Morituri te salutant

We who are about to die salute you.

Morituri te Salutant

Introduction.

Many years ago, there was a set of Gladiator Skirmish rules simply called; 'Gladiator Skirmish Rules'. They were simply produced and easy to learn and provided fun little games to simulate gladiatorial combat.

The game played on a simple hex grid and the fighting was done in the style of 'Rock, Paper, Scissor' where each player would pick an attack and compare it with each other to determine if the attack was easy, medium, or hard to pull off. This was then converted to a separate table where dice would be rolled and compared with the armour value of the target and the difficulty of the attack to generate a level of wound. Wounds would accumulate so that three nicks would become a cut, three cuts become a wound and so on.

I really enjoyed that dated set of rules and was looking for something that I could play simple quick games, mainly with the kids, but with friends also.

I wanted to keep the rules as simple as possible whilst keeping the feel of the original rules, or at least how I remember them to be.

This is my take on those rules. Some bits will be similar, some bits completely different (mainly because I can't remember how they were originally) and some bits will be vaguely familiar.

Ultimately this rule set is not 100% historically accurate, it was never intended to be. In places it can be very abstract but hopefully it still captures the feel of what it would be like to face off in an arena.

Change rules that you don't like so that they suit better with your group of players. Add rules if you feel the need and remove rules if you wish. This is simply my image of what I wanted the rules to be. They are not perfect, but I hope they are fun.
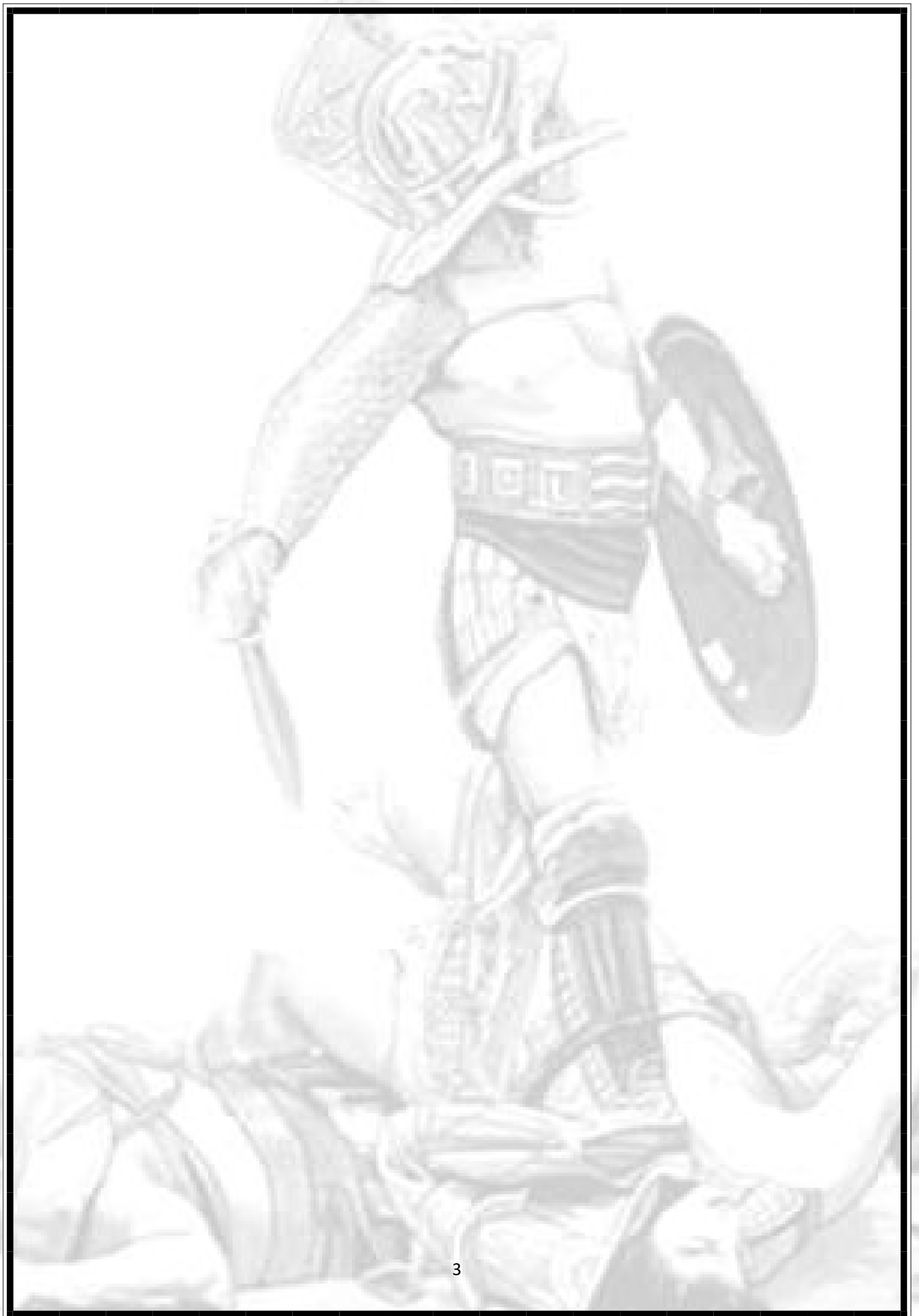
What you need.

- At least two models to represent Gladiators.
- Record Sheets for each Gladiator fighting. (At the back of these rules)
- 3 white six-sided dice (D6) for Weak attacks.
- 3 yellow six-sided dice (D6) for Light attacks.
- 3 orange six-sided dice (D6) for Medium attacks.
- 3 red six-sided dice (D6) for Heavy attacks.
- A regular six-sided die (D6) of any colour to roll for speed and placement of missed shoot* attacks.
- A handful of blue six-sided dice (D6) for Armour saves.
- Alternatively, you can use the same custom-made dice as shown in the images.

Weak	Light	Medium	Heavy	Armour
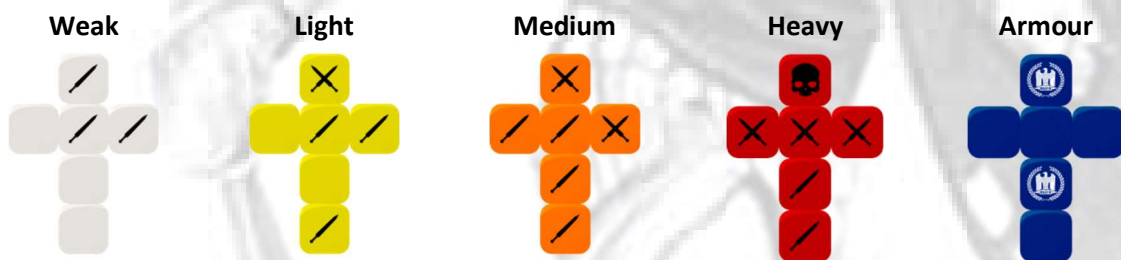
- Pencil and eraser.
- An arena divided in hexagons. 8 x 5 or there abouts is ideal.
- A handful of counters or tokens to represent prone fighters, thrown spears or other dropped weapons.

Gladiator Classes.

Cestus.

Cestus are frequently used in Roman gladiatorial bouts, both against each other and against other weapon-wielding gladiators. They wear heavy duty knuckleduster type gloves with leather strips sometimes filled with iron plates or fitted with blades or spikes but otherwise no body armour.

Diamachaerius.

The Dimachaerius fight with two swords, either curved scimitar or the straight Roman gladius. For protection they have leather wrappings and rely on their high skill and ambidextrous abilities.

Gladiatrix.

A female gladiator of any type. They are rare in the arena.

Hoplomachus.

The Hoplomachus wears quilted trouser like wrappings with a pair of shin guards. An arm guard is worn on the sword arm and a brimmed helmet normally adorned with a plume of feathers. A small round shield completes the armour for this fighter.

Carrying a gladius and a spear this gladiator is well armed and well armoured.

Murmillo.

Armed with a gladius and with its large helmet, large shield, armoured sword arm and thick wrappings covering the feet the Murmillo is a classic heavily armoured gladiator.

Noxii.

Unskilled and woefully unarmed the Noxii were not gladiators in the true sense. Instead, they are prisoners of war, convicted criminals or religious outcasts condemned to die in one of two ways. Either torn apart by wild animals or sent to face trained gladiators in the arena.

Provocator.

The Provocator is heavily armoured with a visored helmet with a feather on either side, breastplate, large shield arm protection and a large greave on the left leg. Armed with the traditional gladius this is one of the heaviest gladiators to enter the arena.

Retiarius.

Wearing a large armoured sleave on the left arm that extended up over the shoulder and carrying a three-pointed trident and heavy weighted net this gladiator fights without the protection of a helmet.

Sagittarius.

The Sagittarius was normally mounted but for these rules we are assuming that he enters the arena on foot. Armed with a reflex bow capable of firing an arrow the length of the arena this light gladiator is normally completely unarmoured.

Scissor.

The Scissor is sometimes called the Contra-retiarius is armed with the classic gladius whilst his left hand is encased in a metal sleeve with a large hook or semicircular blade. Metal greaves, padded armour and a fully enclosed helmet combine to make this a slow and well protected gladiator.

Secutor.

The Secutor is like the Murmillo but wears a fully enclosed helmet with two small eye holes to protect his eyes from the retiarius trident. The helmet is also round and smooth so that the retiarius net cannot get a good grip. The Secutor is often called the chaser and is a heavy gladiator.

Thracian.

The Thracian wears an armoured greave, a protective belt, armour on the sword arm and full visored helmet. A small shield completes the Thracians armour. Thracians use a curved sword.

Velite.

Armed with a couple of javelins, a sword and small round shield the Velite is a lightly armed gladiator that relies on his speed to keep him alive. The javelins can be used to keep opponents at a distance or thrown if the opportunity arises.

Venator.

The Venator is usually found fighting wild animals. Armed with a sword, wearing a helmet, and carrying a small round shield this nimble fighter relies on its speed to protect itself.

Character Sheet.

The Gladiators Class determines almost all other details of the character sheet.

Murmillo

Basic Speed

3

The Basic Speed is used when determining the order of play.

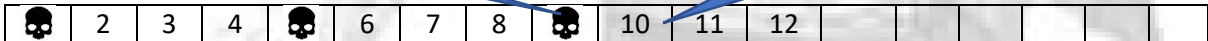How many armour dice are rolled to prevent damage.

