he wins contests, but may also suffer crippling effects (permanent, negative disadvantages) from his injuries. If he survives ten battles, he becomes the Emperor's Champion and gains his freedom. An alternate Campaign Game allows the building of gladiator stables, and is won financially by winning paper bets using Roman Sesterces (currency).

Despite my enthusiasm for the rules, I feel that there are several areas that need clarification, correction or modification. For those with the game, I will refer to them by their section number.

4.0 (Sequence Of Play): Currently reads "... place the gladiators in the center of the map area, facing each other, and four hexes apart." It should read "... place the gladiators in the center of the map area, facing each other, with *three empty hexes* between them."

This simple statement has been the result of many arguments. Some place the gladiators with four empty hexes between them, and some use three empty hexes. If four blank hexes are allowed, a gladiator can never reach his opponent (except when armed with a trident) in the first movement phase. The result is that players nearly always mark the first phase as a "non-movement phase". I feel that the rewording is realistic, with the gladiators *just* out of reach, and makes the first turn/phase much more challenging.

4.2 (Turn Plot) / 4.31 (Phase Plot Step) / 6.1 (Turn Plot): These three segments constitute the most critical ambiguity in the game. The basic question is—should *all* non-movement phases of a turn be *pre-plotted* in the Turn Plot Segment, or are they allocated as the individual phases are plotted? 4.2

DEFENSE MODIFICATIONS FOR GLADIATOR

By Don Greenwood

When I had finished the development chores for the AH remake of *CIRCUS MAXIMUS* and turned to its sister publication *GLADIATOR*, I must admit that I was less than ecstatic. Although both games needed considerable cleaning up, to me there was an obvious difference. *CIRCUS MAXIMUS* was a great deal of fun to play and I didn't have to ask twice to find enough volunteers for an eight player test session. I almost hated to pronounce the game ready for publication for it meant that I no longer had an excuse to play it. The euphoria ended when I started work on *GLADIATOR*. Whereas *CM* was simple and exciting, *GL* was convoluted and far too heavily dependent on luck. A complete rewrite of the rules made it understandable, but not a whole lot more exciting. Oh, it had its moments . . . mostly humorous ones where playtesting revealed ludicrous circumstances for some poor devil in the arena. We managed to correct most of the problems but for me it remained a nongame—just something that had to be done so I could get on with other projects.

Heresy? Does this guy still work for AH? How dare he criticize his own game? Well, just because I don't care for it doesn't mean it is a bad game. Some of my favorite games are firmly entrenched near the bottom of the RBG, and others which I've written off as worthless receive rave reviews in the hobby press so I guess I shouldn't be surprised that some people such as Mr. Springsteen are so enamored with it. The short playing time and the attendant capability to engage in major Campaign Games during the course of a single afternoon's play are major attractions. Doubtless old Steve Reeves fans and others of that ilk predisposed to the vicarious thrill of decapitating a foe with a single swing of an imaginary sword will find it quite entertaining.

For me, however, the game remains too luck dependent. Even the best maneuvers can be overcome by favorable dice rolls and although that in itself is not necessarily bad, the extent to which it seems to occur is. The players just don't seem to have a strong enough role in the determination of their own fate—perhaps because the advantage DRMs are diluted by the greater range of a three dice CRT. That, coupled with the feeling that the game system does not sufficiently reward the commitment of CFs to defense left me unsatisfied with the end result.

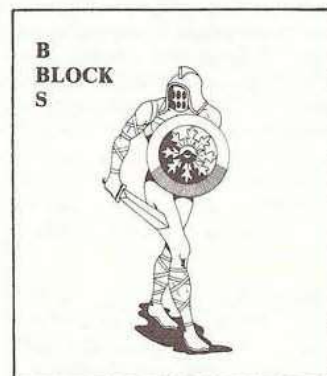
Since publication, however, I have grown increasingly convinced that the combat system could be improved upon by falling back on one of the oldest gaming mechanics—the matrix. The simplified version below goes a long way towards addressing the imbalance of offensive and defensive CFs in the game and also gives each player a bit more control over his own fate without undue complications to the combat system.

The game is played exactly as before except that each player has the option to select one defense card in place of a two CF defense allocation during each phase. He makes his selection by recording the letter of the defense card selected in the appropriate defense block (A in block 1, B in block 2, etc) during the Combat Factor Allocation (8.3) step. The player may still commit other CFs to the defense of other body areas normally and he may choose to not use a defense card at all, but he can never use more than one defense card and must have two CFs

to allocate to the purchase of that defense card as well as meeting all other qualifications for use of the card.



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

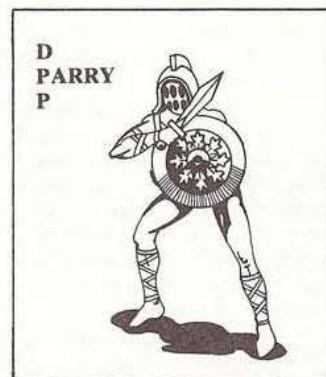


The Block defense can be used only if the defender has a shield. The Block defense yields an automatic "S" result to any attack against the defender's chest. Checks for shield damage must be made normally.

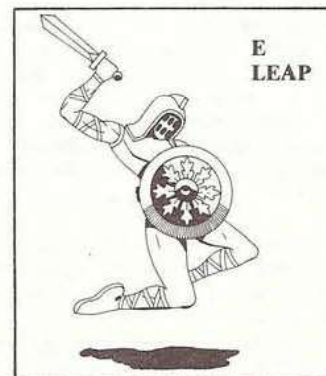


The Back Step defense can be used only if the defender is on his feet and not currently in a Stumble mode. The Back Step defense yields an automatic "No Effect" result to any attack against

the defender's groin. However, the defender is assumed to be off-balance and must add a -1 DRM to *his* next attack made during that phase *unless* the attacker makes a subsequent attack before the defender does.

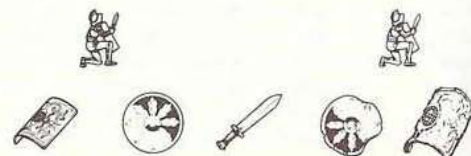


The Parry defense can be used only if the defender has a weapon and has not lost more than two CFs from his arms. The Parry defense yields an automatic "P" result to any attacks against the defender's arms. Checks for weapon drops must be made normally.



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

Inclusion of these defense choices makes the guessing portion of the game wherein you try to outwit your opponent with the old think-double think routine much more interesting. This becomes especially true when one of the contestants has been injured or lost the ability to play a card. A glaring deficiency can be momentarily protected by massing CFs to the defense of a critical area, but only at the expense of the attack and no one survives in the arena for long without attacking. However, with these cards you may hold on long enough to gain a reprieve and strike a saving blow.



states "No actual writing or action is done at this time."; 4.31 states "Even if a gladiator cannot move in the current phase, the player should conceal that fact from his opponent until the next step by writing several "X's" in that particular phase section of Display 15."; section 6.1 states "At the start of each turn, each player must decide the particular phases of that turn in which he will *not* move and secretly signify such by crossing out the relevant phase boxes in Display 15."

The conflicting statement in 16.1 should be deleted. When this material was changed late in the development process we didn't catch this cross reference. Players do not have to plot their non-movement phases in advance—only be aware that they are limited in the number of phases they may move.

6.3 (Standard Actions), Stumble: "A stumbling gladiator must check for a falling prone (14.3) result." This check should be made *after* movement notation but *prior* to movement execution, and supersedes any marked movement if a fall results.

6.4 (Special Actions), Left and Right turns: Any number of left and right turns may be executed in a movement phase where a turning Special Action is legal. (Example: RRR, FQ, LL). NOTE: multiple turns are implied by the "Allowed Special Action" restriction note for Stumbling on the "Gladiator Tables" sheet, which specifies that only *one* left or right turn is allowed in combination with a stumble.

7.2 (Movement Collisions) & (Collision Impact Factor DRMs): If both gladiators *moved*, and end their movement in the same hex, a collision occurs but *no* modifiers for positional advantage are received by either gladiator. (This would not be true if one gladiator did not leave his hex *and* did not change his facing.)

7.53 (Impact Factor): "Check to see if defender stumbles (14.1)." This check should be made immediately after stun resolution, but the stumble results/attacker benefits do not go into effect until the *next* phase.

12.5 (Throwing Weapon/Shield): This title should read (and include), "Throwing Weapon/Shield or Abandoning Net (Advanced Game)".

18.3 (Use of the Trident): "As long as the Retarius has possession of his net, he wields the trident with only one hand and thus all such attacks are made at half their normal CF (fractions rounded down in favor of the defender)." When does this rounding down take place? The best bookkeeping method is to cut the total number of attack factors in half prior to area allocation, and then allocate/resolve normally. Additionally, it should be noted that the word "attacks" in the statement implies that any or all combat factors allocated to *defense*, are *not* halved.

21.3 (Experience Points): "A gladiator may 'buy' any one of the following bonuses as a permanent improvement for an expenditure of the listed number of experience points." Each experience bonus can be purchased only *once*. (The only possible exception might be "training", but even it should be restricted to a maximum of two such purchases.)

In conclusion, despite a few faults, I feel that *GLADIATOR* is one of the best games to come along in years. It could well become a "classic" in wargaming. At \$9.00, it constitutes an exceptional value for your dollar. I heartily recommend it to both the newcomer to the hobby and the hard-core wargamer. I think that both will enjoy many hours of fast-paced action with this most challenging game.

THE EXPANSION

This portion of the article is meant to expand the simulation by introducing new forms of combatants along with appropriate rule additions/modifications for their incorporation. As was detailed in the historical segment of this trilogy, entitled "The Subject", wild beasts were extensively used in the arena and an integral part of most spectacles. Since the game did not address that portion of the period, this section will concentrate on that area of conflict.

