GLADIUS MAXIMUS™

Introduction

The inspiration for this game came from two main sources. First, the Gladiator miniatures sculpted by the many talented individuals who make up the 1listsculpting@egroups.com mailing list in connection with the "Visions in Putty", or "VIP" showcase (which can be seen at http://miniature-painting.net). As I sat sculpting my contribution to the VIP showcase I got to thinking how cool it would be to have a set of rules to use with all these newly sculpted gladiator miniatures. The only problem was that with most existing combat systems there was little if any tactical challenge involved in just two combatants slugging it out against each other. The games that do try to handle this in detail (Steve Jackson's "Melee" comes to mind) don't really capture the move-counter-move nature of single combat, in my opinion.

Enter the second source of my inspiration, the 2000 Summer Olympic Games in Sydney, Australia, which were playing in the background as I sat sculpting. As my mind wandered and I thought of my own years of training in the sport of fencing I realized that I could write my own set of rules. They would have to be realistic enough to model the give-and-take of an actual fencing melee, but quick and dirty enough that players would not have to look at any charts during game play and could easily play a complete game in an evening. With that in mind, I set about writing this set of rules that I believe a casual gamer can quickly master (a "beer and pretzels" game) and yet still feel intellectually challenged by. In the end, I think I've come up with something fun which could actually teach people a thing or two about actual melee fighting in the process.[1]

Object of the Game

In Gladius Maximus, two or more players play the part of Patrons who purchase, train and equip a cadre (or "familia") of gladiators and pit them against other player's gladiators in an arena. Gladiator matches are almost always to the death. Gladiators who survive have to deal with nagging injuries from previous fights, but can learn new skills and get better equipment. **The first player to kill off all of his opponent's gladiators or have one of his own gladiators survive 5 bouts (thereby earning fame and freedom) wins the game.**

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[1]Since the VIP miniatures have begun to pour in, the imagination of the various sculptors has proven to be astounding. While I wrote the Gladius Maximus core rules to model historical gladiatorial combat, it quickly became obvious that it would be necessary to add rules to deal with fantasy races, aliens, high tech weapons and power armor. Keeping up with the imaginations of the various sculptors has been quite a challenge to say the least! In the end, modifying these rules has not been a problem. As far as I can tell, the basic rules were sound enough to allow for such tweaking. Hence, the game as finally designed allows gladiators of any type to be used and thus may be payed either as a strictly historical game or a fantasy/sci fi game. To keep things reasonably brief, the core rules refer to all gladiators as being humans of the male gender. Assume that any such referenced include both genders and all species. In the new millennium it hardly seems necessary to say that, but better safe than sorry. fl

The Gladiators

Every gladiator in Gladius Maximus is described by a series of attribute and skill numbers, as well the armor and weapons he is equipped with. These things are noted on the Gladiator Character Sheet and are described below.

Attributes

Each character has the following attributes, which define that gladiator's ability to move and take damage.

Initiative   The ability to take advantage of opportunities for attack, and where no opportunities present themselves, to create such opportunities. In Gladius Maximus, gladiators determine Initiative at the start of each turn of combat. Initiative is the sum of 1d6 modified by a gladiator's Initiative Attribute, which may be either a positive or negative number. The gladiator with the higher total is referred to as the "attacking player" while the other gladiator is referred to in these rules as the "defending" player, with the following exception: <u>an unmodified initiative die roll of "1" is always considered a failure, while a natural "6" is always considered a success, regardless of attribute modifiers</u>.

Movement   The movement statistic is used in the game only to bring combatants into weapons' reach of each other. All human gladiators (at 28mm scale) can move 4" per turn (-1" if wearing greaves and an additional -1 if wearing a full helm).

Gladiators within weapons' reach of each other skip the Movement Phase. For them, further movement is done as part of the Initiative Phase and is referred to as "Maneuver."

Strength ("Str")   Typical strength for a human gladiator is 3. At this level, none of the weapon damage numbers or other factors in the game need to be modified. Players may purchase gladiators with higher strength and non-human and alien combatants will vary in strength as well. Rules for modifying strength and the denarii cost associated with higher strength gladiators are provided further on in these rules.

Wounds   A number representing the amount of damage that a player may suffer before becoming incapacitated. Also referred to as "hit points". The average gladiator has 10 wounds.

Basic Skills

All gladiators have some ability to perform certain basic melee combat skills. While it is true that in a freeze frame snapshot of two gladiators fighting it may be impossible to tell the difference between an attack and a riposte, or a parry and a counter-parry, in reality these are very different moves. Without exception, the further along two opponents are in any combat turn the more difficult it will be for them to execute moves with perfect balance and timing. Thus it is important to use the correct skill at the correct time, or *phase*, in each combat turn.

Unless a special skill is used, after the basic skills listed below have been performed in order, and assuming neither combatant has managed to inflict a wound on the other, the combatants are assumed to be so out of position, unbalanced or vulnerable that they will naturally separate and initiate a new turn of attacks and counter attacks against each other. The basic melee combat skills are as follows:

Attack
An initial strike against the enemy.   To attack, an attacking gladiator attempts to roll equal to or higher than his Attack skill. This skill is a function of the number of attack training points that a gladiator has been given.

Parry
A gladiator's ability to block his opponent's initial Attack. A defending player must roll equal to or higher than his Parry skill to block his opponent's initial attack. This skill is only used by a defending player (i.e. the player losing initiative) who has devoted all of his attention towards defending himself.