Armour

4

Critical Hit markers. Once all three are crossed out the model is killed.

The Life Track is used to mark off damage as it is taken.

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12					

The speed of the action. Used when determining play order.

How many hex facing changes permitted after performing the action.

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, F, RR	1	Parry	Rush
Get Up	1				Riposte / Smash
Retire	4	R		Parry	Rush
Rush	6	F.			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F	1	Jab	
Turn	4		3	Parry	Retire / Ru

Bludgeon	2		1L	Step	Thrust
Cut	3			Swing	Parry
Jab	4	F, FL		Thrust	
Parry	4			Step / Back Step	Retire / Rush
Riposte	2				
Shield	1				Thrust
	3	FL, F	1R	Cut	
	2	FL, F	1R	Bludgeon	
	3	F, FR	1L	Cut	Thrust
	2	FL, F, FR		Jab	Bludgeon / Smash

The spaces that may be targeted by the move or attack.

The action or actions that cannot be chosen in the following turn.

The possible action or actions that the chosen action can be changed to.

The various moves and attacks that can be chosen as an action.

8

The Moves.

The following are all actions that can be carried out to move around the arena and get into a position you want. None of them directly cause damage but some may be able to be converted to more offensive and defensive actions.

Not all models have access to the same actions. The actions available to any given Gladiator Class are shown on their respective character sheets.

- Back Step
- Get Up
- Pick Up
- Retire
- Rush
- Stand
- Step
- Turn

Back Step.

A simple step backwards to any of the rear spaces behind the figure. Once performed the model may be turned by one hex side to face a new direction if the player wishes.

Get Up.

Allows a Prone miniature to be stood back up facing in any direction.

Pick Up.

Allows the miniature to pick up previously Shot Arrows, Javelins, or spears from any of the three hexes to the front of the miniature. The class of gladiator must be able to use either Arrows or Javelins to perform this action. No Facing changes permitted.

Retire.

A quick leap directly backwards to the second rear space directly behind the miniature, Ideal for an emergency escape but does not allow a change in the models facing.

Rush.

A quick dash forward to the second space directly in front of the miniature. No facing changes allowed after this action.

Stand.

Standing still and doing nothing. It may not seem like the best tactic but it's a fast move that can be converted.

Step.

A bold stride forward into one of the front three spaces with the possibility of one facing change at the end.

Turn.

Simply turning on the spot to face in any direction.

The Attacks.

The following are all the actions that have either offence or defensive capabilities. Not all models have access to the same actions. The actions available to any given Gladiator Class are shown on their respective character sheets.

Some actions are classed as Special Actions and have further rules associated with them.   These are denoted by a * and can be found in more detail later in the rules.

- Bludgeon
- Cut
- Entangle*
- Hook*
- Jab
- Lunge
- One / Two*
- Parry
- Punch
- Riposte
- Shield
- Shoot*
- Slash
- Smash
- Swing
- Thrust

Bludgeon.

Using the blunt part of your weapon, be it the hilt of the sword or staff of the spear to try and knock your opponent's teeth out and then the fighter may perform one facing change to the left.

Cut.

An overhead swing bringing your sword down on your opponent's head or shoulders. No facing changes permitted.

Entangle*

A special attack made by the Retiarius where they try to catch their opponent in their net before hopefully turning them into a pin cushion with their trident. No facing changes permitted.

Hook*

A special move for the Scissor where the aim is to the cut or snare the opponents net without getting snared. No facing changes Permitted.

Jab.

A series of quick jabs to the front or front right and allows for One facing change afterwards.

Lunge.

A huge lunge forward targeting the two spaces directly in front with a spear, trident, or other similar weapon with the intention of trying to turn the opponent into a kebab but does not allow for a facing change.

One / Two*

A Special Action that can only be performed by Diamachaerius class Gladiators. Consists of an attack with both weapons one immediately after the other. No facing changes permitted.

Parry.

A defensive manoeuvre that does not cause any damage and allows for one facing change.

Punch.

A special attack available to the Cestus class. Its fast, can target any of the front three locations and allows for one facing change.

Riposte.

A move where the first intention is to parry or defend against your opponent's attack and then follow up with a quick attack of your own. No facing chages.

Shield.

A defensive stance where the fighter huddles down behind his shield hoping that nothing serious gets chopped off. Allows for one facing change.

Shoot*

A special action for either shooting arrows or throwing javelins and spears. Shoot* actions will be covered fully in its own section. A fast action but does not allow any facing changes.

Slash.

A back handed attack with a sword that targets the Left Front and Front spaces and allows for one facing change to the right.

Smash.

An attack where instead of using your weapon you try to bash your shield into your opponent. Targets the front Left and Front spaces and allows for one facing change to the right.

Swing.

A huge swing of a sword targeting the Front and Front Right locations and allows for one facing change to the left.

Thrust.

Using the pointy end of your weapon to skewer your opponent. Targets any of the front locations but does not allow for a facing change.
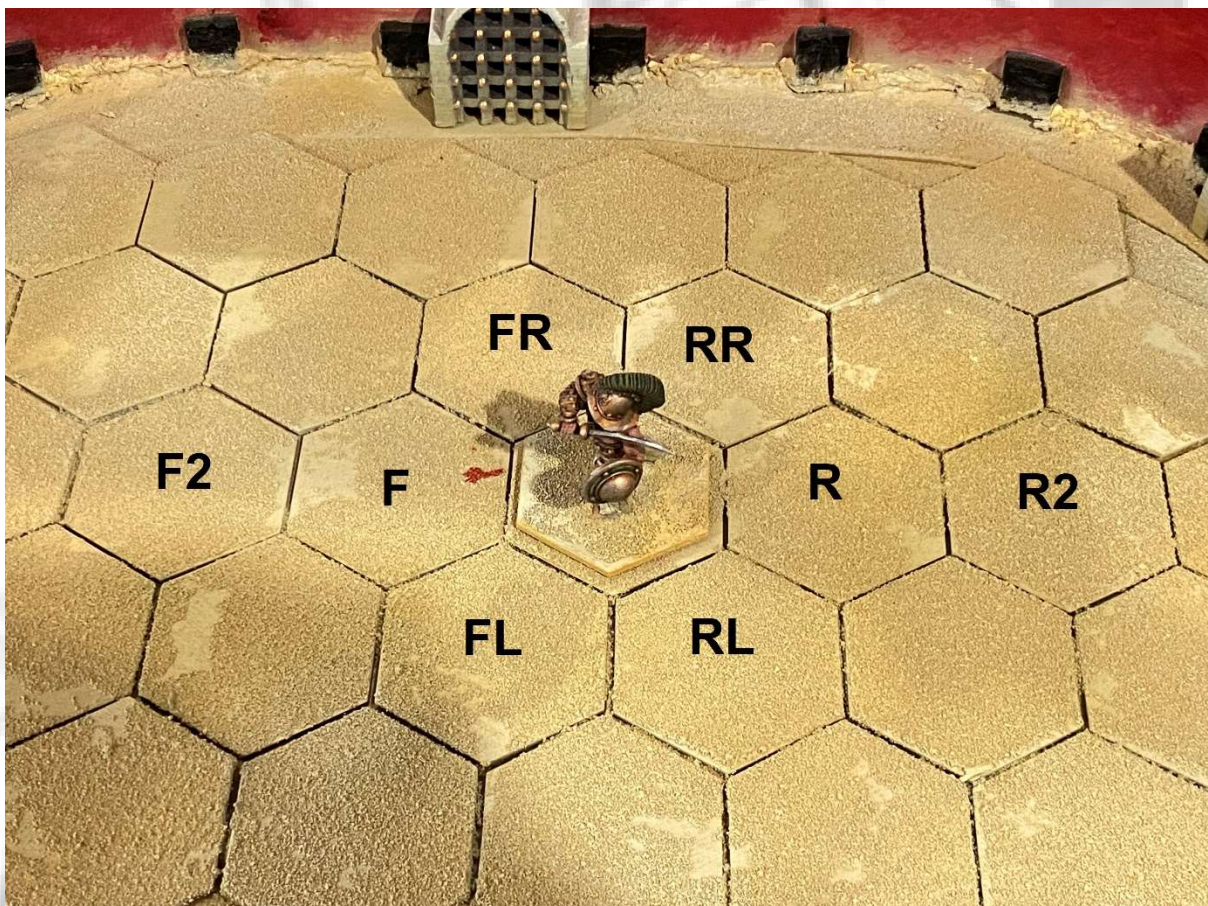
Turn Sequence.

1. **Choose Actions**
2. **Determine Speed**
3. **Perform Actions**
4. **Roll Damage**
5. **Apply Damage**
6. **Favour of the Crowd**
7. **Beg for Mercy**

1. Choose Actions.

Choose to Move or Attack.

Each player secretly chooses one action to take from all the available Moves and Attacks shown on their character sheet.

Some actions will indicate that other actions are prohibited. Prohibited actions cannot be performed in the following turn. Prohibited actions may change if a player converts his action. The actual action that is taken determines which actions are prohibited in the following turn.

For example.

A Murmillo has selected the Cut action.

This prohibits the player from selecting the Parry action in the following turn.

If the Murmillo converts the Cut action into a Swing action the prohibited action would be Thrust instead.

	Speed	Target	Turns	Converted	Prohibited
Cut	3	F		Swing	Parry
Swing	3	F, FR	1L	Cut	Thrust

2 Determine Speed.

All players must work out their speed for the turn.

First roll 1D6 and add to that the Basic Speed of the gladiator and the Speed of the Action they have initially chosen. This total number reflects how fast that fighter acts this round.

Starting with the player with the highest total and proceeding in descending order each player takes turns in carrying out the Action they have chosen for the turn.

For example.

A Murmillo and a Thracian are facing off against each other.

Our Murmillo has a Basic Speed of 3 and has chosen the Cut action which has a speed of 3. To this we roll 1D6 and get a 4.

The Speed for the Murmillo this round is 10. 3 (Basic Speed) + 3 (Action Speed) + 4 (From the dice roll) for a total of 10.

The Thracian has a Basic Speed of 4 and has chosen the Step Action which has a speed of 5. His dice roll scores a 3 for a total of 12 (4+5+3).

This means the Thracian gets to take his Action first.

3 Perform Action.

If the chosen Action is now no longer appropriate, the player may choose to Convert the action, however a converted action will automatically reduce the effect of hits by 1 Damage.

For example.

Following on from our previous example the Thracian gets to perform his Action first and Steps to his Front Left (FL) to avoid the Cut action of the Murmillo which Targets the Front (F) Location.