This expansion will introduce some of the major animal adversaries that participated in the arena. An additional form of gladiator, the venatores (discussed in detail earlier), will also be incorporated. The expansion is oriented in two major directions. First, a solitaire play version of Gladiator vs. Beast, will be introduced. The solitaire variant will hopefully provide an enjoyable method for players to sharpen their gladiatorial skills. Second, it will allow for multi-player (two or more) combat, where at least one of the players controls the actions of a beast.

Preface to the variants: Any odd situations arising during play should be logically resolved, or left to fate by using a friendly roll of the die.

SOLITAIRE COMBAT— GLADIATOR VS. BEAST

The rules for this variant are identical to those of the game except as follows:

I. "Gladiator Log Pad" Modifications

A. The gladiator will either be a Bestiarii (Heavy Gladiator), or a Venatores (Special Light Gladiator—see this segment of the trilogy for details).

B. The animal(s) will be selected or determined randomly. The animals' characteristics will be determined using Table A, and recorded on the new "Animal Log Pad", Table B. Note that all animals (except the wolf) occupy two hexes.

II. Game Board Modifications—Various battles between gladiators and beasts often occurred simultaneously in the arena. In order to help keep them separated, and to restrict the movement area of the animal, the arena was occasionally partitioned. To reflect this fact, the edges of the playing surface (outer edge of printed hexes) now become a wall.

III. Play Sequence Modifications

A. The gladiator (solitaire player) does not mark his moves, and *always* moves first (non-movement phases are still allocated). Standard and/or Special Action movement limitations are still in effect. This increases playability and generally reflects a beast's mobility.

B. The animal's movement is checked *every* phase, and controlled by a three dice roll: one red die is used to determine distance, two white dice are used to determine type of movement. Tables C and D are respectively consulted for detailed movement instructions.

IV. Collision Modifications

A. A collision will occur anytime the animal's movement path ends in, or *crosses* a hex occupied by a gladiator—even if he also *moved*. This is a rule change for this variant only.

B. If a collision occurs, resolve normally, except for using the additional impact DRMs indicated on Table E.

C. If a gladiator is forced into a wall by "losing" a collision, he will lose consciousness and be killed (being at the mercy of the beast).

D. If an animal "collides" with a wall, an actual collision does not result. A die is thrown: If the result is 1—4, the animal consumes its remaining (if

any) movement that phase, *along* the wall. The animal will move along the wall in the direction of least resistance. If the result is 5—6, the animal rebounds away from the wall and consumes its remaining (if any) movement on a path angled away from the contact point. The animal will swing in the direction of least resistance (see Diagram IV-D, below). NOTE: If there is any question of direction, roll the die again: odd = left, even = right.

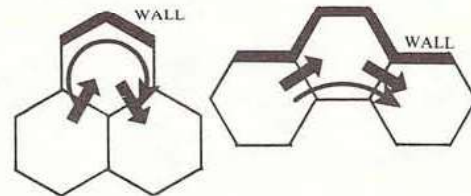


DIAGRAM IV-D (WALL CONTACT REBOUND)

V. Combat Procedure Modifications

A. The gladiator will allocate his combat factors first, recording all attacks normally on the "Gladiator Log Pad". Positional advantages and attack limitations against animals are determined using Table F.

B. Unlike gladiators, *animals will not turn to face an attacker* (8.12).

C. The animal will attack when the gladiator is in one of its three frontal hexes. The attacks are allocated as follows:

1. Roll one die to determine the number of attacks: 1—2 = one attack, 3—4 = two attacks, 5—6 = three attacks.

2. Combat Factors are distributed evenly between all attacks. Odd CFs are added to the first attack. If only one attack is made, *all* combat factors are allocated to it. An animal *never* has defensive allocations.

3. The location of the attack(s) is determined using Table G.

4. Combat is conducted normally from this point, except for the following modifications:

a. All non-miss (-) results against an animal are converted to hits (H).

b. Parries (P & P*) of an *attack by the animal* by the gladiator forces an Area #4 wound check on the *animal*, as well as a weapon drop check by the gladiator.

c. If the animal receives a wound, use the new "Animal Critical Hit Table" (Table—H) to resolve any potential additional damage.

All of the current game rules are in effect, except as noted above. It is suggested that the gladiator experience/crippling effects, detailed in the Campaign Game, be incorporated for increased challenge. As an additional comment, I would recommend using wolves when a player opts to have multiple simultaneous animal adversaries. Good luck and remember that these opponents don't grant "missus".

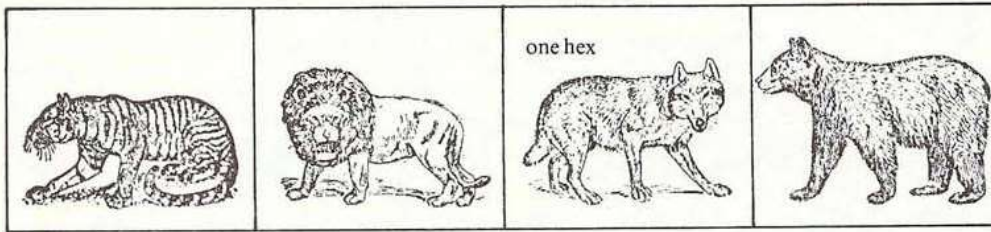
MULTIPLAYER COMBAT— GLADIATOR VS. BEAST

All rules for this variant are identical to those in the game except as noted below:

I. "Gladiator Log Pad" Modifications—Same as those detailed in previous variant, Section I.A. and I.B. (Note "Speed" column in Table A.)

II. Game Board Modifications—Same as in game rules; changes detailed in previous variant (Section II) can be incorporated as an option.

III. Play Sequence Modifications—Same as in game rules, except animal movement possibilities as per Table I.



TABLE—A: ANIMAL CHARACTERISTICS

Animal	Cunning*	Strength	Agility	Combat Factor	Wounds	Constiution	Speed**
Tiger	2	11	3	16	16	4	6
Lion	2	9	3	14	14	3	6
Leopard	3	3	4	10	10	2	8
Bear	1	9	2	12	18	4	5
Wolf	3	1	4	8	6	1	8

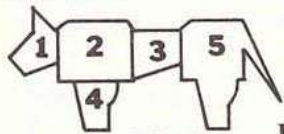
*"Cunning" column corresponds to "Training" category for gladiators.

***"Speed" column is used in the multiplayer variant only, and refers to the number of *phases* per turn that movement is allowed. All animals have four movement factors per movement phase in multiplayer variant.

All animals except wolves and erect bears occupy two hexes.

TABLE—B: ANIMAL LOG PAD

Body Areas _____ Type _____ 3. ID # _____ 4. Move _____



Physical Characteristics

CUN	ST	AG	CF	W	CON	SP

Body Area Wounds Record

Area 1: Head

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1				-1				-1				-1

Area 2: Chest

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1				-1				-1				-1

Area 3: Groin

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1					-1					-1					-1

Area 4: Fore Legs

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1				-1				-1				-1

Area 5: Hind Legs

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1				-1				-1				-1

9. Combat Factors

10. Stun Factors

Attack Allocations

1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	

Turn & Phase Plot Record

T	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7	Phase 8
1.								
2.								
3.								
4.								
5.								
6.								

TABLE—C: RANDOM ANIMAL SPEED

Red Die	1	2	3	4	5	6
Move*	1	2	3	4	5	Hold

*Table—D results for "2" & "12" supersede any Table—C result.

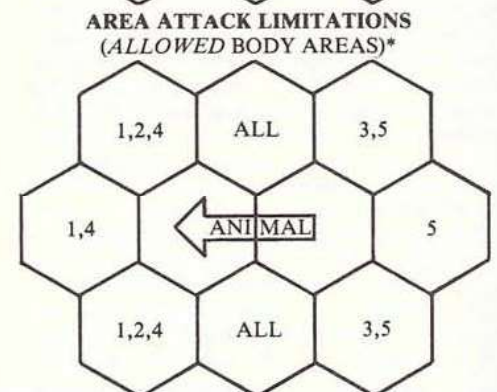
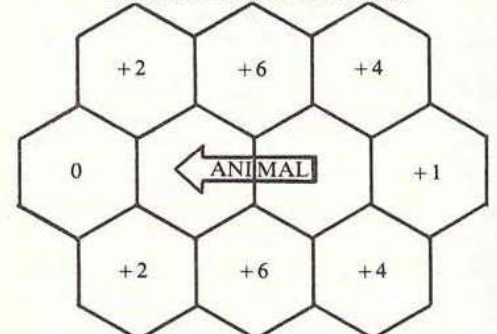
TABLE—E: GLADIATOR/ANIMAL COLLISION

7.5 COLLISION IMPACT FACTOR DRMs

DRM	Condition
+2	Heavy Gladiator
+1	Medium Gladiator
+2	Gladiator has large shield
-2	Gladiator has no shield
+2	Per hex the gladiator moved <i>forward</i> this phase
+1	Per hex the gladiator sidestepped <i>forward</i> this phase
+4	Gladiator is rolling
-3	Gladiator is ensnared
-1	Per hex gladiator moved or sidestepped backwards this phase
-2	Gladiator is kneeling
-3	Gladiator attempted to recover weapon/shield
-2	Gladiator is stumbling
-1	Per stun factor of previously stunned gladiator
+ST	Add Strength modifier of gladiator
+AG	Add Agility factor of gladiator
+?	Add modifier for positional advantage (see 8.2)
+4	Animal is a tiger
+3	Animal is a lion or bear
+1	Animal is a leopard
+2	Per <i>each</i> new hex entered, inclusive of gladiator's hex (do <i>not</i> count excess movement factors that would have carried the animal <i>beyond</i> the impact hex).

NOTE: When determining stun effects on animals, ignore additional weapon drop & shield drop results, but *include* the prone result.

TABLE—F: GLADIATOR POSITIONAL ADVANTAGES & ATTACK LIMITATIONS VS. ANIMALS



*NOTES: For wolves (single hex animal), treat the same as a gladiator. Vertical bears (reared) are a special case; see second variant's section (V-C) concerning combat modifications.