Riposte
A defending gladiator's counter-attack. It takes balance and quickness to follow-up a successful parry with an accurate attack. A defending player must roll equal to or higher than his Riposte skill to successfully guide his weapon toward his opponent's body following a successful parry.   Like other combat skills, the Riposte skill is a function of the number of training points that a gladiator has been given.

Counter Parry
A difficult move used to block a Riposte or Remise. More difficult than a standard parry because the gladiator is assumed to be recovering his footing following an unsuccessful attack while using this skill. As with other skills, in order to make a Counter Parry, a player must roll equal to or higher than his Counter Parry skill, and the skill number itself is based on training points.

Remise
A final strike that may be taken by the attacking player following a successful Counter Parry. Sometimes referred to as a "parting shot", this skill is used after both participants in a fight have fully committed to earlier moves. Note, a Remise gives the gladiator with initiative a second attack in

a turn. A Remise may not normally be made by the defending player, as to do so would normally cause a gladiator to become over extended and highly vulnerable to being stabbed in the back, knocked over, etc. However, as with most things, there are exceptions to this rule, as will be explained further on in these rules.

Equipment

A gladiator's chances in the arena are not only based on his basic attributes and skills but also on the equipment that he enters the arena carrying, namely his weapons and armor. These items, how they function in the game and what they cost to obtain are all treated in detail further on in these rules.

Creating Gladiator Characters

Players each typically start the game with 3,500 points or "denarii" to spend on acquiring gladiators and equipping them.[2] Gladiators may only be purchased at the start of the gladiatorial combat season when slaves are available and swords for hire are allowed to place themselves on the open market by senatorial statute. Once gladiatorial matches begin, no matter what a patron's gambling earnings may be, he cannot buy more gladiators on the open market (although he can buy one from his opponent, if his opponent is so inclined). He is free, of course, to hire trainers for his cadre and arm and equip them with the finest weapons and armor he can afford.

In setting up a cadre of gladiators, players are given the option of purchasing numerous entry level gladiators, fewer more experienced ones, or some combination in-between. In other words, you can spend your denarii as you see fit. Take care in placing all your eggs in one basket, as losing your one and only gladiator before he earns his freedom will mean you are out of the game and your opponent will win, regardless of how much wealth you have accumulated from gambling.

A basic entry-level gladiator costs 200 denarii. This represents the average cost of a physically fit slave, recaptured escaped convict or sword for hire on the open market. A starting gladiator will have one of the following sets of attribute and skill scores, based on player preference. It is suggested that players try to purchase a variety of gladiator types and experiment with the various options for arming them to find what suits them best.

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[2]The denarius, or denarii was the major currency in the central and western Mediterranean during Roman times, starting circa 211 BC. While other currencies existed, the denarii was the most stable and in use for the longest period of time.

BASIC GLADIATOR TYPES	
Type A	**Type B**
Divide 5 training points between the Initiative Attribute and Basic Attack Skill.	Divide 4 training points between the Initiative Attribute and Basic Attack Skill.
Divide 4 training points between the Basic Parry and Riposte Skills.	Divide 5 training points between the Basic Parry and Riposte Skills.
Divide 3 training points between the Counter Parry and Remise skills.	Divide 3 training points between the Counter Parry and Remise skills.
Give the Gladiator 10 Wounds	Give the Gladiator 10 wounds
Give the Gladiator a Strength of 3	Give the Gladiator a strength of 3
Give the Gladiator a Movement of 4"	Give the Gladiator a Movement of 4"

Based on the distribution of basic training points on the chart above, players should now note on their gladiator's record sheets their basic "to hit" numbers (i.e., the number that their gladiators will need to roll equal to or greater than on a 6 sided die to succeed at the skill being attempted). The "to hit" numbers can be found by referencing the **SKILL TRANSLATION TABLE** below:

SKILL TRANSLATION TABLE	
Number of training points	**"to hit" number**
1 point	6+
2 points	5+
3 - 4 points	4+
5 - 7 points	3+
8 points	2+

All-Stars and Aliens

As mentioned, you do not have to start the game with only the most basic gladiators in your stable. You can, if you wish, purchase more experienced fighters, or, if you are playing a science fiction or fantasy oriented gladiator campaign, assume that alien gladiators with racial differences are available for hire. In order to account for the differences between these gladiators and the run of the mill human slave with a gladius, the following charts are provided. Remember, you must still pay the denarii cost for a basic gladiator of type "A" or "B" before adding enhancements using the charts below. Note also that a single point of enhancement can translate into a big advantage in combat, and two or more points difference can skew things exponentially. Therefore, the price of the enhancements below is suitably steep. Players are well advised that

having many basic gladiators to pit against one enhanced gladiator is a tried and true strategy, as even the best gladiator will begin to falter over time as his wounds accumulate over the course of his career.

Except as noted, Training and Practice Enhancements and Racial or Species Enhancements may only be purchased for a gladiator when he is initially acquired.