The Step action also allows the Thracian 1 Turn, which he uses to turn one hex side to once again face the Murmillo.

	Speed	Movement	Turns	Converted	Prohibited
Step	5	FL, F, FR	1	Cut	Retire

Our Murmillo has chosen to perform a Cut action, however his opponent has chosen to Step from the Murmillo's Front (F) location to the Front Right (FR) location which the Cut action is unable to Target.

	Speed	Target	Turns	Converted	Prohibited
Cut	3	F		Swing	Parry

Seeing this the Murmillo Converts his Cut action to a Swing Action which allows him to Target the Front (F) and Front Right (FR).

	Speed	Target	Turns	Converted	Prohibited
Swing	3	F, FR	1L	Cut	Thrust

Because this action is converted, 1 Damage rolled on the dice will not be counted and the Murmillo will be prohibited from performing the Thrust action in its next turn.

4 Roll Damage.

To calculate which dice are rolled to determine damage cross reference the Action made by the attacker and the Action made by the defender on the Combat Matrix.

Where the two lines intersect there will be a box with a number in it. The Colour shows which colour dice to roll, and the number indicates how many dice should be rolled.

White Dice are the weakest attacks that inflict One Damage on rolls of 5 or 6 only.

Yellow Dice are light attacks that inflict One Damage on rolls of 3, 4 or 5 and Two Damage on rolls of 6.

Orange Dice are medium attacks that inflict One Damage on rolls of 1, 2, 3 and 4 and Two Damage on rolls of 5 or 6.

Red dice are heavy attacks that inflict One Damage on rolls of 1 and 2, Two Damage on rolls of 3, 4 and 5 and a Critical hit on rolls of 6.

Dice Roll	White	Yellow	Orange	Red
1	Miss	Miss	One Hit	One Hit
2	Miss	Miss	One Hit	One Hit
3	Miss	One Hit	One Hit	Two Hits
4	Miss	One Hit	One Hit	Two Hits
5	One Hit	One Hit	Two Hits	Two Hits
6	One Hit	Two Hits	Two Hits	Critical Hit

Continuing with our example the Murmillo cross checks the Swing Action with the Step Action to determine what colour and quantity of dice he rolls to determine damage.

		Moves							
		Back Step	Get Up	Pick Up	Retire	Rush	Stand	Step	Turn
Attacks	**Bludgeon**		3	2		2	3	2	2
	Cut		2	2		1	3	2	1
	Jab	1	2	2	2	2	3	3	1
	Lunge	1	2	2	3	2	3	2	1
	Riposte*								
	Slash		2	2		1	3		2
	Smash		3	2		2	3	1	2
	Swing	1	2	2		2	3	3	2

The Combat Matrix indicates that the Murmillo gets to roll 3 red dice. Maybe the Thracian should have thought twice before stepping into what could turn out to be a devastating attack.

Rolling the dice, the Murmillo gets a 1, 5 and 6 for a total of One Critical hit and Three Damage. Ouch!

However, because this is a converted Action the Murmillo must deduct One of those Damage for a total of Two Damage and One Critical Hit.

	Bludgeon	Cut	Entangle*	Hook*	Jab	Lunge	One / Two*	Punch	Riposte	Shoot*	Slash	Smash	Swing	Thrust
Thrust			2			2	2		1	1	3	3	1	3
Swing	2	2	1		2	3	1	1	1	1	2	1		2
Smash		1	1			1	1			1	1		2	
Slash	3	2	1		2	2	1	2	1	1	3	1		
Shield			3		1		1			1		3		1
Shoot*	3	2	3	3	3	2	2	2	2	2	3	3	3	2
Riposte	2		1		2		2		1	2	1	2	1	1
Punch	1	1	2	1	2	2	2	2	1	1	3	3	3	2
Parry	1	1	2		1		1	1		1		3		1
One / Two*	3	3	1			2		1	2	1			1	
Lunge	2		3	1		2			1	1	1	2		3
Jab	2		1		1	1	2	1	2	1	3		2	2
Hook*	2	2	1		3	1	2	2		2	3	2	3	3
Entangle*				3					1			1	1	2
Cut			1	1	1	1			1	1	2		3	2
Bludgeon		1	1	1	1	1	1	1		1		3	2	1
Turn	2	1	3	2	1	1	2	2		2	2	2	2	2
Step	2	2	2	1	3	2	1	1		2		1	3	
Stand	3	3	3	3	3	3	3	3		3	3	3	3	3
Rush	2	1	1	2	2	2	1	1		2	1	2	2	2
Retire					2	3	1			2				1
Pick Up	2	2	3	2	2	2	2	2		2	2	2	2	2
Get Up	3	2	3	3	2	2	2	3		2	2	3	2	1
Back Step					1	1	1	1		2			1	2

Attacks

5 Apply Damage.

Once damage has been rolled the defender has the chance to stop some with his armour. Critical Hits can never be stopped.

For each point in armour the defender gets to roll one Dice.   Each 5 or 6 rolled will stop One point of Damage.

For example:

> The Thracian has an armour value of 3 so can roll three dice to try to stop some of the damage.

> The player picks up the dice and rolls 3, 3, 6

> The 6 reduces the damage cause by One resulting in the final damage being caused as One Damage and One Critical Hit.

Critical Hits.

Critical hits are especially devastating and cause considerable damage.

The results of critical hits are applied before all other damage.

A critical hit will immediately cause the target to lose Life Points down to and including the next skull icon on their Life track.

Furthermore, the Critical hit will reduce the Basic Speed value of the target by One to a minimum of Zero

Finally, the player that caused the critical hit can choose to either Push the target directly back one space or to knock the target Prone in the space they currently occupy once all other damage from the attack has been applied.

For example:

> The Thracian must apply the damage it has received from the Swing Action of the Murmillo.

> First the Critical Hit is applied, and damage is marked until the next Skull icon is crossed off and the Basic Speed value of the Thracian is reduced by One.

Thracian

Basic Speed

~~4~~ 3

Armour

3

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12						

Then the remaining One damage is applied

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12						

Finally, the Murmillo must decide if he wishes for the Thracian to be Pushed back one space or knocked Prone in its current space.

Pushed.

Sometimes it will happen when one gladiator gets pushed by another, for the most part this simply moves the pushed model one space directly away from the model doing the pushing.

Providing that the space being pushed into is free from any other obstructions nothing else happens, however it may be that a cunning fighter wishes to push his opponent into something rather unpleasant and that's where things get a little more complicated.

If the Space that the model should be pushed into is occupied, then the model is not pushed back but there is a chance that an injury can be caused.

Roll the appropriate dice to determine any damage caused.   Armour saves can be made but with a modifier of -2 to the pushed models armour statistic. They don't have time to use their shields or weapons to deflect some of the incoming damage.

Another Model	2	Both the pushed model and the model that has been pushed into, friendly or enemy model risk damage.
Lethal Scenery	2	Spiked walls etc. A critical result will knock the pushed model prone rather than continue to knock them back again.
Non-Lethal Scenery	2	Arena wall, pillars, barriers etc.

Prone.

A model that has been knocked prone is either laid on its side or marked to indicate its prone status. The only action a Prone model can perform is the Get Up action. If the prone model is yet to take its action this round and is unable to convert its chosen action into the Get Up action it loses its entire action for the round.   In the following round it must select the Get Up action.

6 Favour of the Crowd.

Each round you will either gain or lose favour with the crowd depending on how well you perform.

The minimum favour you can have at any time is 0 which is also the value you normally start the fight with. The maximum favour you can have at any one time is 12.

At the end of each turn work out how much favour was earnt or lost for each fighter.

Action	Favour	Action	Favour
Using an Attack Action whilst the target of that attack is in a valid target space.	+1	Taking a retire action.	-2
Causing a Critical Hit.	+1	Taking a Step Back action	-1
Receiving a Critical Hit	+2	Getting Knocked Prone.	-1
Causing 3 or more damage in one hit. Regardless of if some or all is stopped by armour rolls.	+1	Per previous attempt at Mercy (multiplayer battles only)	-1

For example.

Our Murmillo from earlier managed to score one critical hit and three damage on the Thracian. A total of three favour is earned from this attack.

1 for using an attack action on a valid target.

1 for causing a critical hit.

1 for causing 3 or more damage.

The Thracian from the example earns one favour.

2 for receiving a critical hit but -1 for being knocked prone.

7 Beg for Mercy.

There comes a point in every gladiator's career when they wish they could just go home.

They are tired, sore and have less fingers and toes than they started with.

It's at this point that it may be time to throw yourself at the mercy of the crowd and hope that you have impressed them enough with your skill and courage to be spared to fight another day.

Of course, the citizens of Rome are a fickle bunch and may see your plea as an act of cowardice.

To throw yourself at the mercy of the crowd you must have accrued at least as much favour as either your current life points or your armour value, whichever is the higher. In addition your current life points must be lower than your opponents.

For example.

> A Thracian with 6 life points remaining must have accrued at least 6 favour before being able to throw himself at the mercy of the crowd. (Armour 4 is lower) and must also have less life points left than his opponent.

Once it has been established that the model is eligible to request mercy roll two white D6 and compare the number of hits with the chart below.

Hits Scored	Effect
0 hits	The crowd starts to boo, and thumbs are thrust downwards. The gladiator has clearly failed to impress the crowd who seem hellbent on seeing blood. The Editor of the games, not wishing to anger the crowd, signals for the finishing blow to be dealt. The Model begging for mercy is slain.
1 hit	Some of the crowd scream for the gladiator's death, others shout for his mercy. The crowd is clearly divided, and heads turn to the Editor of the games. Roll another one white D6. If the dice fails to score a hit the Editor is not impressed with the fighter's performance and signal for the finishing blow to be dealt. The Model begging for mercy is slain. On a successful hit the Editor signals for the pleading fighter to be spared to fight another day.
2 hits	The crowd cheers wildly with screams of "Spare him" filling the air. The fighter has clearly impressed the crowd with his skill and bravery. The Editor gives the signal for the gladiator to be spared. He is walked from the arena and lives to fight another day.

Special Actions*

Entangle*.

If the attack successfully hits the target becomes entangled. It is irrelevant if the target avoids damage through a successful armour roll or not.

Once a Net armed model has successfully entangled an enemy, they may not use the entangle action again until the entangled model successfully escapes.