**TABLE—G:
RANDOM ANIMAL ATTACK LOCATION &
SEQUENCE**

1	2	3	4	5	6
Head	Chest	Groin	Arms	Legs (re-Roll)	

*If location has attack already allocated, move to next higher numbered body area until empty area is found. All attacks moving to area 5 (legs) remain there, adding their proportion of the combat factors to that area's total attack factor. (Only one attack allowed from this area; first allocated determines attack sequence.)

IV. Collision Modifications—Same as in rules, except for modifications detailed in previous variant, Section IV.B, C., and D.

V. Combat Modifications—Same as rules except as follows:

A. Unlike gladiators, animals will not turn to face an attacker (8.12).

B. Positional advantages and attack limitations against animals are determined using Table F.

C. **IMPORTANT:** Bears in the vertical position (reared), can attack only areas 1, 2, & 4 of the gladiator, but receive an automatic (+4) CF positional bonus. They are treated like a gladiator for positional advantage determination.

D. All non-miss (-) results against an animal are converted to hits (H).

E. Parries (P & P*) of an attack by the animal by the gladiator forces an Area #4 wound check on the animal as well as a weapons check on the gladiator.

F. If the animal receives a wound, use the new "Animal Critical Hits Table" (Table—H) to resolve any potential additional damage.

G. All animal combat factors must be allocated to attack, none may be used for defense. Normal attack distribution limitations remain in effect (i.e. one attack per area and half combat factors maximum in any one attack).

OPTIONAL GLADIATOR TYPE

VENATORES (HUNTER) GLADIATOR— Same characteristics as a Light except as follows:

1. No shield.
2. Armed with spear (treat the same as a trident).

As a final commentary concerning potential expansion modifications, I would like to say that a little research and imagination can produce interesting results. Unusual weapon types, arena terrain modifications (rocks, trees, water, pits, etc.), and numerous other animal types can be documented. For those who would like to really make their game a showpiece, a number of companies manufacture 25mm gladiator and animal figures; consult your local hobby dealer.

I hope that my *Gladiator Trilogy* has provided the reader with some insight into the fascinating subject that the game simulates. If it has sparked the interest of someone unfamiliar with the game, perhaps we will meet in the arena.

Comments and/or questions should be directed to Thomas Springsteen, 5533 South 20th St., Lincoln, NE 68512. Those expecting a reply should include a stamped, self-addressed envelope.



TABLE—D: RANDOM ANIMAL MOVEMENT

White Dice	Result	Symbol	Notes
2	Back	B	Back One
3	Whirl Left	WL	*(See Note #1)
4	Pause	X	No Move
5	Tight Circle Left	TCL	*(See Note #2)
6	Circle Left	CL	*(See Note #3)
7	Forward	F	FWD
8	Circle Right	CR	*(See Note #3)
9	Tight Circle Right	TCR	*(See Note #2)
10	Pause	X	No Move
11	Whirl Right	WR	*(See Note #1)
12	Rush	RS	*(See Note #4)

CRITICAL NOTE: The animal moves per Table—D until it directly faces the gladiator (same hex row); it then consumes any remaining movement factors moving directly toward the gladiator.

*NOTES:

1. Move will be "WL" (or "WR") × # of moves (i.e. WL, WL, etc.). If the animal is a two hex size (non-wolf), it will pivot about its rear hex; a wolf will simply change hexside facing the required number of times called for in Table—C.
2. Move will be "TCL" (or "TCR") × # of moves (i.e. TCL, TCL, etc.). The animal enters the appropriate hex directly adjacent to the one immediately in front of it. (The rear of the animal will now occupy the hex vacated by the animal front.)
3. Move will be "CL" (or "CR"), then Forward, repeated until required number of moves is consumed (i.e. CL, F, CL, etc.) When circling, the animal enters the appropriate hex directly adjacent to the one immediately in front. (Reference Note #2.)
4. After gladiator moves, the animal will charge at a 6 hex rate (*superseding any Table—C result*). It will use the most direct path; if two paths are equal, use the one giving the highest positional advantage. Any intersection with the gladiator hex results in a collision.

TABLE—H: ANIMAL CRITICAL HITS*

(Critical Hit # 2 dice + [each WD 1] Table—H)

Area Hit	Dice Roll									
	2-6	7	8	9	10	11	12	13	14+	
1 Head	—	1	1	V	S	2S	2×	3×M	K	
2 Chest	—	—	1	1	1	1	ST	2×M	K	
3 Groin	—	1	1	ST	2×	2×	2×M	3×M	K	
4 Forelegs	—	—	1	1	ST&AG	ST&AG	1&AG	1&LMP	2×M	
5 Hind Legs	—	—	1	1	ST	AG	LMP	LMP	2×M	

*Use definitions of gladiator critical hit table results (9.5).

TABLE—I: MULTI-PLAYER ANIMAL MOVEMENT TABLE

Action	Symbol	MF Cost	Allowed Combinations	
Forward	F	1 Per	With F and/or (FL or FR)	
Forward-Left	FL	1 Per	With F and/or (FL Only)	***
Forward-Right	FR	1 Per	With F and/or (FR Only)	***
Pause	X	All	None	
Back	B	All	None	
†Whirl Right	(R)	All	None	
†Whirl Left	(L)	All	None	
Rear Up	▲ 0	All	None (Up)	
Rear/Turn/Adv.	▲ 1	All	None (Up & Adv. 1 Hex Left)	*
Rear/Turn/Adv.	▲ 2	All	None (Up & Adv. 1 Hex Fwd)	*
Rear/Turn/Adv.	▲ 3	All	None (Up & Adv. 1 Hex Right)	*
Rear Up/Avot	▲ P	All	None (Up & Change Face 1 Hexside)	
Drop Down	▼ 0	All	None (Down)	

*Change facing during advance.

**When bears rise, they occupy only the rear (single) hex; when they drop down, they reoccupy the hex directly in front as well.

***For a "FL" or "FR" move, enter the appropriate hex on either side of the hex immediately in front of animal (rear of animal will now occupy hex previously vacated by front of animal).

†A whirl consumes all movement factors and *always* consists of a 180° move, pivoting about the animal's rear legs/hex (unless a collision results at which time movement stops and Table E is consulted).

BEARS**
ONLY

THE WISDOM OF THE ARENA

Assessing Your Chances in Gladiator

By Bob Medrow

Back in the old days, before game designers discovered that you could put more than one die into a box, things were a lot simpler. No, this isn't going to be a lecture on the subject of the good old days; I belong to the group who believe that things have generally been getting better during most of the 20+ years I've been a part of this hobby. But "better" frequently brings with it some degree of complexity, and so it is with *GLADIATOR*.

To simulate with any degree of faithfulness the range of events which occur in man-to-man combat requires that many factors be incorporated into the game. To have omitted these details would have been to rob this game of much of its charm. Surely, much of the appeal of the game lies in the fact that each time one vicariously enters the arena one does so in the person of a fighter whose strengths and weaknesses are reflected in a variety of characteristics. It is the player's responsibility, then, to utilize as best he can these aspects of his cardboard persona. This is, after all, a central part of what I believe many of us expect to find in a wargame: a situation in which our skills and abilities will have a significant impact upon how things turn out. For many of us, what some have called "serious fun" is the name of the game.

Now, if you want to play any game well, you have to know its rules. But beyond that, you must learn what the game mechanics will reward and what they will punish. Without that knowledge a player's actions will lack direction and purpose. And that brings me to the basis for my opening comment. One of the central aspects of anything which claims to be a wargame will be its combat system. In the early days of the hobby these systems were quite simple, involving as they did just attacker/defender strengths and terrain effects. By comparison, *GLADIATOR'S* combat system depends upon a number of tables and pages of rules and explanations.

It may appear paradoxical to say it, but it seems to me that, at the same time, we know both a great deal and very little about the type of combat modelled here. Our knowledge comes from many sources. Many of the individual actions possible to a gladiator are, after all, similar or identical to ones which we perform ourselves: we walk, we run, we pick things up, we throw things, and so on. With regard to specifically violent acts, most of us have at least childhood memories to draw upon. Finally, via movies and television, all of us have doubtless witnessed many scenes involving man-to-man combat with edged weapons.

But, I fear, our ignorance exists in connection with the details of the business. Do we know what specific advantages or disadvantages stem from having a strong or a weak gladiator? Clearly, stronger is better, but how much and in what ways? Certainly, an A armor helmet protects my head better than B7 armor protects my chest, but what, practically, does that mean with regard to how I allocate my combat factors (CF) on defense? Even more basically, is my heavy gladiator such a tank-on-sandals that no CF need be devoted to defense?

When I began my part in the Avalon Hill playtesting of *GLADIATOR* these and similar questions arose. The answers which I came up with form the basis for this article. The purpose of this article is to clarify how the combat system works. You'll still have more than enough decision making to do, but, hopefully, some uncertainties will at least be reduced.

Most of the numbers in the tables which are at the heart of the article represent probabilities. Here, as in my earlier articles, they are expressed in percentages. Thus, if something will, on the average, happen 13 times in 100 tries, its probability is expressed as 13%.

In the *GLADIATOR* system a number of factors combine to influence the outcome of any given attack. The most basic of these is the net attacker advantage (NAA), the difference between the CF allocated to an attack upon a particular body area and the CF assigned to defend that area. Besides the NAA, the probability that the defender will drop either his sword or his shield depends upon the attacker's strength and, in the case of sword loss, the arm CF lost by the defender.