TRAINING AND PRACTICE ENHANCEMENTS			
Skill	**Description**	**Rules**	**Denarii**
Attack	A measure of a gladiators aggressiveness and accuracy.	Each training point purchased may increase the related Skill, based on the **SKILL TRANSLATION TABLE**.	300
Parry	A measure of quickness and balance on the defense.		250
Riposte	A measure of patience and dexterity.		250
Counter Parry	A measure of an attacker's ability to adapt.		275
Remise	A measure of an attacker's balance and determination to press on with his attack.		200

ENHANCEMENTS FOR ALIENS, FANTASY CREATURES AND EXCEPTIONAL ATHLETES			
Attribute	**Description**	**Rules**	**Denarii**
Initiative	Some creatures may be blessed with unusually fast metabolisms. Alien species may literally have eyes in the backs of their heads. Finally, some gladiators, due just to their level of experience, have superior situational awareness.	Each point of Initiative purchased will directly raise the Initiative Attribute by one point.	250
Movement	Combatants may be given movement attributes higher or lower than the suggested 4". Look at the miniature in question. How long are its legs? How muscular is it? How many legs does it have? How well balanced and nimble of foot would it be - more like a cheetah or a yak? How much extra body mass is it carrying around, etc.?	Each point of movement purchased will directly raise the Movement Attribute by 1".	50

ENHANCEMENTS FOR ALIENS, FANTASY CREATURES AND EXCEPTIONAL ATHLETES			
Strength	In addition to accounting for especially strong Aliens and Fantasy Creatures, any gladiator may be given a regimen of weight lifting and strength training at any point in his career, for the denarii cost shown.	For each point of strength purchased, the character will add +1 point of damage when weapon damage is calculated. Thus a sword would do 1d3+1 damage instead of just 1d3, etc.	150
Wounds	Some creatures have additional body mass, redundant organs, natural scaly armor or tough hides. It is rare however, for any gladiator to have extra wounds.	Each wound point purchased will directly raise the Wounds Attribute by one point.	125

When adjusting attributes, use your best judgment and remember to be reasonable with your opponents - the goal of this game, after all, is to have fun!

Once gladiators have been purchased, players should purchase weapons and armor for each of them. In brief, each weapon has a certain number of attack dice (used in connection with the attack, riposte and remise skills) and a certain number of defense dice (used for parries and counter parries). Weapons also have their lengths noted and damage ratings. Some weapons also have special rules. Armor has an absorption rating which is subtracted from the damage done to a gladiator wearing it, assuming the armor was struck as opposed to exposed flesh. The rules for weapons, armor and Special Skills are explained at the end of this book so as to not break up the flow of the rules. Additionally, gladiators may be given training in Special Skills. These are likewise contained in this book, and are explained in detail following the basic rules of the game, which you should attempt to master first.

Players familiar with rules may skip to the appropriate weapon, armor and skill charts now to complete their pre-season purchases.

The Game

This game models gladiatorial combat. It may be used to model even matches or matches between teams of gladiators where inevitably one gladiator may find himself opposed by more than one opponent.   All fights are either to the death or incapacitation, which very often is the same thing.

Prior to each match, each patron secretly writes down on a piece of paper which gladiator he will be sending into the arena for the upcoming battle. All participants reveal their chosen gladiators at the same time. Each player is given a total of two substitutions that he may make after learning who his opponent's champion will be for the upcoming match. If both players wish to substitute, flip a coin - only the winner will be allowed his substitution. Once all substitutions are used up, any failure to fight a match thereafter will be counted as a default victory to the opponent, and the patron pulling his gladiator from the match will be fined 500 denarii (paid to the house). If payment cannot be made, the patron's cadre will be confiscated and he is out of the game.

As mentioned above, gladiatorial combat in the arena is broken down into melee combat **turns**. Each turn consists of five (5) **phases**, and they are as follows:

1.**Movement**
2.**Initiative/Maneuver**
3.**Attack/Parry**
4.**Riposte/Counter Parry**
5.**Remise/Counter Parry**

While there are five phases, not every turn will last for all five. For example, in turns where all gladiator are already within threat distance of each other, the movement phase is skipped. Additionally, a turn ends as soon as a hit is scored in combat.   Thus, many turns may end following the first attack. In all turns however, at a minimum, the Initiative/Maneuver and Attack/Parry phases will be played.

The Movement Phase

As all combat in the game takes place within a fairly narrow space, known as the "threat zone", defined by the combatant's weapon's reach (generally a space of up to about 1" between the gaming miniatures). The Movement Phase is therefore only used in the game to the extent that there are gladiators on the field of combat who are not yet within weapons' reach of each other. Gladiators within weapons' reach of each other skip the Movement Phase.   For them, further movement is done as part of the Initiative/Maneuver Phase.

Gladiators move in the Movement Phase according to their speed, with the fastest models moving first. Gladiators may run at twice their movement attribute in inches if they wish, provided that they move in a straight line in the direction that they are facing at the beginning of

the turn. Running gladiators may change facing only once at the end of their movement, whereas gladiators making a normal move may change facing both at the beginning and end of their movement. Gladiators with the same movement attribute move according to initiative attribute (highest going first), and gladiators with identical movement and initiative attributes should each roll1d6, with the highest result going first. If players wish to play with multiple combatants in the same game - i.e., team vs. team gladiatorial combat, then the usefulness of a movement attribute to determine such things as how quickly one gladiator can come to the aid of another is apparent.

Gladiators may not move within or past the threat zone of another unengaged enemy gladiator. A gladiator coming withing 1" of an unengaged enemy must immediately stop movement, turn to face his adversary and proceed to combat in the Initiative/Maneuver Phase.