An entangled model must roll one D6 at the beginning of each Perform Actions phase. A score equal to or below their current Base Speed is needed to escape. Failure to escape immediately converts any Action chosen to the Stand Action.

An entangled model may voluntarily choose to take a Stand Action. If it does so, it adds one to its current Base Speed for the purposes of trying to escape the Entangle.

Regardless of any other modifiers, a natural roll of 1 is always a success and a natural roll of 6 is always a failure.

Once a successful attempt to escape has been completed, the model is no longer bound by the Entangle rules, unless it subsequently gets re-entangled.

Once a model has escaped from Entangle determine where the net ends up by rolling 1D6 and counting around the escaped model in a clockwise direction, where 1 is the location directly in front of the escaped model.

Hook*.

If the Hook action is chosen against an Entangle action and at least one point of damage is caused. Not only does the model performing the entangle action receive the damage but the Net they used is destroyed and can no longer be used for the rest of the battle. The model may no longer select the Entangle Action.

One / Two*.

The One / Two action can be devastating in the skilled hands of the Diamachaerius.

After rolling the dice indicated on the Combat Matrix the player can elect to re-roll all their dice. If this option is chosen all the dice must be re-rolled and the new roll stands, even if it is a worse result than what was initially rolled.

Shoot*.

Shoot actions have a target shown as 'Special Fx where x is the maximum number of hexes away the shot can reach.

The Shoot action can target any spaces in the Front Left through to the Front Right of the shooter.

To see if the target is hit roll dice as indicated on the Combat Matrix. If any Successes are scored roll One Red dice for each Success achieved to determine the damage caused

For Example.

> A Sagittarius Shoots at a Murmillo that is currently five spaces away. This is well withing the maximum range of eight spaces.
>
> The Murmillo has chosen the Rush action.
>
> Checking the Combat Matrix, we can see that the Sagittarius must roll two yellow dice to hit.
>
> The combined roll of the dice totals 2 hits.
>
> The Sagittarius now rolls two red dice (one for each hit) to determine the damage, the dice rolls a 3 and a 5 which is four hits.
>
> The Murmillo can now make any armour saves to reduce that damage.

Cover.

Sometimes the arena will be set up with additional scenery elements occupying different spaces.

If the shortest route between the shooter and target must pass through a scenery element, then the target is completely hidden and cannot be shot at.
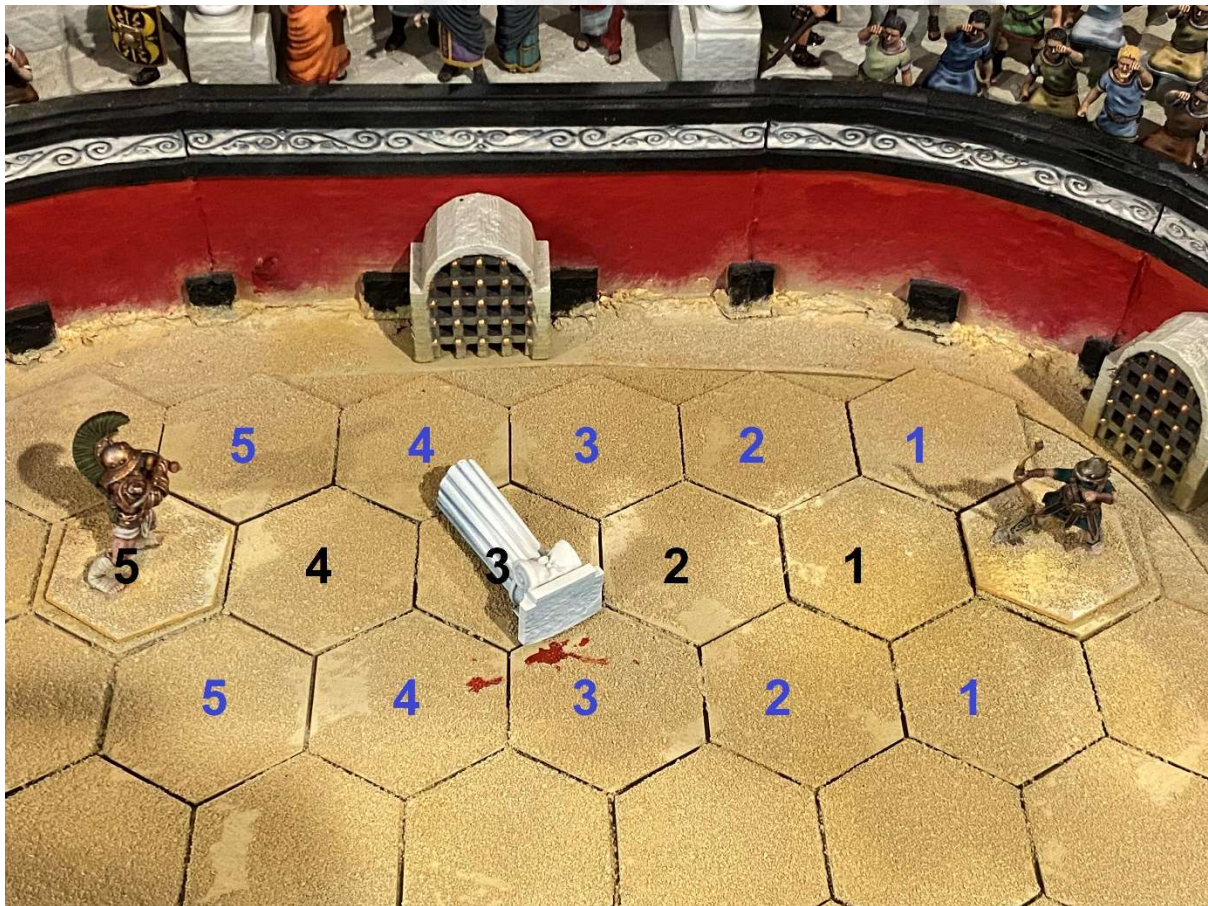
If there is more than one shortest route between the shooter and the target and one of them passes through a scenery element than the target is considered to have cover.
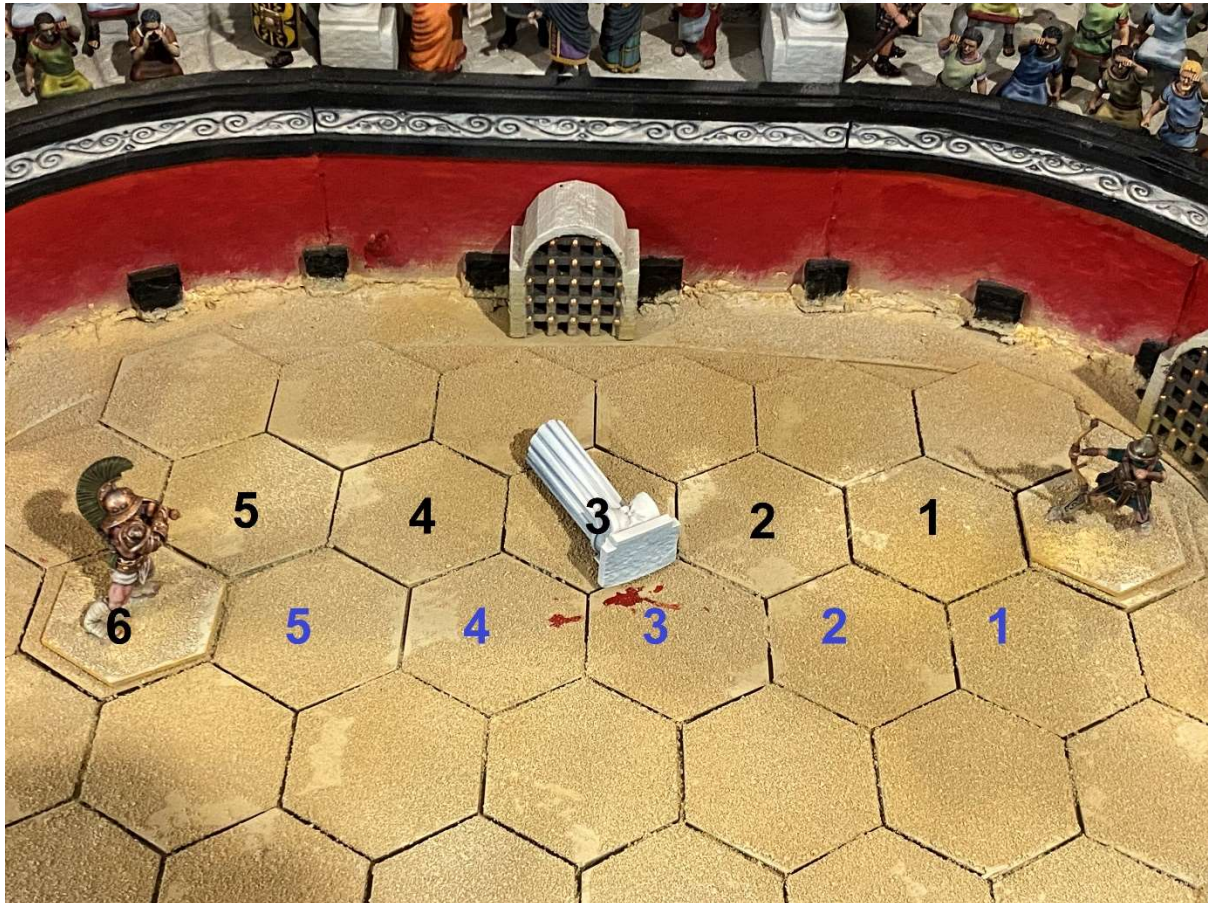
A model with cover adds an additional two dice to its armour roll to avoid any damage.

Missed Shots.

If a shot fails to score any hits, then the shot misses the target and lands harmlessly nearby.

The target rolls 1D6 to determine where the shot lands. Starting with the space directly in Front of the target and counting clockwise around the target.

Place a token to indicate the Arrow or Javelin in the space indicated by the dice roll.

The Shooter may wish to recover its ammunition at a later point if it gets the chance.

Death

There may come a time when a model's career will come to a gruesome end.

A model is considered dead if the last box on its life track is crossed off, either by receiving a critical hit or an accumulation of damage.

A model is also considered dead if when Begging for Mercy, things go badly, and the crowd or Editor demand it.

In either case, the model is removed, and its opponent is classed as the victor.

One vs Many and Team Fights.

So far, the rules have assumed that each fight consists of a single model against one other model. however, it is possible to have games with teams of fighters on either side or even where one fighter goes up against multiple opponents.