Table 1 contains the probabilities of those events which are dependent only upon the factors just mentioned. The NAA values chosen are representative of weak, moderate and strong attacks while the attacker ST values cover the entire range. It is assumed that the defender has lost no arm CF. Two facts which influence play should be noted in connection with these values. Across the entire range of moderate to strong attacks there is about one chance in ten that the defender will lose his sword when attacked by an unusually strong gladiator. Should, for any reason, the defender be without a shield, all of the S and S* results on the Combat Results Table (CRT) are converted into weapon parry results. This leads to a dramatic increase in the likelihood of weapon loss due to weak to moderate attacks. From these observations one has a clear motivation to learn the orders required in any attempt to recover a dropped weapon as well as what one might do in order to try to prevent a successful recovery. These decisions, if 6.5 is used, will need to be made under time pressure. We can't summon up good luck any more than we can prevent bad luck. But, if you like winning better than losing, you'd better be prepared to take advantage of the former and to make your best shot at surviving the latter.

It is when a hit is rolled on the CRT that the number of factors influencing the results takes off. To begin with, the particular type of hit result determines the extent, if any, to which the dice roll on the Wound and Stun Severity Table will be modified. This dice roll is also subject to a modifier dependent upon the type of armor worn on the part of the body attacked. If the armor coverage is less than total the matter of whether or not the blow strikes the armor is also subject to the roll of two dice. Should one or more wounds result it is then necessary to turn to the Critical Hits Table (CHT). Unlike dreadnoughts in *JUTLAND*, gladiators fall victim to the CHT quite frequently.

When this many factors interact it becomes a real challenge to reduce the number of numbers generated down to the point at which it becomes possible to digest them. My efforts to do this are

summarized in Table 2. To begin with, I decided to simplify things by converting all of those interesting Critical Hits results (e.g., a reduction of one in the agility rating) into wound effects. As an example, the AG result just mentioned was first treated as one extra wound. For the types of results reported here, a little bit of numerical experimentation concerning these conversions demonstrated that the values obtained were not particularly sensitive to decisions of this type, particularly for attacks directed against head, chest or groin. This wound

	NAA	-1	3	7
A	None	46.5	45.0	20.1
	R	0.12	1.19	3.82
		0.2	3.3	18.0
M	O	47.0	48.4	25.7
		C5	0.10	1.00
	R	0.2	2.5	14.5
T	Y	47.5	52.1	31.9
		C7	0.07	0.78
	P	0.1	1.7	10.6
E	C9	47.9	55.2	37.0
		0.05	0.60	2.28
	0	1.0	7.4	
C	48.2	57.3	40.3	
		0.04	0.49	1.98
	0	0.5	5.3	
B5	47.4	51.6	32.9	
		0.09	0.90	2.97
	0.2	2.4	13.2	
B7	48.3	58.9	47.0	
		0.05	0.57	2.04
	0.1	1.4	8.0	
B9	49.0	64.9	58.5	
		0.03	0.31	1.28
	0	0.6	3.8	
B	49.5	68.9	66.2	
		0.01	0.13	0.77
	0	0	0.9	
A5	47.5	52.8	36.7	
		0.09	0.87	2.85
	0.2	2.4	13.0	
A7	48.5	61.4	54.9	
		0.05	0.52	1.79
	0.1	1.4	7.6	
A9	49.3	68.4	69.9	
		0.02	0.20	0.92
	0	0.6	3.2	
A	49.9	73.1	79.8	
		0	0.04	0.34
	0	0	0.2	

Table 2. Basic combat results. For each type of armor and NAA value the three numbers are: probability of no effect, average number of wounds inflicted, and probability of an outright kill result.

NAA	-1			3			7		
Attacker St	-2	1	5	-2	1	5	-2	1	5
M result	1.9	1.9	1.9	0	0	0	0	0	0
shield drop	0	0	0.2	0	0.2	2.5	0.1	0.4	1.0
sword drop	0	0	0.4	0	0.7	9.5	0.6	3.7	10.6
S result	48.1	48.1	47.9	24.1	23.9	21.6	1.8	1.5	0.8

Table 1. The probability of various results as a function of NAA and attacker ST.

THE DANCE OF DEATH

The Billings Rules for GLADIATOR

By John E. Hyler

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

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

6.7 MAP EDGES

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

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

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

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

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

Let us work through these step-by-step.

GLADIATOR TABLES

3.7 Physical Characteristics

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

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

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

3.6 Armor Coverage; Purchasing Armor

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

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

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

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

Rolling for Armor

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

19.2 Missus

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

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

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

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

21.1-21.44 Healing and Improvement

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

MOVEMENT TABLES

16.3 Endurance Loss

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

14.3 & 15.7 Fall Prone

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

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

3.4 Move

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

6.3 & 6.4 Movement and Special Actions

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

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

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

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

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

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

13.0 Kneel Standard Action

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

Stun: Movement into the Wall

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

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

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

14.2 Stumble, Backward Move

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

12.7 Kicking Weapon/Shield

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

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

Collision, Crossed Paths of Movement

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

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

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

7.5 Impact Factor

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

Positional Advantage

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

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

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

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

Diagram 1: Examples of (Q) Movement

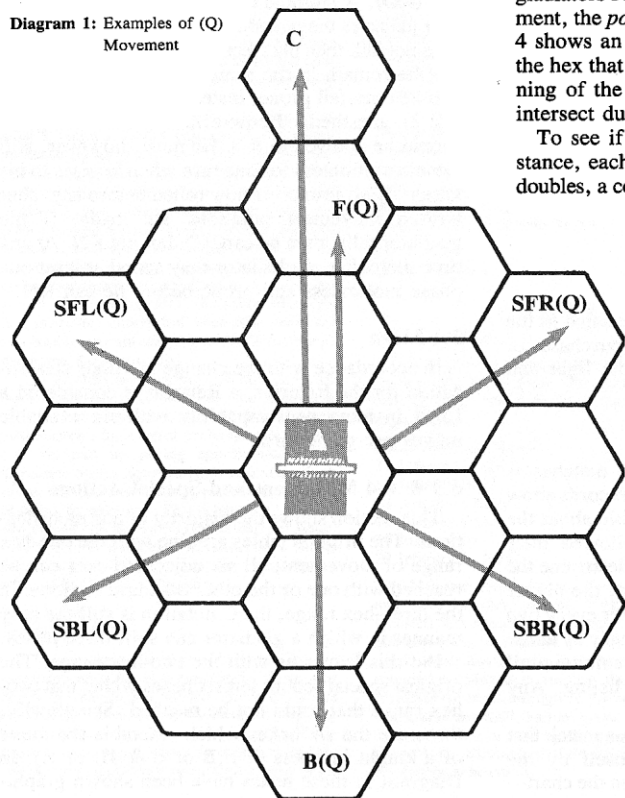
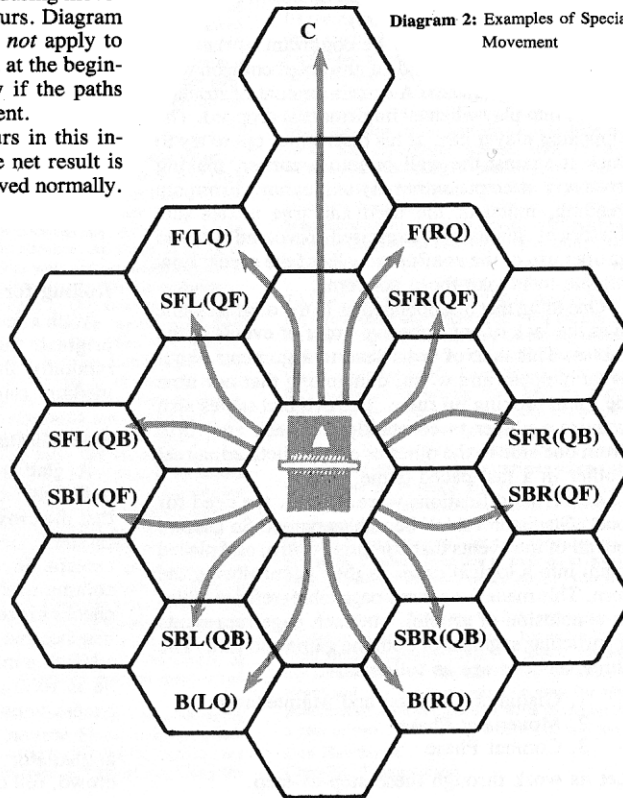


Diagram 2: Examples of Special Movement



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

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

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

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

7.52 Collision Results

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

14.1 Stumble, Collision

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

12.6 Recovery of Weapon/Shield

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

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

Many disagreements occurred concerning the "+4 Gladiator Collision BEFORE Recovery Attempt" modifier. Prior to the Billings Rules allowing the possibility of collisions due to crossed paths, the only time this came into play was if two gladiators ended movement in the same hex and collided. The main contention among our players occurred when the gladiator did not leave the hex he started the phase in and was involved in a collision. One group held that the gladiator tried to recover his sword/shield first, before the other