The Initiative/Maneuver Phase

As already explained, an initiative roll will determine in each turn which gladiator will attack and which gladiator must defend. As mentioned above, it is possible and not uncommon for a gladiator's initiative attribute to be a negative number as a result of armor, injuries or other circumstances. In this case, subtract the initiative modifier from the gladiator's die roll in the initiative phase. Remember, a natural roll of "1" is always considered a failure, while a "6" is always a success.

Once a gladiator within a threat zone has won initiative, he will maneuver into the most favorable position before making his attack.   While there are numerous positions that two or more gladiators may assume relative to each other in the course of a battle, a simple set of rules governing the relative positions and angles of gaming miniatures is provided to help players visualize the action and to avoid having the game get bogged down in ultimately meaningless footwork.

Thus, there are two basic combat distances, "open" and "closed" and two basic combat positions, "flanked" and "facing." These may be combined into "open position flanked", "closed position facing", etc.   To achieve these positions, gladiators may make one of the following simple maneuvers at the start of any turn in which they win initiative: advance, retreat, outflank and reposition. Note that a change in combat distance may not normally be combined with a change in combat position in the same turn. The following diagrams describe the maneuver rules.

Closed distance, shown in the first figure below may be achieved by advancing the attacking gladiator toe to toe (into base to base contact) with his opponent. When gladiators are in close distance with each other, any gladiator armed with a long weapon, such as a spear, will be at a disadvantage. Subtract one weapon attack dice from any long weapon in this situation. This will make it more difficult, for example, for a person armed with a spear to Attack, Riposte or Remise.
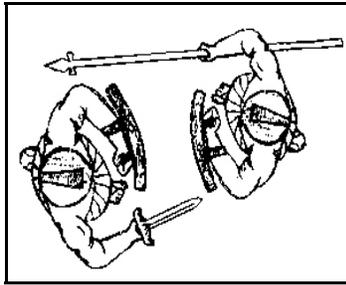
One of these Gladiators has advanced to **close distance**

Open distance, shown in the next diagram, may be achieved by the gladiator with initiative retreating. It is also the default condition that combatants should be placed in when first encountering each other.
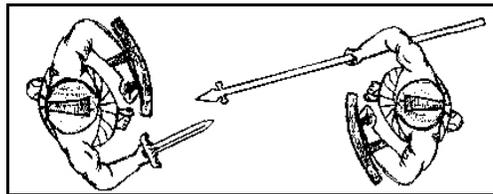
One of these Gladiators has retreated to **open distance**

As the diagram above shows, the combatant armed with the longer weapon, such as a spear or a trident (which is equally effective at open and closed distances) has less to fear from an opponent with a shorter weapon, such as a sword.   Subtract one weapon attack dice from any short weapon in this situation. This will make it more difficult, for example, for a person armed with a sword to Riposte.
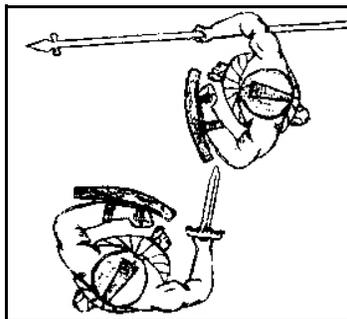

The Gladiator with the sword has won initiative and **outflanked** the other gladiator.

Outflanking an opponent, shown in the final diagram, may be done in either open or closed distance. Note that a gladiator may not outflank in the same turn that he advances or retreats to change combat distance. A gladiator who has been outflanked will find it difficult to defend himself. <u>Subtract one defense dice from the outflanked gladiator's weapon or shield.</u> This will reduce his ability to parry and counter-parry. A gladiator who is already flanking his opponent may not further outflank him (for example, moving behind him) upon winning further initiative rolls. As long as his opponent is conscious, he is assumed to be adjusting to prevent that. He will be able, however, to continue to be outflanked.

A gladiator who has been outflanked or who wishes to adjust his combat distance from his opponent may only do so if and when he wins initiative. Note that a gladiator may not reposition himself to face his opponent in the same turn that he moves to change combat distance, unless he has the acrobatics skill.

If at any time, due to these maneuvers or other game rules, a gladiator is technically unable to attack or defend (such as where he is armed with a weapon having only one attack dice or one defense dice and the rules call for that dice to be subtracted), go ahead and roll a single dice twice, discounting the first success. In other words, the gladiator must be successful twice for his skill roll to be counted as a success.

Note that just because only the gladiator winning initiative has moved, players should not assume that the other gladiator is just standing idly by. In fact, both gladiators are considered to be constantly in motion. The maneuvering of miniatures in at the start of game turns only takes account of the final relative position of the combatants in any given melee exchange.

The Combat Phases

Following any maneuvers, the combat phases of the turn progress, starting with the **Attack/Parry** phase. In the Attack/Parry phase, the attacker rolls his weapon's attack dice (as may be modified by open or closed distance) while the defender attempts to parry his attack. The attacking player compares his dice results to his Basic Attack skill. If he rolls the skill number or higher on any of his dice, his attack is a success. In addition, fort each attack dice that is successful after the first, his opponent's weapon is -1 to its defense dice in this phase. Assuming any successful attack dice were rolled, the opponent now rolls his weapon or shield's defense dice (modified if appropriate by the number of "hits" scored in the attack or by the defender being outflanked) and compares the results to his parry skill. Only one parry dice need be successful for the attack to be considered parried. If a successful attack is not successfully parried, the turn ends and wounds will be suffered.