To have a fight were each side is made up or teams of two or more fighters, simply determine the speed of each model that is taking part and activate them in speed order, from fastest to slowest.

When a model finds itself with a choice of two or more potential targets for its attack it must declare its target at the moment it reveals its selected action.

In situations where a model finds itself attacked by two opponents, the second attacker performing a valid attack is allowed to roll an extra yellow die in addition to any dice its attack allows.

Each subsequent attacker after that allows an additional yellow die to be rolled up to a maximum of three additional Yellow dice.

As you can see once a fighter starts to get ganged up on, things can go downhill quickly.

For matches that start with a single model facing multiple opponents the single model gets a number of re-rolls equal to twice the total number of opponents they are facing.

Those re-rolls can be used to re-roll **any** dice roll during the game, including the opponent's dice. The re-roll must be all the dice used in that roll. You can't choose to just reroll some of the dice. Extra rerolls can be used on the same dice roll again and again, however once the dice have been re-rolled the new roll stands unless it is subsequently re-rolled.

For fights that start with an even number of models on either side, neither side gets re-rolls.

For example:

A Murmillo above starts the game facing off against the three Noxii and therefore has six re-rolls to play with.

During the battle the Murmillo finds itself where all three of the Noxii can attack him at the same time.

Each model selects its chosen action and calculates its speed for the turn. The result is that One of the Noxii will get to perform its action before the Murmillo.

The turn is then played out.

Noxii One has chosen to Slash.

The Murmillo has also chosen to Slash and declares its target as Noxii Three.

Noxii Two has chosen to Jab.

Noxii Three has chosen to Cut.

First Noxii One will roll three Yellow dice to cause damage.

Then the Murmillo will roll two Orange dice to damage Noxii Three.

Then Noxii Two will roll Two Yellow dice, plus an additional yellow die for being the second attacker fighting the same opponent.

Finally, Noxii Three will roll Two white dice for its Cut action plus an additional two yellow dice for being the third attacker fighting the same opponent.

Don't forget our Murmillo has six re-rolls up his sleeve.

If One of the Noxii made a particularly good roll he could force them to re-roll all their damage dice. If he was still unhappy with the result, he could then force them to roll them again. Alternatively, He could save the re-rolls to help when rolling his armour or calculating his speed or even forcing one of the Noxii to re-roll their speed on a subsequent turn.

Cestus

Basic Speed

5

Armour

1

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12						

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Punch
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Punch	
Turn	4		3	Parry	Retire / Rush

Bludgeon	2	F, FR	1L	Step	
Parry	4		1	Step / Back Step	
Punch	5	FL, F, FR	1		

Diamachaerius

Basic Speed

5

Armour

2

Life

💀	2	3	4	💀	6	7	8	💀	10	11	12						

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				One /Two
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

	Speed	Target	Turns	Converted	Prohibited
Cut	3	F		Swing	Parry
Jab	4	F, FR	1	Thrust	Parry /Retire
One / Two*	5	F, FL		Step	Thrust
Parry	4		1	Step / Back Step	Retire / Rush
Riposte	2	F			
Slash	3	FL, F	1R	Cut	
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Slash

Hoplomachus

Basic Speed

2

Armour

5

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12				

Spear
(Cannot perform Lunge or Shoot* if spear thrown)

Held	Thrown

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Riposte / Smash
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

	Speed	Target	Turns	Converted	Prohibited
Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Jab	4	F, FR	1	Thrust	Parry /Retire
Lunge	3	F2		Jab	Parry / Retire
Parry	4		1	Step / Back Step	Retire / Rush
Riposte	2	F			
Shield	1	FL, F, FR	1		Thrust
Shoot*	3	Special F4		Jab	Back Step / Retire
Slash	3	FL, F	1R	Cut	
Smash	2	FL, F	1R	Bludgeon	Shield
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon / Smash

Murmillo

Basic Speed

3

Armour

4

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12					

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R. RR	1	Parry	Rush
Get Up	1				Riposte / Smash
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

	Speed	Target	Turns	Converted	Prohibited
Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Jab	4	F, FL	1	Thrust	Parry /Retire
Parry	4		1	Step / Back Step	Retire / Rush
Riposte	2	F			
Shield	1		1		Thrust
Slash	3	FL, F	1R	Cut	
Smash	2	FL, F	1R	Bludgeon	Shield
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon / Smash

Noxii

Basic Speed

1

Armour

0

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12					

Each Noxii must roll one Red, Orange, Yellow and White dice before each battle and apply any damage rolled. Noxii are ill-treated and often not in a fit fighting shape compared to professional gladiators.

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Retire
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Jab	4	F, FR	1	Thrust	Parry /Retire
Lunge (Only with spear)	3	F2		Jab	Parry / Retire
Parry	4		1	Step / Back Step	Retire / Rush
Slash	3	FL, F	1R	Cut	
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon

Provocator

Basic Speed

2

Armour

5

Life

💀	2	3	4	💀	6	7	8	💀	10	11	12						

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Smash
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

	Speed	Target	Turns	Converted	Prohibited
Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Jab	4	F, FR	1	Thrust	Parry /Retire
Parry	4		1	Step / Back Step	Retire / Rush
Riposte	2	F			
Shield	1		1		Thrust
Slash	3	FL, F	1R	Cut	
Smash	2	FL, F	1R	Bludgeon	Shield
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon / Smash

Retiarius

Basic Speed

4

Armour

2

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12				

Net

(Cannot perform Entangle* if net is destroyed)

Intact	Destroyed

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Entangle
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

	Speed	Target	Turns	Converted	Prohibited
Bludgeon	2	F, FR	1L	Step	Thrust
Entangle*	2	F2, F, FR		Step / Back Step	
Jab	4	F, FR	1	Lunge	Parry /Retire
Lunge	3	F2		Jab	Parry / Retire
Parry	4		1	Step / Back Step	Retire / Rush
Thrust	2	FL, F, FR		Jab	Bludgeon

Sagittarius

Basic Speed

5

Armour

0

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12					

Arrows

(Cannot perform Shoot* if all arrows spent)

1	2	3	4	5

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Shoot
Pick Up	5	FL, F, FR			Shoot
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry	
Step	5	FL, F, FR	1	Parry	
Turn	4		3	Parry	Retire / Rush

Bludgeon	2	F, FR	1L	Step	
Parry	4		1	Step / Back Step	
Shoot*	5	Special F8		Step / Back Step	

Sagittarius (Armoured)

Basic Speed

3

Armour

3

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12						

Arrows

(Cannot perform Shoot* if all arrows spent)

1	2	3	4	5

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Shoot
Pick Up	5	FL, F, FR			Shoot
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry	
Step	5	FL, F, FR	1	Parry	
Turn	4		3	Parry	Retire / Rush

Bludgeon	2	F, FR	1L	Step	
Parry	4		1	Step / Back Step	
Shoot*	5	Special F8		Step / Back Step	

Scissor

Basic Speed

2

Armour

5

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12					

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R. RR	1	Parry	Rush
Get Up	1				Hook
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush
Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Hook*	4	FL, F, FR		Back Step	Cut
Jab	4	F, FR	1	Thrust	Parry /Retire
Parry	4		1	Step / Back Step	Retire / Rush
Slash	3	FL, F	1R	Cut	
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon

Secutor

Basic Speed

3

Armour

5

Life

💀	2	3	4	💀	6	7	8	💀	10	11	12						

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Smash
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Jab	4	F, FR	1	Thrust	Parry /Retire
Parry	4		1	Step / Back Step	Retire / Rush
Shield	1		1		Thrust
Slash	3	FL, F	1R	Cut	
Smash	2	FL, F	1R	Bludgeon	Shield
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon / Smash

Thracian

Basic Speed

4

Armour

3

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12						

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Smash
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Cut	
Step	5	FL, F, FR	1	Cut	
Turn	4		3	Parry	Retire / Rush

Bludgeon	2	F, FR	1L	Step	
Cut	3	F		Swing	Parry
Parry	4		1	Step / Back Step	Retire / Rush
Shield	1		1		
Slash	3	FL, F	1R	Cut	
Smash	2	FL, F	1R	Bludgeon	Shield
Swing	3	F, FR	1L	Cut	Bludgeon

Velite

Basic Speed

5

Armour

2

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12					

Javelins
(Cannot perform Lunge or Shoot* if both javelins spent)

1	2

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1	Parry	Rush
Get Up	1				Smash / Shoot
Pick Up	5	FL, F, FR			Smash / Shoot
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

	Speed	Target	Turns	Converted	Prohibited
Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Jab	4	F, FR	1	Lunge	Parry /Retire
Lunge	3	F2		Jab	Parry / Retire
Parry	4		1	Step / Back Step	Retire / Rush
Shield	1		1		Lunge / Thrust
Shoot*	3	Special F5		Jab	Back Step / Retire
Slash	3	FL, F	1R	Cut	
Smash	2	FL, F	1R	Bludgeon	Shield
Swing	3	F, FR	1L	Cut	Lunge / Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon / Smash

Venator

Basic Speed

5

Armour

2

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12					

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1		
Get Up	1				Smash
Retire	4	R2		Parry	Rush
Rush	6	F2			Retire / Back Step
Stand	6			Parry / Jab	
Step	5	FL, F, FR	1	Jab	
Turn	4		3	Parry	Retire / Rush

	Speed	Target	Turns	Converted	Prohibited
Bludgeon	2	F, FR	1L	Step	Thrust
Cut	3	F		Swing	Parry
Jab	4	F, FR	1	Thrust	Parry /Retire
Parry	4		1	Step / Back Step	Retire / Rush
Riposte	2	F			
Shield	1		1		Thrust
Slash	3	FL, F	1R	Cut	
Smash	2	FL, F	1R	Bludgeon	Shield
Swing	3	F, FR	1L	Cut	Thrust
Thrust	2	FL, F, FR		Jab	Bludgeon / Smash

Basic Speed

Armour

Life

| 💀 | 2 | 3 | 4 | 💀 | 6 | 7 | 8 | 💀 | 10 | 11 | 12 | | | | | |

1	2	3	4	5

	Speed	Target	Turns	Converted	Prohibited
Back Step	5	RL, R, RR	1		
Get Up	1				
Pick Up	5	FL, F, FR			
Retire	4	R2			
Rush	6	F2			
Stand	6				
Step	5	FL, F, FR	1		
Turn	4		3		

	Speed	Target	Turns		
Bludgeon	2	F, FR	1L		
Cut	3	F			
Entangle*	4	F2, F, FR			
Hook*	4	FL, F, FR			
Jab	4	F, FR	1		
Lunge	3	F2			
One / Two*	5	F, FL			
Parry	4		1		
Punch	5	FL, F, FR	1		
Riposte	2	F			
Shield	1	FL, F, FR	1		
Shoot*	5	Special F_			
Slash	3	FL, F	1R		
Smash	2	FL, F	1R		
Swing	3	F, FR	1L		
Thrust	2	FL, F, FR			

LION

Basic Speed

5

Armour

0

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12						

Beast.