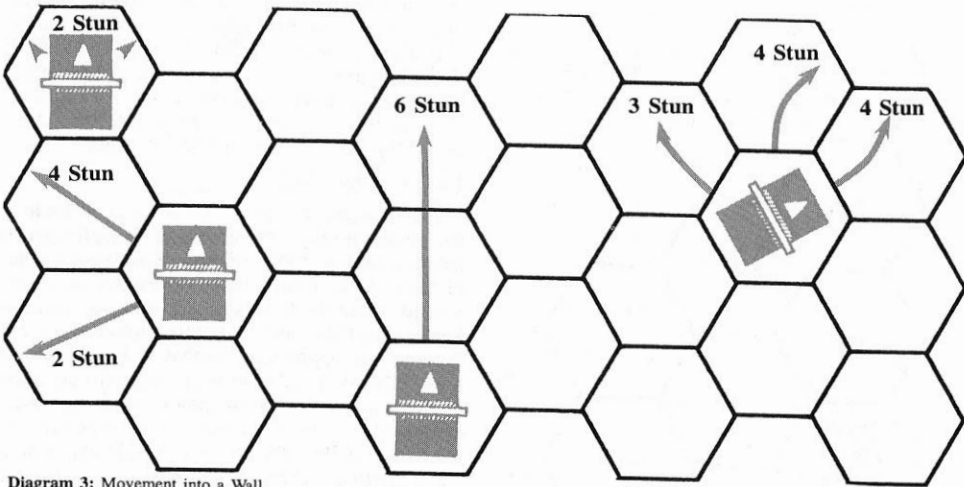


Diagram 3: Movement into a Wall

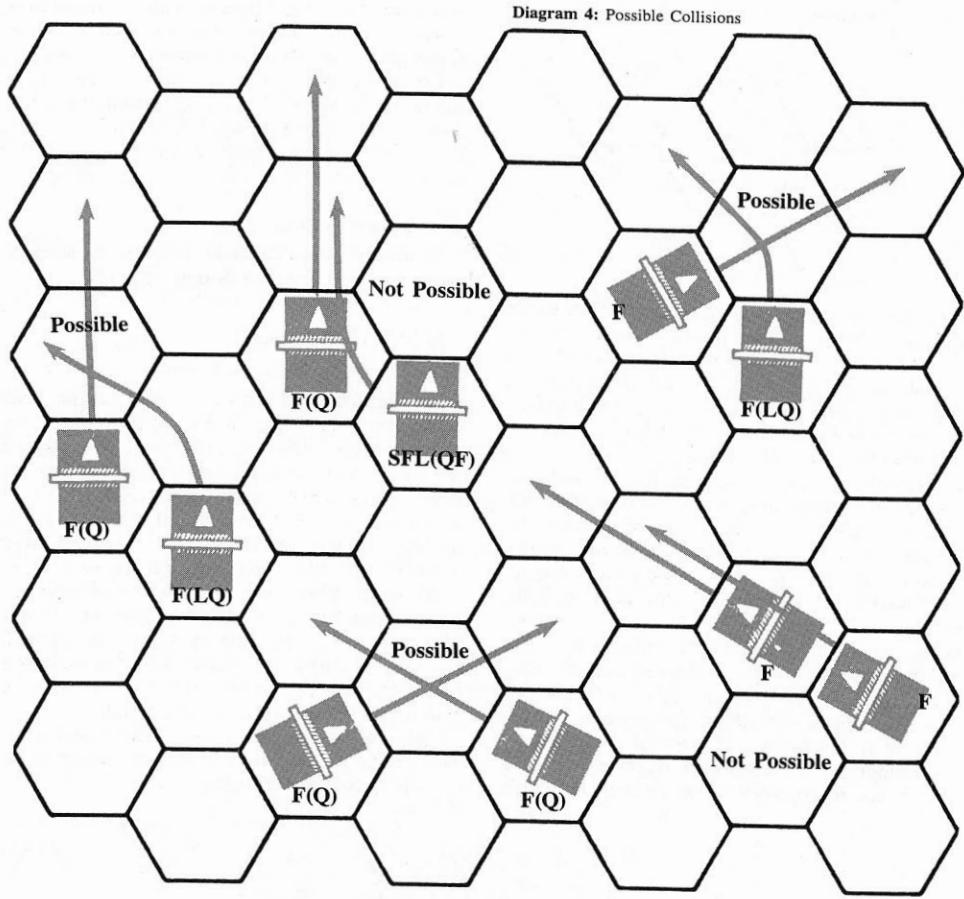


Diagram 4: Possible Collisions

arrived in the hex and collision occurred (and was not therefore subject to the collision modifier). The others thought that he was still affected by the collision during that phase. I feel that any collision is detrimental to a recovery attempt—this regardless of the time of collision. Too, I felt that a collision should not cancel a R Standard Action, as some argued.

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

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

17.34 Net Toss

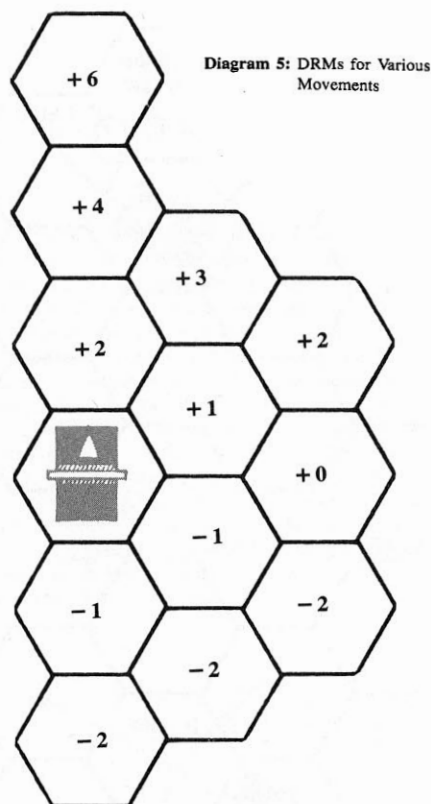
We added one more modifier to the table. A Retarius must add -4 DRM if he was involved in a collision in the phase he tossed his net. Since net tosses are resolved after all movement, if he was involved in a collision it would have a detrimental effect on his accuracy.

17.45 Net Swing

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

17.55 Net Lay

In addition to being effective at the time of hex



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

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

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

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

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

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

14.1 Stumble, Net

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

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

11.5 Recovery from Stun

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

COMBAT TABLES

12.5 Throwing Weapon/Shield

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

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

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

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

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

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

8.5 Combat Results Table

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

At the other end of the spectrum, we felt it unfair that a gladiator be forced to divide his available CFs until he reaches a level of one CF. This is a noticeable departure from reality. A gladiator which finds himself wounded to the extent where his CFs are greatly

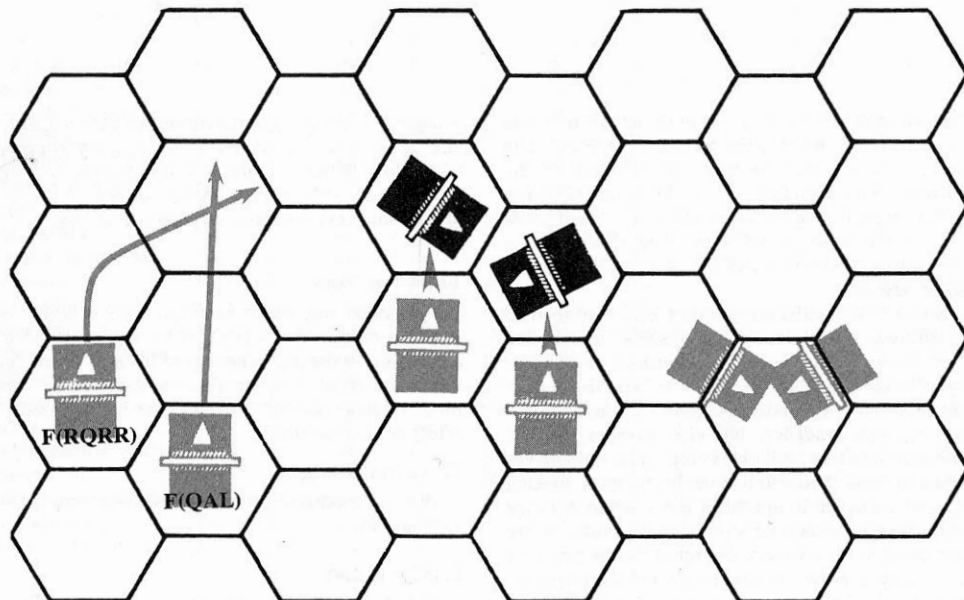
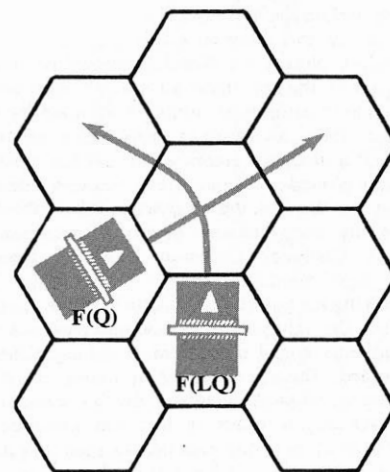


Diagram 6: Example of Collision. First figure shows planned movements; second shows rotations; third shows positions in collision hex.

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



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

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

8.32 Defense Allocations

We have chosen to incorporate Mr. Greenwood's matrix system ("Defense Modifications for GLADIATOR" in Vol. 18, No. 4) as a standard format in the game. The five defense cards allow the gladiator, with certain limitations as defined by

the individual cards, to protect an unarmored or badly wounded body area in a low-cost (2 CF) method. Only *one* such option may be selected per combat phase. A gladiator may still allocate additional CFs to other body areas as per Rule 8.32.

12.2 Weapon Drop

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

12.1 Shield Drop

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

CONCLUSION

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

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

CREATION & MAINTAINENCE

PHYSICAL CHARACTERISTICS CHART

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

ARMOR COVERAGE

Light & Retarius=400 Medium=850 Heavy=1100

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

Light Gladiator Armor Table

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

Medium Gladiator Armor Table

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

Heavy Gladiator Armor Table

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

HEALING OF INJURIES

2 dice—Wounds in Body Area > 1

Failed Healing Roll:

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

Improvements:

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

Gladiator scores Kill=10

Slow Kill, killed by two or more attacks to same area
 T1=20, T2=15, T3=10, T4=5, non thereafter

Fast Kill, first wound results in Kill or Missus in one area
 T1=12, T2=9, T3=6, T4=3, none thereafter

Gladiator's Opponent granted Missus=15

Gladiator granted Missus=5

Purchases:

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

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

NEW & REVISED GLADIATOR TABLES

Billings Rules

MOVEMENT

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

SPECIAL ACTIONS

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

COLLISION IMPACT FACTOR MODIFIERS

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

COLLISION RESULTS

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

COLLISION RESULTS

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

STUMBLE: COLLISION

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

STUN: MOVEMENT INTO WALL

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

COLLISION: CROSSED PATHS

Each player rolls one die; doubles=collision

STUMBLE: NET

2 dice+[AG-Stun] ≤ 8

NET LAY ATTACK MODIFIERS

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

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

NET TOSS ATTACK MODIFIERS

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

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

NET SWING ATTACK MODIFIERS

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

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

COMBAT

THROWING WEAPON/SHIELD

To Hit: die+modifiers ≤ 1

Modifiers:

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

Area Hit:

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

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

COMBAT RESULTS TABLE

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

Limit: 8 factors maximum in one attack

WEAPON DROP (P or P*)

3 dice-AS-NAA-Arm CF Loss+DS ≤ 0

SHIELD DROP (S*)

3 dice-AS-NAA+DS ≤ 0

WOUND & STUN SEVERITY TABLE

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

Armor DRMs: A= -8
B= -6
C= -3

CRITICAL HITS

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

CRITICAL HIT TABLE

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

MISSUS CHART

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

Modifiers:

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

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

ATTACK SEQUENCE CHART

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

DEFENSIVE CARDS

One per Combat Phase:

A DUCK: -/+1

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

B BLOCK: S

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

C BACK STEP: -/-1

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

D PARRY: P

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

E LEAP

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

All other charts in the game remain unaltered.