If either the initial attack was unsuccessful or the defending player's parry was a success, the turn will progress to the next phase, the **Riposte/Counter Parry** phase. The Riposte/Counter Parry phase works the same way as the Attack/Parry phase, with the exception that defender is now the attacking player and the Riposte and Counter Parry skills are substituted for the Attack and Parry

skills. As before, if the Riposte is successfully made and not counter parried, damage should be rolled for and the turn ends. Otherwise, proceed to the Remise/Counter Parry phase.

The final phase of combat is the **Remise/Counter Parry** phase. Again, using the same rules as before, the Remise is made using the weapon's attack dice (as may be modified by open or closed distance) and the counter-parry is made using the defending player's counter-parry skill (as may be modified by the number of remise "hits" after the first, or by the defender being outflanked).

Assuming all three combat phases pass without damage being inflicted, the turn has ended in impasse and the next turn begins with a movement phase (if necessary) and opposed initiative rolls.

Damage

If at any time an attack, including a riposte or remise is successful and is not parried or counter parried, a hit has been caused and the turn ends. Whenever a hit is suffered by a gladiator, roll dice in the following order to determine the results:

•<u>Roll hit location</u>. The hit location chart is printed on the gladiator reference sheet for quick reference (reprinted below). Make a note of whether the location is armored or not.
•<u>Roll weapon damage</u>. Each weapon has a certain damage causing ability. This may be modified by the attacking gladiator's strength. Total the damage caused.
•<u>Multiply damage for torso or head</u>. These locations are especially vulnerable and the damage, including any extra damage from enhanced strength should be doubled or quadrupled as noted on the hit location chart on the gladiator reference sheet.
•<u>Apply armor</u>. If the body location hit has armor, roll the armor's absorption dice and subtract the result from the damage otherwise caused.
•<u>Subtract wounds</u>. The balance of damage is subtracted from the gladiator suffering the hit.

HIT LOCATION CHART		
Roll	**Hit Location**	**Damage**
1-2	Legs	Normal
3	R. Arm	Normal
4	L. Arm	Normal
5	Torso	x2
6	Head	x4

A Gladiator dies as soon as his wounds attribute reaches a negative number. If a gladiator's wounds attribute reaches "0" or "1", he is incapacitated. His fate will then be decided by the games' sponsor. In the case of ancient Rome, the sponsor was typically the Emperor himself. If no Emperor is available for your gaming session, simply roll 1d6, or flip a coin at this point. On a coin toss of "heads", the vanquished gladiator lives (if using dice, 1-3 = death, 4-6 = life). Gladiators who are spared this way do net get credit towards gaining their freedom. The other gladiator is still credited with a win even though his opponent was not slain.

Critical hits and fumbles

In addition to the normal damage rules above, it is possible for a blow to be especially vicious, or for a combatant to be his own worst enemy. Such are the effects of critical hits and fumbles.

Any time a combatant's attack dice are rolled and the result of all dice rolled is either a natural "6'" or a natural "1", a critical hit, or a fumble has been caused, respectively. Players will note that the possibility of either is increased with crude, single attack dice weapons. This explains the popularity with some gladiators of large unwieldy weapons like clubs and maces - when they hit, they tend to leave a lasting impression!

Critical hits are always bad news for the victim. Even where a critical hit is parried it should be considered an ordinary hit. However, if a critical hit is not successfully parried it will cause a permanent injury to the effected hit location. Permanent injuries cannot be healed between matches and must be noted, along with any effect on attributes and/or skills, on the gladiator's character sheet. The effects of critical hits, by hit location, are described on the table below:

CRITICAL HIT TABLE	
Hit location	**Effect of Critical hit.**
Legs	2x damage and -1 movement*
Weapon Arm	2x damage and -1 to all skills with that arm
Other Arm	2x damage and -1 to all skills with that arm
Torso	4x damage, -1 initiative
Head	Death

    * A gladiator must have a movement of at least 1" in order to participate in future matches. If a gladiator's movement falls below 1", he must strip himself of enough armor to gain ack some movement or retire. Treat a retiring gladiator the same way you would treat a killed gladiator for purposes of determining when a player has lost his stable of gladiators and must lose the game.

Conversely, a roll of "1" with all of a weapon's attack dice is a fumble. On a roll of any fumble, roll an additional dice to determine the result. On a 1-3, the attacker has dropped his weapon. The dropped weapon may be picked up at the end of the turn, however for the duration of this turn the attacker must defend himself without that weapon. On a roll of 4-6 the fumble is an even greater disaster, as the player's weapon is now broken. In this case, if the gladiator does not have a back-up weapon, he must finish the match unarmed!

In the case of a gladiator who is fighting unarmed, a fumble simply means that he has broken his hand. The gladiator must thereafter fight with his off arm. If he is unlucky enough to injure both hands, he is left truly defenseless.

Note theat weapons with only 1 attack dice cannot be fumbled on a single die roll, so re-roll any 1's. On a further natural "1", the weapon was either dropped or broken as described above.

Aftermath

Following a gladiatorial match, if the patron has bet on the outcome of the preceding match, he may now collect his winnings. See the section on wagering for the rules on this.