At the beginning of the round the following happens.

- A prone beast automatically stands up.
- A beast is turned to face the nearest enemy. If more than one is the same distance away, it faces the one with least life points remaining. This model then becomes the target for all the beasts attacks this round.

Determine Speed.

Roll 2d6. One for the movement action and one for the attack action. Calculate the beasts speed by adding the base speed to the speed of both actions. Do not roll an extra D6 as you would with a regular fighter.

When it's the beasts turn to activate, it performs both actions in whatever order makes most logical sense. For example, it may move forward and then attack or attack and then retire away.

D6	Action	Speed	Target	Notes
1	Back Step	4	RL, R, RR	
2	Retire	3	R2	Once the movement action has been completed, turn the beast to face its target.
3	Rush	5	F2	
4-5	Stand	6		
6	Step	4	FL, F, FR	

D6	Action	Speed	Target	Notes
1	Bludgeon	3	FL, F, FR	If the rolled attack action generates an attack that is not valid the beast does not attack this round. It roars, growls or in some other way shows its defiance.
2	Jab	5	FL, F, FR	
3-4	Slash	4	FL, F, FR	
5	Smash	3	FL, F, FR	
6	Swing	4	FL, F, FR	

Bear

Basic Speed

3

Armour

3

Life

☠	2	3	4	☠	6	7	8	☠	10	11	12						

Beast.

At the beginning of the round the following happens.

- A prone beast automatically stands up.
- A beast is turned to face the nearest enemy. If more than one is the same distance away, it faces the one with least life points remaining. This model then becomes the target for all the beasts attacks this round.

Determine Speed.

Roll 2d6. One for the movement action and one for the attack action. Calculate the beasts speed by adding the base speed to the speed of both actions. Do not roll an extra D6 as you would with a regular fighter.

When it's the beasts turn to activate, it performs both actions in whatever order makes most logical sense. For example, it may move forward and then attack or attack and then retire away.

D6	Action	Speed	Target	Notes
1	Back Step	3	RL, R, RR	
2	Retire	2	R2	
3	Rush	4	F2	Once the movement action has been completed, turn the beast to face its target.
4-5	Stand	6		
6	Step	2	FL, F, FR	

D6	Action	Speed	Target	Notes
1	Bludgeon	2	FL, F, FR	
2	Jab	3	FL, F, FR	If the rolled attack action generates an attack that is not valid the beast does not attack this round. It roars, growls or in some other way shows its defiance.
3-4	Slash	3	FL, F, FR	
5	Smash	2	FL, F, FR	
6	Swing	3	FL, F, FR	

Campaign Rules

A one-off game can be fun but sometimes it's nice to have the option for a little more. A campaign gives an incentive to try to keep your favourite gladiators alive and watch them gain experience and become better fighters. This in turn will earn your Ludus greater rewards.

In this simple campaign setting each player takes on the role of Lanista, a person in charge of a gladiator school or Ludus. The aim of the campaign is to be the most successful Lanista and have the richest Ludus at the end of the campaign season.

A campaign can last any number of years with each year consisting of 4 seasons. It is recommended that the entire campaign last for three years.

The first season of the campaign is always Winter.

At the start of the Campaign each player is given 4000 Sestertii in which to purchase their initial Gladiators. Players are free to choose as many or as few fighters as they like but must purchase at least one gladiator from each of the three weight classes at the beginning of the Campaign.

Any unspent Sestertii is recorded and goes into the bank balance for the players Ludus.

It is recommended that each players keeps their bank balance secret from each other to encourage bidding.

Winter Season.

In the winter season new gladiators can be purchased either from the slave market or from other players. Gladiators that have survived six fights are retired as free men, injured gladiators are recovered, and remaining gladiators can undertake additional training. Finally, the running costs for the Ludus must be paid.

- Players can visit the slave markets to buy or sell Gladiators at the cost listed below. New Gladiators start with the base statistics shown on their character cards.

| Gladiator Class	Cost in Sestertii to Buy	Cost in Sestertii to Sell	Weight Class
Armoured Sagittarius	300	150	Medium
Cestus	200	100	Light
Diamachaerius	400	200	Light
Hoplomachus	350	175	Heavy
Murmillo	350	175	Medium
Noxii	100	25	Light
Provocator	400	200	Heavy
Retiarius	300	150	Light
Sagittarius	200	100	Light
Scissor	350	175	Heavy
Secutor	350	175	Heavy
Thracian	350	175	Medium
Velite	250	125	Light
Venator	200	100	Light

In addition, players may swap and purchase Gladiators from each other and are encouraged to make any deals they wish to make to secure a trade.

- Gladiators that have survived six fights are now retired as free men. They no longer take part in the campaign.

- Remaining Gladiators can then undertake additional training to improve their abilities, this however does not come without risk or financial cost. A single gladiator may undergo training once per colour dice per Winter season.

For example.

A single gladiator could roll 1 white and 1 yellow dice for a total of 150 Sestertii but could not roll 2 white dice.

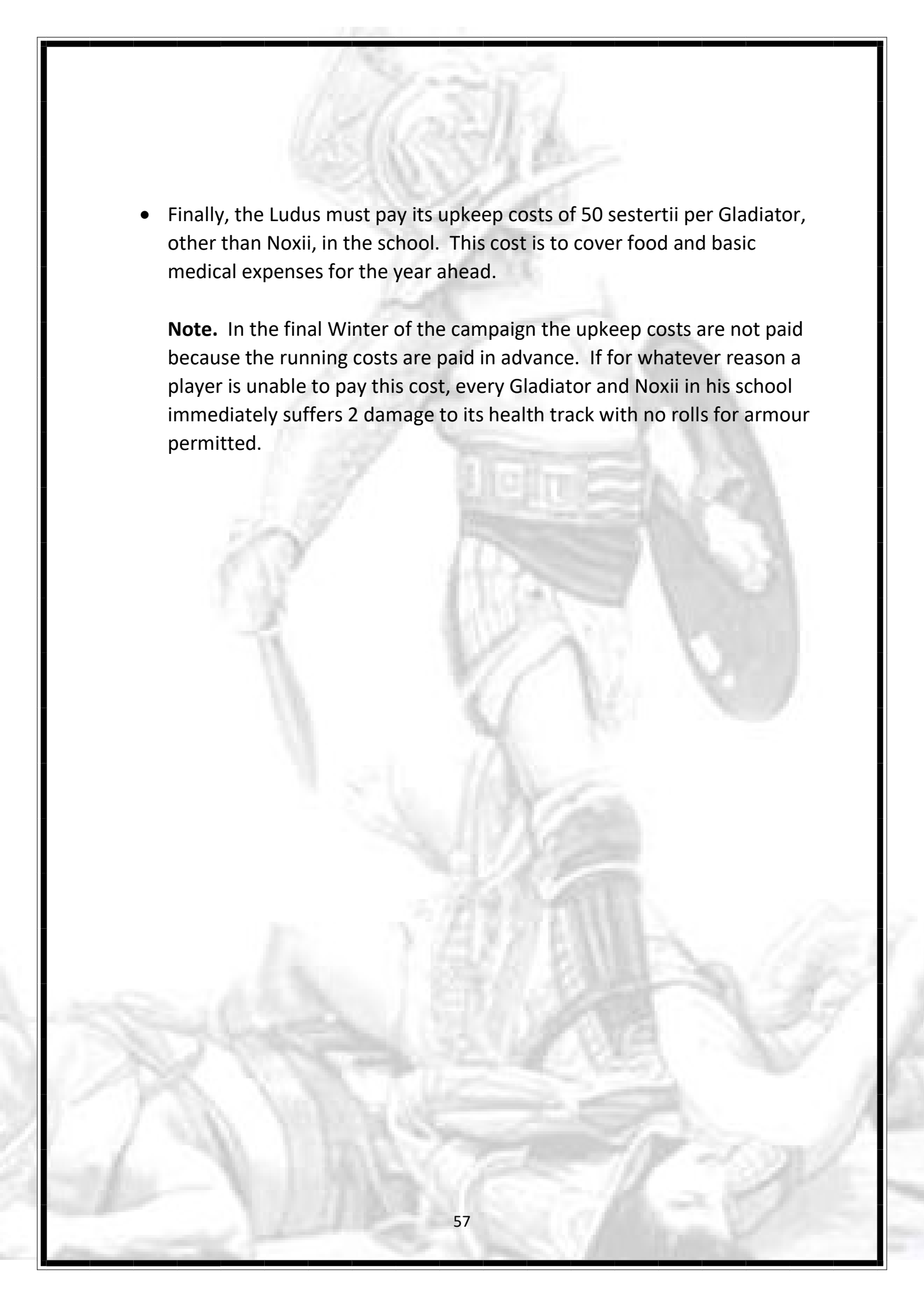| Cost	Dice Type	Bonus	Penalty
50	White	1 upgrade per successful hit.	
100	Yellow	1 upgrade per successful hit.	
200	Orange	1 upgrade per successful hit.	
250	Red	1 upgrade per successful hit.	Critical result causes a critical injury on the Gladiator in addition the Gladiator gains no upgrades
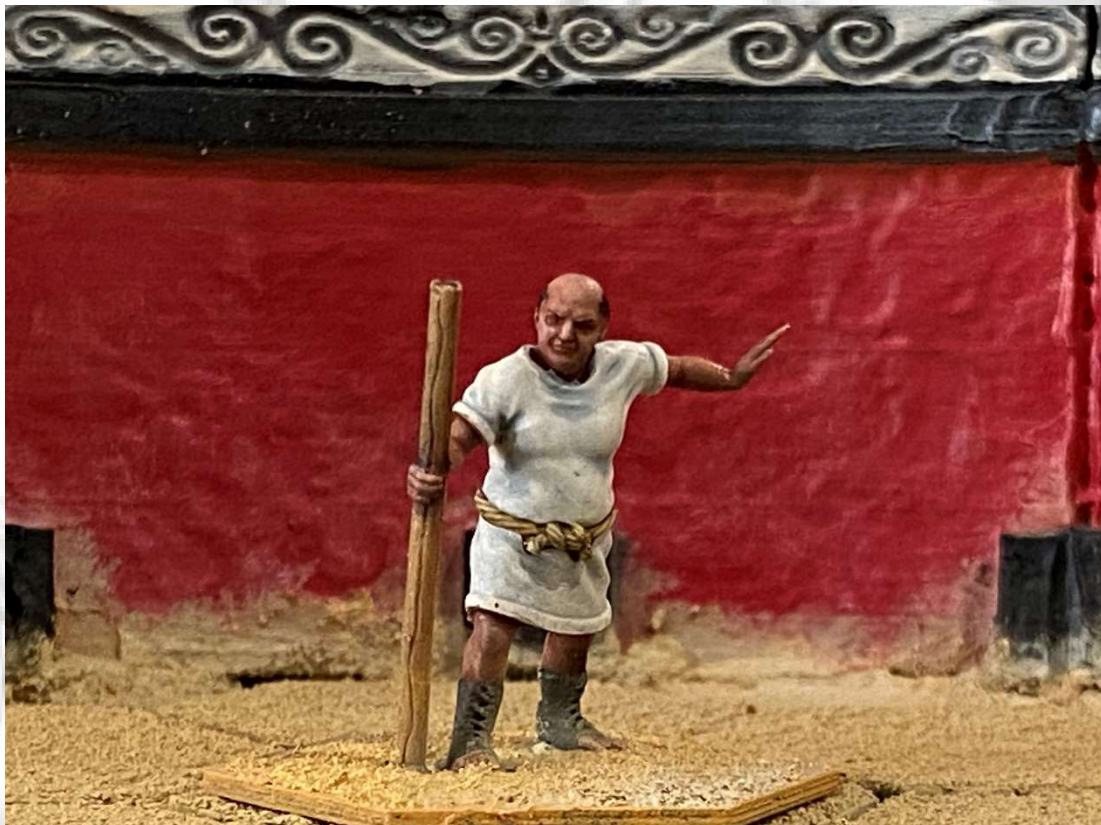
Upgrades.