GLADIATOR TABLES

STANDARD ACTIONS

F	Forward
B	Backward
SFL	Sidestep Forward Left
SFR	Sidestep Forward Right
SBL	Sidestep Backward Left
SBR	Sidestep Backward Right
C	Charge
X	Pause
S	Stumble
R	Recover
KN	Kneeling
RO	Roll (Right or Left: R or L)

SPECIAL ACTIONS ALLOWED

All
No (K #)
All
All
No (K #)
No (K #)
None
No (Q)
Only one (L) or (R)
Only (L) or (R)
No (Q) or (K #)
Only (Q)

SPECIAL ACTIONS

(Q)	Quick Move	(TN)	Toss Net (6 CF)
(L)	Left Turn	(SN)	Swing Net (4 CF)
(R)	Right Turn	(LN)	Lay Net (2 CF)
(K #)	Kick item	(RN)	Repel Net

Light Gladiator Armor Table

die roll:	body area:					shield
	no. 1	no. 2	no. 3	no. 4	no. 5	
1	A5	—	—	—	—	Small
2	C6	—	—	—	—	Small
3	—	—	C	—	—	Large
4	—	—	—	—	—	Small
5	—	—	—	—	—	Small
6	A7	—	C	—	—	Small

Medium Gladiator Armor Table

die roll:	body area:					shield*
	no. 1	no. 2	no. 3	no. 4	no. 5	
1	A7	C	C	C8	C8	Large
2	A8	B7	—	B7	A6	Large
3	A	—	C	C8	A7	Large
4	A	—	C	C	C8	Large
5	A	C6	—	C7	B7	Large
6	A	B8	—	B7	A7	Large

Heavy Gladiator Table

die roll:	body area:					shield
	no. 1	no. 2	no. 3	no. 4	no. 5	
1	A7	B8	C	B7	B7	Large
2	A	B8	C	B7	B7	Large
3	A	B7	C	B7	A8	Large
4	A	B7	A5	B7	A7	Large
5	A	B7	C	B7	A7	Large
6	A	C7	C	B7	A7	Large

PHYSICAL CHARACTERISTICS CHART

first die roll:	second die roll:					
	1	2	3	4	5	6
1	TR 8	TR 7	TR 9	TR 8	TR 8	TR 7
	ST -2	ST 1	ST 0	ST 0	ST 1	ST -1
	AG 4	AG 3	AG 1	AG 1	AG 0	AG 4
	CON 4	CON 3	CON 3	CON 4	CON 4	CON 3
	W 11	W 12	W 9	W 11	W 10	W 12
2	TR 9	TR 9	TR 10	TR 8	TR 9	TR 11
	ST 0	ST 2	ST 1	ST 3	ST 2	ST 0
	AG 2	AG -1	AG -1	AG 0	AG 0	AG 0
	CON 3	CON 2	CON 2	CON 5	CON 6	CON 4
	W 9	W 10	W 13	W 11	W 9	W 9
3	TR 8	TR 9	TR 11	TR 7	TR 11	TR 8
	ST 1	ST 3	ST -2	ST 0	ST 1	ST 4
	AG 2	AG -1	AG 1	AG 3	AG 0	AG -1
	CON 3	CON 4	CON 3	CON 3	CON 4	CON 2
	W 10	W 14	W 12	W 11	W 10	W 9
4	TR 10	TR 12	TR 10	TR 7	TR 10	TR 13
	ST 3	ST -2	ST 3	ST 2	ST -1	ST 1
	AG -1	AG 1	AG -2	AG 1	AG 1	AG 0
	CON 4	CON 1	CON 4	CON 3	CON 4	CON 2
	W 11	W 13	W 12	W 11	W 10	W 13
5	TR 10	TR 13	TR 12	TR 9	TR 11	TR 10
	ST 2	ST 0	ST 1	ST 3	ST 0	ST 0
	AG -2	AG 0	AG 0	AG -1	AG 1	AG 3
	CON 5	CON 3	CON 3	CON 4	CON 3	CON 2
	W 10	W 10	W 9	W 9	W 12	W 15
6	TR 12	TR 12	TR 8	TR 10	TR 12	TR 7
	ST -1	ST 1	ST 5	ST -1	ST 2	ST 5
	AG 1	AG 0	AG -2	AG 2	AG -3	AG 1
	CON 2	CON 3	CON 5	CON 4	CON 3	CON 4
	W 14	W 9	W 10	W 14	W 13	W 13

7.5 IMPACT FACTOR

$$\text{die} + \text{DRMs} = \text{IF}$$

7.5 COLLISION IMPACT FACTOR DRMs

DRM	Condition
+2	Heavy Gladiator
+1	Medium Gladiator
+2	Gladiator has large shield
-2	Gladiator has no shield
+2	Per hex the gladiator moved <i>forward</i> this phase
+1	Per hex the gladiator sidestepped <i>forward</i> this phase
+4	Gladiator is rolling
-3	Gladiator is ensnared
-1	Per hex gladiator moved or sidestepped backwards this phase
-2	Gladiator is kneeling
-3	Gladiator attempted to recover weapon/shield
-2	Gladiator is stumbling
-1	Per stun factor of previously stunned gladiator
+ST	Add Strength modifier of gladiator
+AG	Add Agility factor of gladiator
+ ?	Add modifier for positional advantage (see 8.2)

7.52 COLLISION RESULTS

$$2 \text{ dice} + [\text{attacker IF} - \text{defender IF}] \rightarrow 9.1$$

8.3 COMBAT FACTOR

$$\text{CF} + \text{Positional Advantage (8.2)} - \text{Stun (11.2)} = \text{CF}$$

8.42 ATTACK SEQUENCE CHART

Attack Occurs In:	Number of Attacks Planned:				
	1	2	3	4	5
sub-phase 1	—	—	x	x	x
sub-phase 2	—	x	—	x	x
sub-phase 3	x	—	x	—	x
sub-phase 4	—	x	—	x	x
sub-phase 5	—	—	x	x	x

COMBAT RESULTS TABLE

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

9.1 WOUND & STUN SEVERITY TABLE

three dice roll	wounds	two dice roll stun factors	ARMOR DRMs
8 or less	0	1	
9 or 10	1	2	A -8
11 or 12	2	3	B -6
13 or 14	3	4	C -3
15	4	5	
16	5	6	
17	6	7 & Weapon Drop	
18	7	8 & Shield Drop	
19 or more	Kill	9 & Prone	

9.4 CRITICAL HITS

2 dice + (each wound > 1) → CHT

9.4 CRITICAL HIT TABLE

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

10.2 SHIELD DAMAGE (S OR S*)

3 dice + ST + CF + 1 if (S*) ≥ N

11.5 RECOVERY FROM STUN

CON - (die - 1) = Amount

12.1 SHIELD DROP (S*)

(3 dice - ST) - NAA ≤ 0

NAA = Net Attacker Advantage

12.2 WEAPON DROP (P or P*)

[(3 dice - ST) - NAA] - Arm CF loss ≤ 0

12.4 DROP LOCATION

Direction: 1 = Front; others clockwise

Distance: Die - 1

12.5 THROWING WEAPON/SHIELD

TO HIT: Die = Distance

12.61 RECOVERY DRMs

DRM Condition
+3 Opponent in hex with item to be retrieved
+2 Opponent in hex adjacent to item to be retrieved
+1 Item is in adjacent hex
+1 Recovering gladiator is moving out of hex he began phase in
+1 Recovering gladiator is making a Quick (Q) move this phase
+2 Recovering gladiator is making a Charge move this phase
+4 Recovering gladiator is making a Stumble move this phase
+4 Gladiator collided before recovery attempt in this phase; cancels R move
+6 Gladiator is ensnared
+1 Per recovering gladiator's Stun factor currently in effect
+1 Recovering gladiator is heavy
-1 Recovering gladiator is light
-2 Recovering gladiator is kneeling
-3 Item to be recovered is a net
-6 Recovering gladiator is making "R" standard written move
-AG Recovering gladiator's current Agility rating

12.7 KICKING WEAPON/SHIELD

Distance: Die - N (# of written actions)

14.1 STUMBLE; COLLISION OR NET

Die - Stun ≤ 0

14.2 STUMBLE; BACKWARD MOVE

[(2 dice - Stun) - (1 x HSB) - (2 x HB)] ≤ 1

14.3 FALL PRONE

2 dice + AG ≤ 7

16.3 ENDURANCE LOSS

(die + T#) + (1 if H, -1 if L) - CON ≥ 6

17.34 NET TOSS ATTACK MODIFIERS

DRM Condition

- +? Positional Advantage Modifier (see 8.2 diagram)
 - 2 Per CF loss to Retarius' arms
 - +1 Per CF loss to target's legs
 - +2 Target is adjacent to Retarius
 - +1 Target is two hexes away from Retarius
 - 6 Target is in written PN position
 - +4 Target is kneeling
 - +1 Per hex target moved backwards this phase (including sidestep)
 - +2 Target did not leave hex he started phase in
 - +1 Target is heavy gladiator
 - 1 Target is light gladiator
 - +? Retarius' Net Defense minus target's Net Defense rating
- H = Ensnare (17.35); P, P* = Check for Stumble (14.1)