Next, the victorious gladiator's denarii value is increased by 25 denarii, and this should be noted his reference sheet.

Any surviving gladiators return to their barracks ("ludus") to heal. Healing is assumed to be completed before the gladiator returns to the arena - actual time spent in the barracks is irrelevant for purposes of the game. A gladiator will recover ½ of the wounds suffered in a match before his next match. Round any fractions up. This is the maximum number of hit points that may be recovered by a wounded gladiator with the best medical care that can be had in the barracks.

If a patron wishes, he may attempt to heal his gladiators further by hiring a specialist. This can be a risky financial investment, but it is understood that some gladiators are just too good to let go of. A medical specialist will attempt to apply his churgury skill to the wounded gladiator. The cost of a churgery attempt is 100 denarii. Roll 1d6. On a 1-3, there is nothing that can be done for the gladiator despite the churgan's best efforts. On a 4-6 the gladiator is able to recover 1d3 wounds. Wounds may not be recovered over the number that the gladiator started his last match with. Additionally, only one churgury attempt may be made per gladiator between matches.

Finally, patrons may train their gladiators in new skills between matches, and may buy them new armor or weapons at this time.

Fighting Multiple Combatants

While the basic assumption behind this game is that players will fight their gladiators one on one it does not have to be so. Often, gladiatorial combat was staged to simulate a particular battle

scene. In this case, several teams of gladiators could be present in the arena at one time. In Gladius Maximus, as in real life, a gladiator fighting more than one opponent will be at an extreme disadvantage.

These situations should be handled according to these general rules. First, Roll one initiative dice per side fighting, using the highest initiative attribute from all of the attackers. Next, whenever a gladiator is faced with more than one opponent, only one of those opponents may use a Special Attack Skill per turn. Finally, no more than 3 gladiators may ever attack a single gladiator at once - there simply isn't room to maneuver more than 3 against 1 within the span of a single turn (a fourth could attack, only if one of the first three stepped back for a turn).

If the defender wins initiative, he may maneuver, attack, counter-parry and remise as normal against any <u>one</u> opponent. He may take no actions against his other opponents however. For this reason, an outnumbered gladiator, even if he wins initiative, may elect a defensive posture all the same (options A, B or C, explained below). By doing so, the outnumbered gladiator with initiative does not waive his right to maneuver and may still do so in the Initiative and Maneuver Phase.

Defensive Postures

The defender may make a basic parry and riposte or use a Defensive Skill (such as a dodge) against one such attacker and take no actions (i.e., make no parries of any kind) against the others, or he may use his Counter-Parry Skill two times per Attack Phase, making one remise, or he may counter-parry up to three times and in doing so forfeit any riposte or remise. To better understand and remember this rule, see the chart below:

Defender's options	vs. attacker No. 1	vs. attacker No. 2 (if present)	vs. attacker No. 3 (if present)
Option A	Parry-Riposte or use Defensive Skill	do nothing	do nothing
Option B	Counter-Parry and Remise	Counter-Parry	do nothing
Option C	Counter-Parry	Counter-Parry	Counter-Parry

As you can see, a gladiator faced with more than one opponent had best hope that help is on the way soon!

Adding Skills and Enhancing Attributes

The Special Skills on the three charts below may be added to either a basic gladiator or to an existing gladiator between matches. As they are expensive, it is rare, although certainly not

unheard of, for a basic gladiator to have more than one of these Special skills at the start of a game.

There are three general rules that apply in the case of Special Attack and Defense Skills, and they are as follows:

•Only one Special Attack Skill may be used in a turn by a gladiator.
•Except as otherwise noted, a gladiator may not use the same Special Attack Skill in two consecutive turns.
•Except as otherwise noted, Special Attack Skills are used in the Attack/Parry Phase in place of a basic attack. A few of the skills below can be used in other Phases and these are noted in their descriptions and rules.

If at any time, due to the use of a skill, a gladiator's skill is lowered such that his "to hit" or success number is worse than a 6+ (for example he were he would technically be a 7+), leave his skill at a 6+ and instead subtract an equivalent number of attack or defense dice from his weapon in that turn. If this results in the applicable weapon dice reaching zero, go ahead and roll that die, discounting the first success. In other words, the gladiator must be successful twice for his skill roll to be counted as a success.

Attack Skills			
Skill	**Description**	**Rules**	**Denarii**
Beat/Attack	A sharp tap on opponent's weapon, followed by a simple attack.	In order to successfully combine a beat with an attack the attacking player must be successful with at least 2 attack dice. If the attacker is not successful with at least two dice, the entire attack is considered a miss. Following a successful beat-attack, the defending player is -1 to his parry skill.	150
Feint/Attack	A false attack, or feint, is used to draw off an opponent's weapon before the real blow is made.	The attack is not rolled. The defender rolls his Parry Skill twice. If both are successful, the feint did not work. The defender may now Riposte. The attacker has forfeited his attack for the turn, although he may still get a chance to Remise later in the turn. If either Parry roll is a failure, the attacker will make his real attack at +1 skill. The defender may not parry further as his weapon is out of position (he has, in effect, already tried and failed).	200