Each fighter can take each upgrade a maximum of 3 times and the player is free to choose whichever upgrades they like. Upgrades should be written down on the Gladiators Character Sheet.

Upgrade	Effect
Critical Strike	When this model successfully causes a critical hit on an opponent it can choose to disable one of its targets attack actions for the remainder of the combat instead of pushing the target back or knocking them prone. If this option is taken the first critical hit taken by target also causes it to lose one of its attack actions, **chosen by the target**. If the Critical Strike upgrade is taken for a second time both the first and second critical hits of the combat cause the loss of attack actions. If the Critical Strike upgrade is taken for the third time, the **attacker gets to choose** which attack actions are lost for both the first and second successful critical hits. Move actions cannot be lost from these attacks.
Crowd Favourite	This model is a favourite of the people and will find it easier to accrue the crowd's favour. When this upgrade is taken the model starts the combat with 2 favour points for each time this upgrade is chosen.
Extra Health	Maybe it's a strong natural immunity or better medical services this model just keeps on standing This model increases both its current and maximum health points by 2 for each time this upgrade is taken.
Fast	Through constant training this model has developed lightning-fast reflexes. The basic speed of this model is increased by 1 up to a maximum of 6.
Luck	The Gods surely must look down on this individual as he manages to pull off lucky hits and avoid killing blows. This model gains one re-roll each time this upgrade is taken that can be used to re-roll any one complete roll. Either their own or an opponent's. Re-rolls can also be re-rolled.
Strong Armour	Nothing but the best for this fighter. The strongest shield and the toughest armour. This model's armour score is increased by 1 for each time this upgrade is taken up to a maximum of 8. However, the extra weight also slows the wearer down so their speed is also reduced by 1 each time this upgrade is taken, to a minimum of zero.

- Finally, the Ludus must pay its upkeep costs of 50 sestertii per Gladiator, other than Noxii, in the school. This cost is to cover food and basic medical expenses for the year ahead.

  Note. In the final Winter of the campaign the upkeep costs are not paid because the running costs are paid in advance. If for whatever reason a player is unable to pay this cost, every Gladiator and Noxii in his school immediately suffers 2 damage to its health track with no rolls for armour permitted.

Spring / Autumn Season.

The spring season is the start of the festivals and the time when new and old Gladiators can take to the arena. Each festival consists of a number of combats equal to the number of players in the campaign plus one. So, for example a 3-player campaign will have 4 combats.

First determine the types of combats that will be held this season by rolling on the chart below.

Once all the combats have been decided upon each player then makes a secret bid for each combat to have their fighter or fighters participate.

Dice Roll 1D6 + 1 White Die	Player 1	Player 2	Initial Prize Sestertii	Notes
1 No Hit	Light	Light	400	
1 Hit	Light	Light	600	To the death
2 No Hit	Medium	Light	500	
2 Hit	Light	Medium	500	
3 No Hit	Medium	Medium	550	
3 Hit	Medium	Medium	850	To the death
4 No Hit	Heavy	Medium	600	
4 Hit	Medium	Heavy	600	
5 No Hit	Heavy	Heavy	650	
5 Hit	2 x Light	Heavy	700	
6 No Hit	Heavy	2 x Light	700	
6 Hit	2 x Any	2 x Any	800	

In secret each player bids any number of Sestertii to enter the first combat, the player that bids the most is then classed as Player 1. The player that bids the second highest is classed as Player 2.

Player 1's bid is then added to the initial prize Sestertii to give the total winnings at stake for the combat. Player 2's bid is returned to the player.

Of course, there may be times when only one player bids, in this case the player has the choice of either fighting one of the wild beasts for halt the total prize money or not fighting at all.

If a player ever finds themselves in a position where they cannot field a gladiator of the correct weight class, then they may substitute for a lighter weight class. However, they must field the correct class of gladiator if they are able to, even if the only gladiator available is wounded.

Any fight that is classed 'To the death' means exactly that. Neither side may throw themselves at the mercy of the crowd and beg for mercy.

For Example.

> In our 3-player campaign we must roll for 4 combats. Rolling 1 six-sided dice and 1 white hit dice for each combat we get the following results.
>
> 3 with a hit (medium vs medium to the death)
>
> 2 without a hit (medium vs light)
>
> 5 without a hit (heavy vs heavy)
>
> 4 with a hit. (medium vs heavy)
>
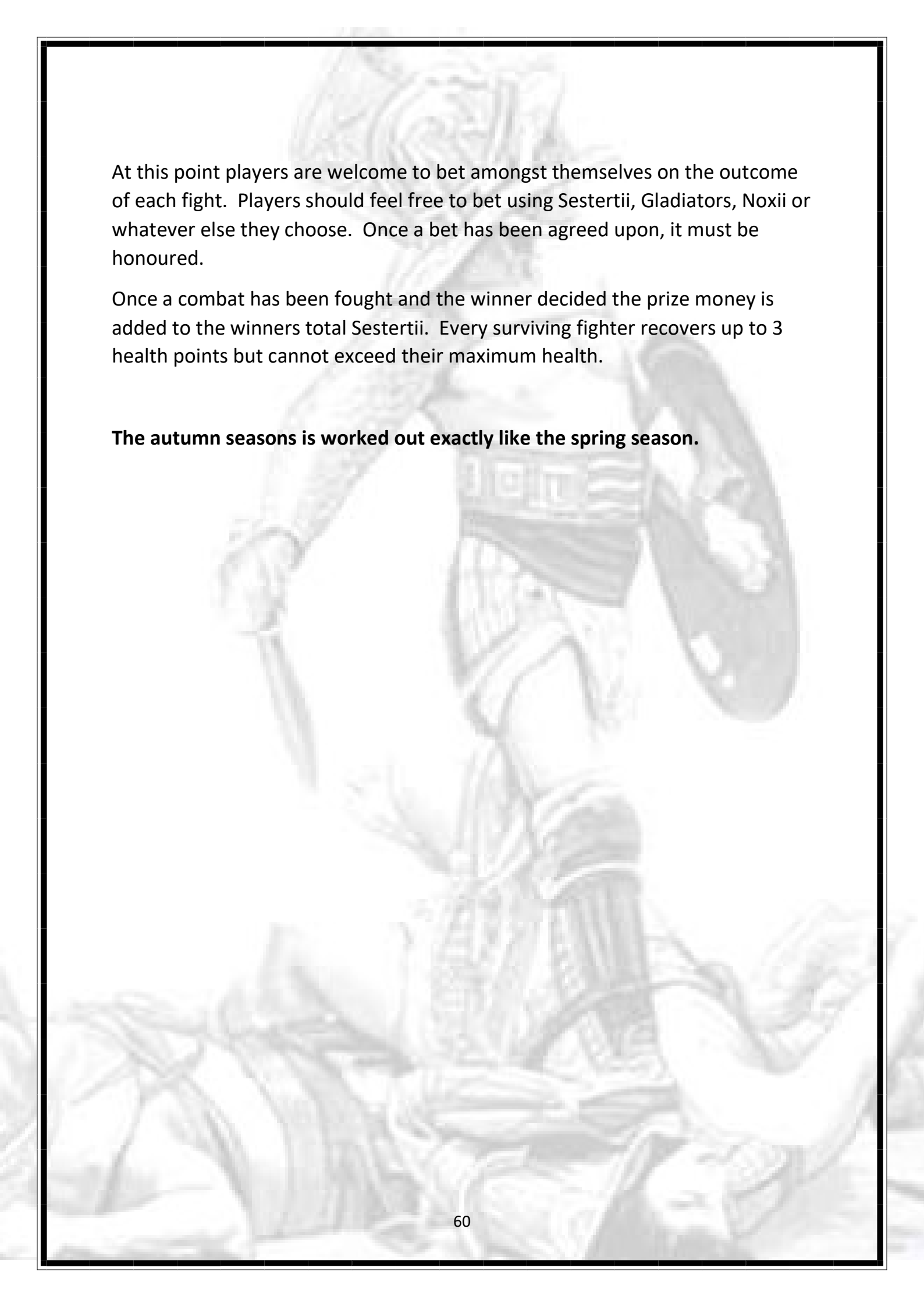> For the first combat our players, Zoe, Katie and Charlie each make a secret bid.
>
> Zoe bids 50 Sestertii
>
> Katie bids 100 Sestertii
>
> Charlie decides not to bid at all and bids nothing.
>
> The bids are all revealed and as a result Katie becomes Player 1 and adds her 100 Sestertii to the initial prize money to make a total prize purse of 950 Sestertii. Katie then picks a Medium gladiator from her school to enter the arena. Zoe becomes Player 2. Her 50 Sestertii bid is returned to her. Unfortunately, Zoe doesn't have any Medium weight gladiators so must enter a light weight gladiator into the fight instead.