17.351 NET FREE / NET LOSS

3 dice - NF ≤ 6 / > 0

17.352 DRAGGED PRONE

3 dice + ST + CF ≥ 19

17.45 NET SWING ATTACK MODIFIERS

DRM Condition

- +? Positional Advantage Modifier (8.2)
 - 2 Per CF loss to Retarius' arms
 - +2 Per CF loss to target's legs
 - 2 Target is adjacent to Retarius
 - 6 Target is in written PN position
 - +3 Per hex target moved backwards
 - +2 Per hex target sidestepped
 - +2 Per hexside target changed in hex of attack
 - +1 Per hex moved forwards
 - +1 Target is heavy gladiator
 - 1 Target is light gladiator
 - +? Retarius' Net Defense minus target's Net Defense rating
- H = Stumble (14.3); P, P* = Check for Stumble (14.1)

17.55 NET LAY ATTACK MODIFIERS

DRM Condition

- +? Positional Advantage Modifier (8.2)
 - 2 Per CF loss to Retarius' arm
 - +2 Per CF loss to target's legs
 - 6 Target is in written PN position
 - +5 Per hex moved directly backward
 - +4 Per hex sidestepped backward
 - +2 Per hex sidestepped forward
 - +1 Per hex moved directly forward
 - +1 Target is heavy gladiator
 - 1 Target is light gladiator
 - +? Retarius' Net Defense minus target's Net Defense rating
- H = Stumble (14.3); P, P* = Check for Stumble (14.1)

17.6 GRABBED NET (M)

die + ST vs Die + ST

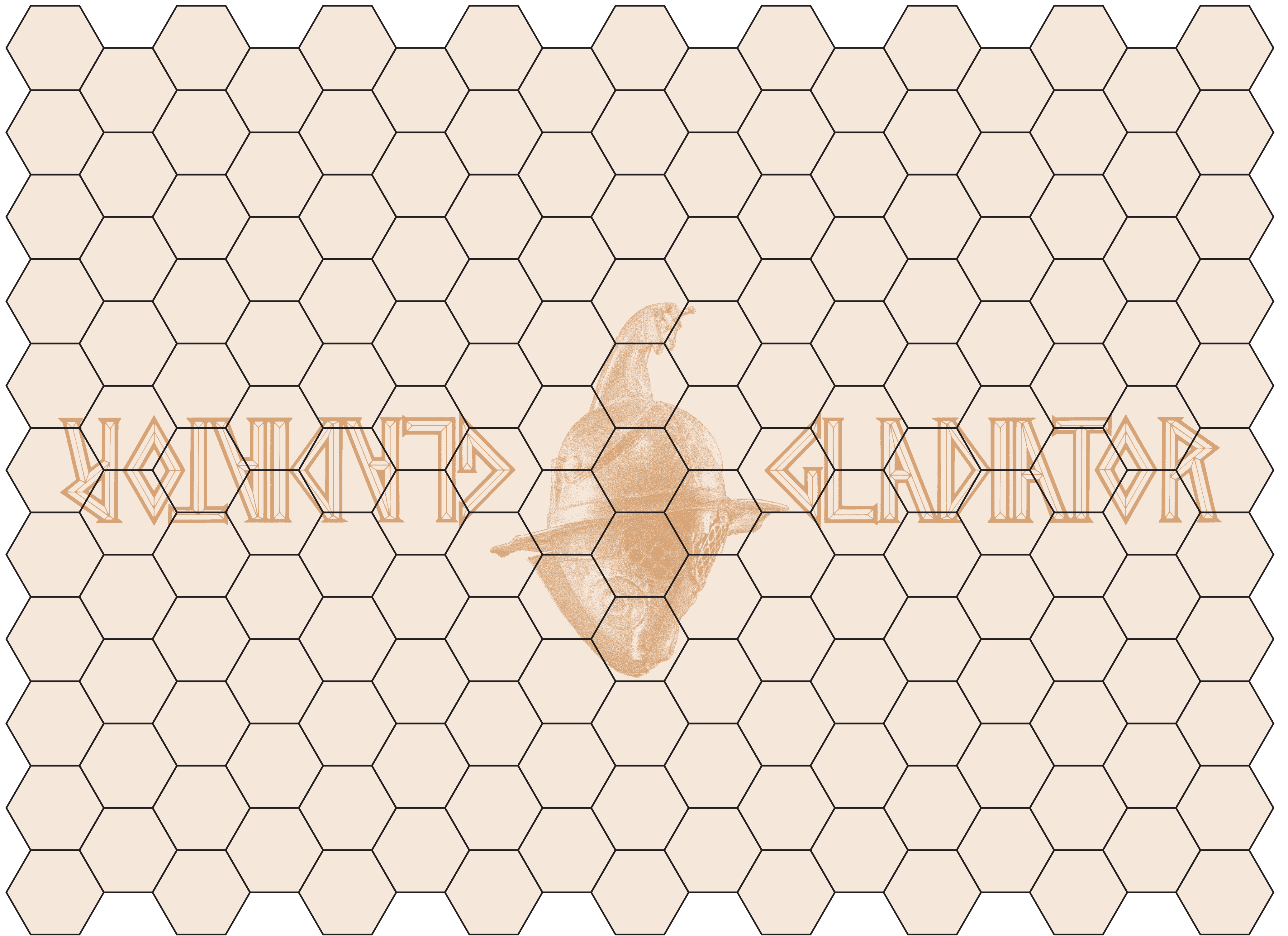
18.5 TRIDENT PARRY (P*)

2 dice + ST ≥ 12

die ≥ 5 = useless

MISSUS CHART

Die Roll	Attack CFs—Defense CFs Total:				
	1 to 15	16 to 30	31 to 45	46 to 60	61 or more
1.	Down	Down	Down	Down	Down
2.	Down	Down	Down	Down	Up
3.	Down	Down	Down	Up	Up
4.	Down	Down	Up	Up	Up
5.	Down	Up	Up	Up	Up
6.	Up	Up	Up	Up	Up







5



4



3



2



1



10



9



8



7



6



12



11



The Gladiator Tables, V2.0

Avalon Hill's classic game *Gladiator* does a great job of simulating Roman gladiatorial combat. Its major shortcoming is in its character and armor generation tables – they yield a finite number of options, easily repeated if you play enough, and they are generally but unspecifically accurate from an historic perspective. The following tables allow you, using percentile dice, to create a wider range of gladiatorial combatants whose types correspond to the historical types found in the ring in imperial Rome.

These tables are the second generation of those originally made in The Cave at Calvin College, Grand Rapids, MI, in the spring of 1990.

1. Origin

01-34	Slave
35-51	Criminal
52-77	Foreigner
78-97	Volunteer
98-00	Senator

3. Stat Mods

	TR	ST	AG	W	CON
Slave	+1	+1	-1	-1	-
Criminal	-	-1	+1	-	-
Foreigner	+1	+1	-1	-	-1
Volunteer	-1	-	+1	-	-
Senator	-1	-1	-	+1	+1

2. Type

01-09	Velite
10-22	Retarius
23-33	Secutor
34	Secutor dimachus
35-45	Myrmillon
46	Myrmillon dimachus
47-61	Thracian
62-72	Provocator
73	Provocator dimachus
74-88	Samnite
89-97	Hoplomachus
98-00	Crupellarius

4. Armor

	Move	Shield	1	2	3	4	5
Velite	6	S	A6	-	C7	-	-
Retarius	6	-	B5	-	C7	B7	-
Secutor	5	L	A8	C8	C	C7	B7
Myrmillon	5	L	A	-	C7	C8	B8
Thracian	5	S	A	-	C	B8	C
Provocator	5	L	A	C	C	C7	C6
Samnite	4	L	A	C7	C	B7	A8
Hoplomachus	4	XL	A	-	C	B7	B8
Crupellarius	4	L	A	C8	B	B7	A7

The Gladiator Tables, V2.0

5. Training (TR)

01-24	8
25-48	9
49-73	10
74-88	11
89-00	12

8. Wounds (W)

01-27	10
28-51	11
52-69	12
70-87	13
88-00	14

6. Strength (ST)

01-19	-1
20-43	0
44-64	1
65-79	2
80-94	3
95-00	4

9. Constitution (CON)

01-15	2
16-54	3
55-90	4
91-00	5

7. Agility (AG)

01-09	-2
10-27	-1
28-54	0
55-81	1
82-91	2
92-00	3

Special Rules:

Dimachus:

Fighting with two swords means no shield (treat S as P on the CRT), but the gladiator gets +4 CFs as long as he wields two weapons.

The Gladiator Tables, V2.0

XL Shield:

All attacks against him are at -1 on the CRT while the gladiator wields this shield.

Javelins:

In close combat they function as tridents, except that they have a range of one hex and can only be wielded one-handed (thus, attack CFs are halved). They can be thrown to a range of 4 hexes. Only one such attack is allowed in a phase (and still limited by max of half available CFs). Roll 1d6 for body area targeted; 6 results in a miss.

Crupellarius:

This gladiator's armor is so weighty that he cannot rise if he falls prone.

Missus:

A gladiator need not be unconscious (or even prone) to call for a missus. He need only drop his weapon and shield and raise a forefinger to indicate his appeal to the elector and the crowd. (This is done at the end of any phase.) Every 4 CFs he's lost because of wounds improves his column by one on the missus table. If the bout is in turn 5 or later, improve his column by another 1. An attacker is obligated to respect a call for a missus, except when he still has opponents on the field.

XP Awards:

Instead of a base 10 xp for a kill plus additional for slow & fast kills, there should be a base 10 xp award for surviving, with the kill points and general CF points on top of that. This makes it more possible for truly powerful gladiators to survive multiple bouts and become truly difficult to kill (which is historical – the famous guys survived dozens of fights).