Attack Skills			
Skill	**Description**	**Rules**	**Denarii**
Double Feint/ Attack	A quick series of false attacks and/or circular motions are made with the attacking weapon to draw off an opponent's weapon.	In order to successfully Double Feint/Attack the attacking player must be successful with at least 2 Attack dice or the entire attack is considered a miss. If successful, the defender must divide his weapon's defense dice into two pools, and attempt to successfully Parry twice in the Attack/Parry phase. If either parry attempt fails, a hit is scored. (If the defender is using a mace, he may roll his single defense die twice, once against each pool of attacks, however both rolls will be made at -1 skill).	250
Lunge/ Recovery	Pushing off with the rearmost leg, an attack is made while simultaneously bringing the body forward. This move causes a sudden and hopefully unpredictable increase in weapon reach, also enhancing the speed of the attack. The resulting body position is somewhat unbalanced and a recovery must therefore be made following a lunge.	+1 attack skill, -1 counter parry and remise skills in the turn used.	225
Balestra	A riposte is preceded by a sudden short jump toward the opponent, giving no time or space to counter-parry. The result is a quick counter strike by the startled opponent, known as a "stop-thrust."	Roll both the riposte and the remise/stop thrust together. Both gladiators may be wounded in this case, as neither is defending. The turn ends following the Balestra.	150
Fleche	The attacker charges past his opponent. Turn the defender around 180 degrees as the attacker passes him, The models end the turn facing each other in open distance.	Move the attacker his full move distance <u>in a straight line</u> past the defende. +1 attack skill and -1 parry skill. If the parry is successful, roll a riposte at -1 skill, with the attacker getting no counter-parry (as his back is turned to the defender at this time). The turn ends following the Fleche.	250
Off Balance Fighting	The gladiator's refined sense of balance and cat-like reflexes allow him to attack at odd angles.	A defending player with this skill may Remise (assuming no damage was caused by either player in the regular combat phases) even though he did not win initiative. His opponent may make a Counter Parry to this Remise at -1 skill.	275

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Attack Skills			
Skill	**Description**	**Rules**	**Denarii**
Two Weapon Fighting	A gladiator with a weapon in each hand may attack and remise with different weapons, or attack twice in the Attack/Parry Phase, forfeiting his remise attack for that turn. The attacking player should note that he is -1 skill with his off arm. Unlike other Attack Skills, Two Weapon Fighting may be used in consecutive turns.	When a gladiator with this skill makes two attack rolls in the Attack/Parry Phase the defending player must either split his weapon's parry dice and attempt to parry each attack or parry just one attack and pray that the other attack misses. A gladiator with this skill may also use different weapons to attack and remise.	100
Infighting	A gladiator with this ability is able to enhance his remise skill, assuming he and his opponent have closed distance. Unlike other Attack Skills, Infighting may be used in consecutive turns.	+1 remise skill. This skill may be combined with a dagger or punch dagger for an effective +2. May not use this skill with a long weapon or at open distances.	200
Weapon Accuracy	The Gladiator is trained to hit a specific body part of his opponent's body, such as a called shot to the head, weapon arm or torso.	Gladiator must announce his target before rolling any attack dice. If a hit is scored, skip the hit location chart. Instead, roll 1d6. On a 4+, the called body part is hit. On a 1-3, the attack misses.	175

Shield use and dodge may be used instead of a weapon parry or counter-parry. Glancing Blow may be used to avoid damage when a hit is struck. Finally, acrobatics may be used to out maneuver an opponent, even where initiative is lost.

Defense Skills			
Skill	**Description**	**Rules**	**Denarii**
Shield Use	This skill allows a gladiator to parry all incoming attacks with his shield. It also allows a gladiator to make a "bashing" attack. Without this skill, a shield is only counted as armor for the arm to which it is attached.	Roll the shield's defense dice for any parries or counter-parries that the gladiator is called upon to make. If successful, the shield has blocked the blow. If unsuccessful, the shield is still counted as armor if the hit location is the shield arm.	150
Glancing Blow	The Gladiator is adept at turning aside at the last moment to avoid the damage from a hit.	Roll 1d6 before location is rolled for. On a 5+ all damage from the hit is avoided. This roll must be announced and made when damage dice are rolled and operates as a special save. May not be used on consecutive turns in the same match.	250

Defense Skills			
Skill	**Description**	**Rules**	**Denarii**
Dodge	The Gladiator is able to avoid his opponent by ducking, rolling, bobbing, weaving or falling back. May be used in place of a Parry or Counter-Parry.	Must announce this before any attack dice are rolled. Open distance between the gladiators. The dodging defender gets 2 additional defense dice. If successful, the turn ends, as a dodging gladiator is in no position to make either a remise or riposte. The dodging gladiator is -1 to his initiative in the following turn. May not be used on consecutive turns.	100
Acrobatics	A defending gladiator may use this skill to make up to 2 maneuvers, after his opponent has won initiative and maneuvered and before any attack is made in a turn of combat.	Roll 1d6. On a 5+, reposition the gladiator to any new facing and distance (within the threat zone) before attacks are made in the turn. On a roll of 2-4, the gladiator may only make one maneuver. On a roll of a "1", the defending gladiator fails his leap, lands badly <u>and</u> suffers 1 wound. May be used once per match for each inch of movement in a gladiator's movement attribute (as modified by armor and other factors). Thus, a gladiator with a movement of 3 may use this skill 3 times per match, etc.	200
Grappling	This skill is used as a last resort in place of either a parry or counter parry where a gladiator is either unarmed or so outmatched with weapons that he would risk wrestling an armed opponent bare-handed.	Roll 1d6. On a 5+ the grappling gladiator manages to avoid his opponent's weapon and gets him in a bear hug or similar move. Roll opposed strength tests in this turn and all following turns. As long as the grappling gladiator wins, he may do one unarmed attack against his adversary. If the other gladiator wins, the grapple is broken. On a 1-4, the grapple attempt is avoided and the attacker's attack is applied. May only be attempted once per turn.	100