Once the line up for each fight in the season has been decided and the money taken from players to form the prize pools the combats may begin.

At this point players are welcome to bet amongst themselves on the outcome of each fight. Players should feel free to bet using Sestertii, Gladiators, Noxii or whatever else they choose. Once a bet has been agreed upon, it must be honoured.

Once a combat has been fought and the winner decided the prize money is added to the winners total Sestertii. Every surviving fighter recovers up to 3 health points but cannot exceed their maximum health.

The autumn seasons is worked out exactly like the spring season.

Summer Season.

The summer season is the season for large events. A good time to make extra money at the major festivals. Once again, there will be a number of combats determined exactly in the same manner as for the Spring and Autumn seasons, however these are major festivals and use the following chart.

All other rules for bidding are the same as for other seasons.

Dice Roll 1D6 + 1 White Die	Player 1	Player 2	Initial Prize Money	Notes
1 No Hit	2 x Light	2 xLight	600	
1 Hit	2 x Light	Heavy	900	To the death
2 No Hit	2 x Medium	2 x Medium	800	
2 Hit	2 x Medium	2 x Medium	1500	To the death
3 No Hit	Heavy	2 x Light	700	
3 Hit	Heavy	Heavy	1000	To the death
4 No Hit	Heavy	Medium	600	
4 Hit	2 x Any	2 x Any	1200	To the death
5 No Hit	Heavy	Heavy	700	
5 Hit	2 x Light	Heavy	700	
6 No Hit	2 x Medium	Heavy	900	
6 Hit	3 x Any	3 x Any	1500	

Ending the Campaign.

The campaign comes to an end at the end of 3 years or at the end of the season when a player becomes bankrupt.

To determine the winner each player totals the cost of each gladiator in their school. (Noxii are worth nothing) and adds that total to their current balance of Sestertii.

The player with the highest value in Sestersii is declared the winner.

Campaign Record Sheet.

Ludus Name.

Lanista Name.

Sestertii.

Name	Type	Weight Class		Current Health	Upgrades					
		Light			Critical Strike			Fast		
		Medium			Crowd Favourite			Luck		
		Heavy			Extra Health			Strong Armour		

Name	Type	Weight Class		Current Health	Upgrades					
		Light			Critical Strike			Fast		
		Medium			Crowd Favourite			Luck		
		Heavy			Extra Health			Strong Armour		

Name	Type	Weight Class		Current Health	Upgrades					
		Light			Critical Strike			Fast		
		Medium			Crowd Favourite			Luck		
		Heavy			Extra Health			Strong Armour		

Name	Type	Weight Class		Current Health	Upgrades					
		Light			Critical Strike			Fast		
		Medium			Crowd Favourite			Luck		
		Heavy			Extra Health			Strong Armour		

Name	Type	Weight Class		Current Health	Upgrades					
		Light			Critical Strike			Fast		
		Medium			Crowd Favourite			Luck		
		Heavy			Extra Health			Strong Armour		

Name	Type	Weight Class		Current Health	Upgrades					
		Light			Critical Strike			Fast		
		Medium			Crowd Favourite			Luck		
		Heavy			Extra Health			Strong Armour		

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Name	Type	Weight Class		Current Health	Upgrades							
		Light			Critical Strike			Fast				
		Medium			Crowd Favourite			Luck				
		Heavy			Extra Health			Strong Armour				

Definitions of Key Words.

Directly Away.

A move away from the model causing the Directly Away effect following a straight line traced through the rear to the front of the model causing the effect.

Directly Back.

A move into the Rear location Directly Behind the model complying with the Directly back condition.

Directly Behind.

The Rear position directly behind the model or scenic element.

Directly Infront.

The Front position directly in front of the model or scenic element.

Facing Change.

One twist of the model to align its front facing with either the left or right flat side adjacent to its current facing.

Hit.

Any attack that generates damage, irrespective of if that damage is subsequently prevented with a successful armour roll.

Target.

A space that is either the location a model is moving into or a location into which a model is performing an attack action.

Valid Attack.

An attack action that when cross referenced does not have a blacked-out result.

Valid Target.

A location that is empty if the selected action is a move action, a location with an arrow, spear or Javelin for pick up actions or a location with an enemy model for attack actions

Historical Pairings.

Cestus	vs	**Cestus**
		Noxii
Diamachaerius	vs	**Hoplomachus**
Gladiatrix	vs	**Gladiatrix**
Hoplomachus	vs	**Murmillo**
		Thracian
Murmillo	vs	**Hoplomachus**
		Thracian
		Retiarius
Noxii	vs	**Anything**
Provocator	vs	**Provocator**
Retiarius	vs	**Scissor**
		Secutor
		Murmillo
Sagittarius	vs	**Noxii**
Scissor	vs	**Retiarius**
Secutor	vs	**Retiarius**
		Murmillo
Thracian	vs	**Hoplomachus**
		Murmillo

Velite   (usually in pairs against any of the heavy gladiator classes)

Venator	vs	**Beasts**

Gladiator Weight Classes.

Light.

Cestus
Diamachaerius
Noxii
Retiarius
Sagittarius
Velite
Venator

Medium.

Armoured Sagittarius
Murmillo
Thracian

Heavy.

Hoplomachus
Provocator
Scissor
Secutor

Index.

Quick Reference Sheet.

Turn order

- **Choose Actions.** Player's secretly select an action mindful of prohibited action due to actions taken in their previous turn.
- **Determine Speed.** Players declare actions and calculate speed by rolling 1d6 and adding the actions speed and their basic speed.
- **Perform actions.** Starting with the player with the highest speed, actions are performed. A player can choose to convert an action if they are able.
- **Roll Damage.** Roll all dice to determine damage caused. Converted actions cause 1 less damage. The defender rolls armour dice to mitigate damage.
- **Apply damage.** Mark off critical damage first, then normal hits. Critical hits cause the target to be pushed or knocked prone and reduce the targets basic speed by 1 to a minimum of 0.
- **Calculate Favour.** Calculate favour gained or lost.
- **Beg for Mercy.** The fighter with least remaining health can beg for mercy id it has equal or more favour than its current life points or armour level. Whichever is the higher.

Damage Dice

Dice Roll	White	Yellow	Orange	Red
1	Miss	Miss	One Hit	One Hit
2	Miss	Miss	One Hit	One Hit
3	Miss	One Hit	One Hit	Two Hits
4	Miss	One Hit	One Hit	Two Hits
5	One Hit	Two Hits	Two Hits	Critical Hit
6	One Hit	Two Hits	Two Hits	Critical Hit

Pushed

Another Model	2	Both the pushed model and the model that has been pushed into, friendly or enemy model risk damage.
Lethal Scenery	2	Spiked walls etc. A critical result will knock the pushed model prone rather than continue to knock them back again.
Non-Lethal Scenery	2	Arena wall, pillars, barriers etc.

Favour

Action	Favour	Action	Favour
Using an Attack Action whilst the target of that attack is in a valid target space.	+1	Taking a retire action.	-2
Causing a Critical Hit.	+1	Taking a Step Back action	-1
Receiving a Critical Hit	+2	Getting Knocked Prone.	-1
Causing 3 or more damage in one hit. Regardless of if some or all is stopped by armour rolls.	+1	Per previous attempt at Mercy (multiplayer battles only)	-1

Mercy

Hits Scored	Effect
0 hits	The crowd starts to boo, and thumbs are thrust downwards. The gladiator has clearly failed to impress the crowd who seem hellbent on seeing blood. The Editor of the games, not wishing to anger the crowd, signals for the finishing blow to be dealt. The Model begging for mercy is slain.
1 hit	Some of the crowd scream for the gladiator's death, others shout for his mercy. The crowd is clearly divided, and heads turn to the Editor of the games. Roll another one white D6. If the dice fails to score a hit the Editor is not impressed with the fighter's performance and signals for the finishing blow to be dealt. The Model begging for mercy is slain. On a successful hit the Editor signals for the pleading fighter to be spared to fight another day.
2 hits	The crowd cheers wildly with screams of "Spare him" filling the air. The fighter has clearly impressed the crowd with his skill and bravery. The Editor gives the signal for the gladiator to be spared. He is walked from the arena and lives to fight another day.

		Bludgeon	Cut	Entangle*	Hook*	Jab	Lunge	One / Two*	Punch	Riposte	Shoot*	Slash	Smash	Swing	Thrust
Attacks	Thrust			2			2	2		1	1	3	3	1	3
	Swing	2	2	1		2	3	1	1	1	1	2	1		2
	Smash		1	1			1	1			1	1		2	
	Slash	3	2	1		2	2	1	2	1	1	3	1		
	Shield			3		1		1			1		3		1
	Shoot*	3	2	3	3	3	2	2	2	2	2	3	3	3	2
	Riposte	2		1		2		2		1	2	1	2	1	1
	Punch	1	1	2	1	2	2	2	2	1	3	3	3	3	2
	Parry	1	1	2		1		1	1		1		3		1
	One / Two*	3	3	1			2		1	2	1			1	
	Lunge	2		3	1		2			1	1	1	2		3
	Jab	2		1			1	2	1	2	1	3		2	2
	Hook*	2	2	1		3	1	2	2		2	3	2	3	3
	Entangle*				3						1			1	2
	Cut			1	1	1	1			1	1	2		3	2
	Bludgeon		1	1	1	1	1	1	1		1		3	2	1
Moves	Turn	2	1	3	2	1	1	2	2		2	2	2	2	2
	Step	2	2	2	1	3	2	1	1		2		1	3	
	Stand	3	3	3	3	3	3	3	3		3	3	3	3	3
	Rush	2	1	1	2	2	2	1	1		2	1	2	2	2
	Retire					2	3	1			2				1
	Pick Up	2	2	3	2	2	2	2	2		2	2	2	2	2
	Get Up	3	2	3	3	2	2	2	3		2	2	3	2	1
	Back Step					1	1	1	1		2			1	2

Attacks

72