Notes, Historical & Otherwise

I have made modifications to the frequencies of origins in Table 1. Condemned criminals were common in the arena but primarily as unarmed, unarmored cannon fodder. Actual criminals who fought professionally were much rarer, and the numbers now reflect this. Historically slaves formed a majority of gladiatorial combatants, but I maintained a broader range for variety's sake.

The types now reflect more closely the major gladiator categories of imperial Rome. A few exceptions and liberties: the Samnite was actually the republican-era predecessor to the Thracian and Myrmillon; I kept him in anyway. The dimachaerius is mentioned in passing in

The Gladiator Tables, V2.0

some classical texts but without details; I've assumed that it's an adjective that can apply to some of the medium gladiators in general.

The Velite is another case where there's not a lot of information. The more reliable sources portray him as a lightly armored fighter with a single javelin connected by rope to his own wrist; other sources mention multiple javelins stored behind his shield, which I figured was a little cooler. The Thracian, incidentally, doesn't fight with a *gladius*, the typical short sword, but with a *sica*, a curved blade. I didn't think it was worth it to introduce special rules about it, though.

The crupellarius is another one of those mentioned-only-briefly types. But the bit about him not being able to get up if he fell is historical, so I just had to include him. I also considered including the scissores, the “carvers,” but there's no information about them besides the name, so I left him out.

Regarding armor: note the absence of chest armor for a lot of these guys. That's historical. The Retarius doesn't actually have head armor per se, but his arm-guard (*manica*) was so big that it is angled up and partially protected his head. Everyone else's armor reflects what the actual guys wore in the ring. Of course the historical information only gives enough info to establish partial or complete (one or both legs or arms, etc.), and whether the armor was metal or leather; I've nudged the numbers from there to create variety and balance. Note that I've weakened the power of the XL shield from -2 to -1 , which is where we had it in the original Gladiator Tables.

Historically, more matches ended with a plea for missus than in a combat death; in some of the larger events the majority of the gladiators lived to fight another day. The rules as they are don't really support this, and one place they go wrong is in making a missus so hard to call for: you have to be prone, you have to either be unconscious or have someone collide with you while prone. It was actually much more common for the loser to drop his shield and call for mercy. The crowd tended to like those who had been brave and aggressive, who had fought for a long time, and who were in genuine danger of dying if they didn't stop. I added the column-shift caveats and the XP changes to reflect this.

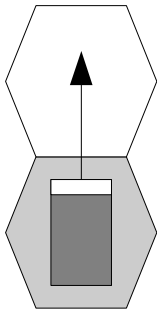
I recalculated the distribution for the stat tables, too, and shortened them somewhat – the extreme results at either end are now possible with the right origin, but not otherwise.

Copyright 2003 Nathan Bruinooge. All Rights Reserved.

Send email to nate at polytropos dot org

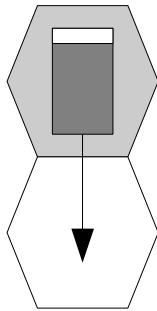
standard actions

F



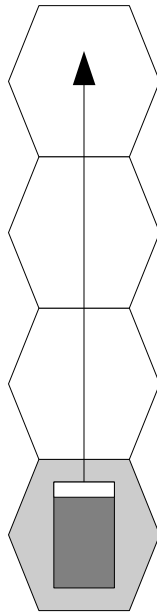
forward

B



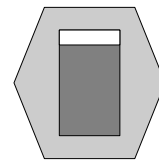
backwards
no (k#)

C



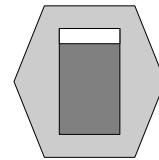
charge
none

R



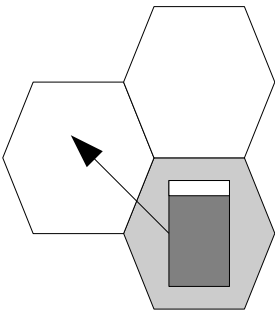
recover
weapon/shield
only (L) or (R)

S



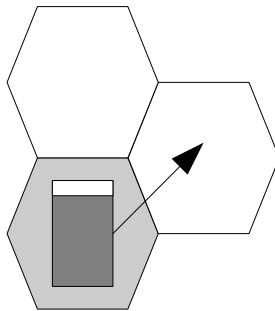
stumble
only one (L) or (R)

SFL



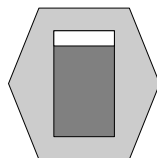
sidestep
forward
left

SFR



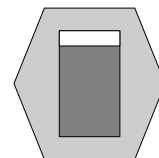
sidestep
forward
right

KN



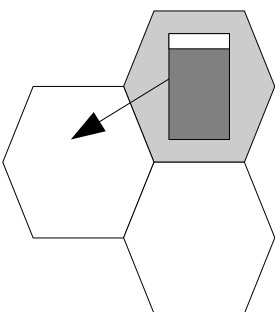
kneeling
not (Q) or (K#)

X



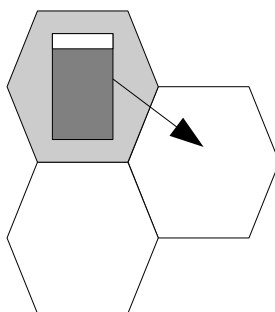
pause
no (Q)

SBL



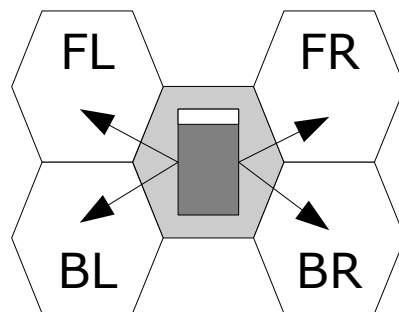
sidestep
backwards left
no (k#)

SBR



sidestep
backwards right
no (k#)

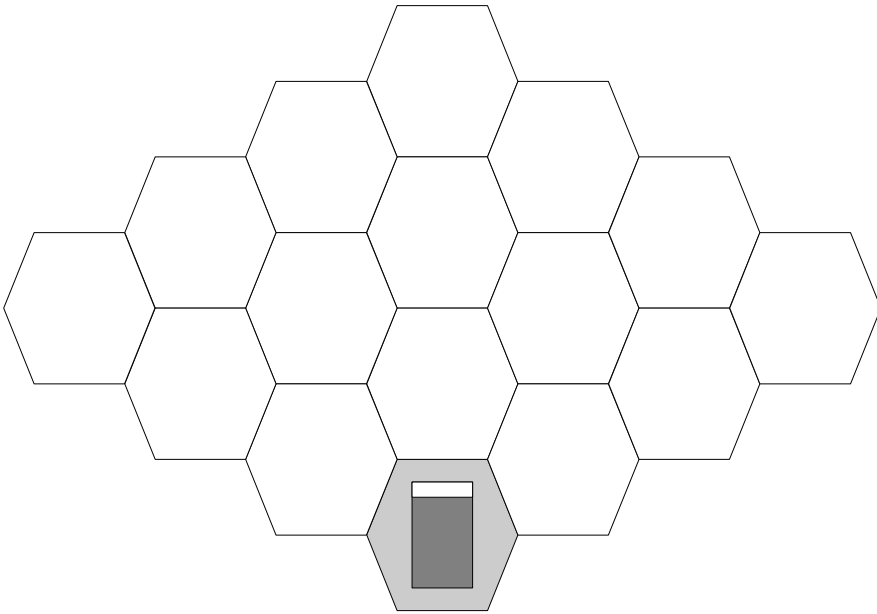
RO-XX



roll
only (Q)

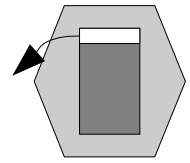
special actions

(TN)



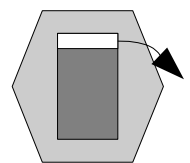
toss
net
6 CF

(L)



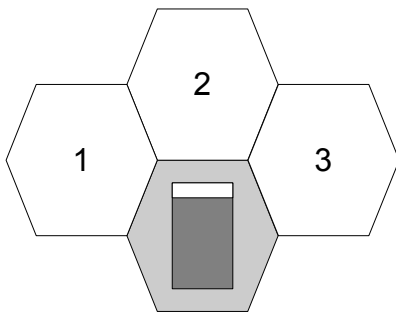
left
turn

(R)



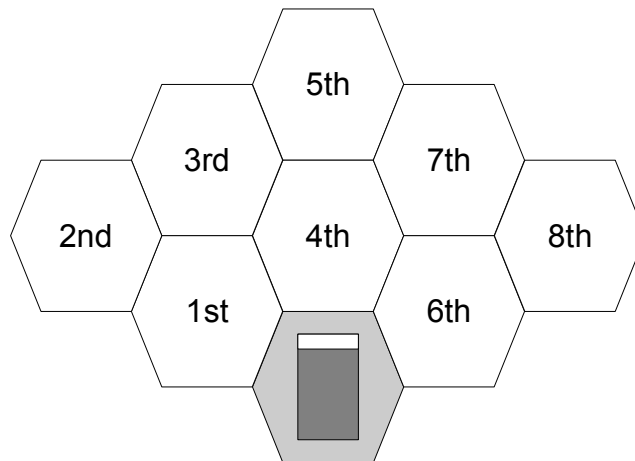
right
turn

(LN#)



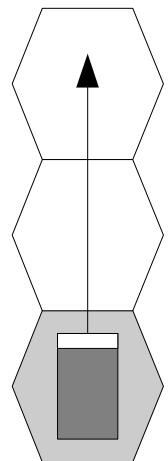
lay
net
2 CF

(SN)



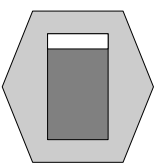
swing
net
4 CF

(Q)



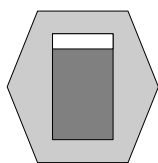
quick
move

(RN)



repel
net

(k#)



kicking