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Miscellaneous Skills			
Skill	**Description**	**Rules**	**Denarii**
Intimidation	A shaven head, a belt of scalps, a practiced game face, a rebel yell. Sometimes its not how good you are at something, it how good you look doing it.	Once per match a gladiator with this skill can force his opponent to re-roll a successful initiative die roll. The second result must be kept.	100
Luck	Can only be purchased when Gladiator is first created (you either are lucky or you are not).	A Gladiator with the luck skill may re-roll any one of his own dice throws once per match and add or subtract 1 point from the result.	225
Spite	This gladiator simply will not die quietly! Just before he is killed he take one last desperate attack at his opponent, probably impaling himself further in the process. The attack is so completely unexpected that there is no defense to it.	After damage is rolled and a gladiator with spite is killed, Roll 1attack die against the victor, using the dying gladiator's basic attack skill. If the attack hits, roll damage. The victor may not parry the blow. Critical hits are <u>not</u> ignored!	175
Hatred	A gladiator may attempt to harness his hatred against his enemy to enhance his martial prowess. Care must be taken however, as hate can also blind a warrior and make him vulnerable.	Roll 1d6 before the hit location die is rolled. On a 2+, the gladiator's hate momentarily enhances his strength and causes him to inflict an extra 3 wounds from any hit he causes. On a "1" the gladiator's hate consumes and blinds him; he trips, and instead of damaging his opponent causes 1 wound to himself <u>and</u> suffers -3 to initiative next turn as he picks himself up off the ground. Use once per match.	150

Miscellaneous Skills			
Skill	**Description**	**Rules**	**Denarii**
Frenzy	A gladiator keep making Remise attacks up to his initiative stat number (i.e., a berserk gladiator with an initiative of 4 would get up to 4 remise attacks in a single turn).	Frenzied characters may remise whether they were the attacking or defending player in a turn. Opponent may Counter Parry each attack. Turn ends either when a wound is caused or the maximum number of Remise attacks have been made. A frenzied gladiator cannot end a round of combat earlier, once he has entered such a state. For each additional Remise made by a berserk gladiator this turn, subtract -1 from his parry skill and -1 from initiative and apply these modified attribute scores in the next turn of combat. The frenzied gladiator will remain frenzied for the duration of the match, unless he rolls equal to or higher than his unmodified initiative stat at the start of any succeeding turn.	150

Common Weapons

Skills notwithstanding, not all weapons are created equal. For example, a two handed axe may be a powerful weapon for attacking but difficult to parry with, lacking either hilt or lengthy edge. A sword is evenly balanced for both attack and defensive roles.

Weapon	Attack dice	Defense Dice	Length	Wounds caused	Cost
Unarmed attack (punch, kick)	2	1	S	1	Free
Animal Bite	4	0	S	1d4	Free
Punch-Dagger w/ Gauntlet or Claw attack	2	2	S	1d3	50 (free for animals)
Sword (short or medium)	4	3	S	1d3	90
Two Handed Sword	4	2	S or L	2d3	85
Trident	3	2	S or L	1d4*	75
Dagger**	2	1	S	1d3	40
Spear@	4	2	L	1d3	85
Two Handed Axe or Two Handed Hammer	3	2	S	2d3+1	75
Mace / Club / War Hammer	3	1	S	1d6-1	75
Axe	3	1	S	1d3+1	60
Net	3	1	-	†	75
Parma or Buckler ‡	1	4	-	1d2 ‡	135
Shield ‡	1	5	-	1d2 ‡	220

Special Weapon rules:

> * After the first d4 of wounds is caused, the trident may remain embedded in the flesh of its victim. Roll 1d6 equal to or under the victim's strength to pull free of

the barbs at the end of this turn and each succeeding turn. If the victim fails to pull free, he will suffer an additional d2 wounds (roll 1d6; 1-3 = 1 wound; 4-6 = 2), modified by hit location, per turn for the remainder of the battle until the trident is removed. The trident wielder is assumed to be holding the trident (unless he declares that he is releasing it), however he may not use it to make further attack or defense skills while it is embedded in his adversary.

** When using a dagger (or punch dagger) to Remise, add +1 to the gladiator's Remise skill. A gladiator must have a dagger in his hand at the start of the Combat Phases in order to use one in a turn, and a dagger may only be unsheathed in the Movement Phase.   A punch dagger, usually mounted on a metal gauntlet, is always considered to be available. A gladiator should have the Two Weapon Fighting Skill to use a dagger with another weapon in the same turn of combat. Note, a punch dagger cannot be dropped, so ignore any such fumble results for it.

@The spear could be used as a polearm or thrown. To throw a spear, use the gladiator's Basic Attack Skill. The defender may parry an oncoming spear at -2 to his skill, or may dodge it, if he has the appropriate skill. Spears used in the arena were tethered to a leather thong and could thus be retrieved. A spear may be alternatively thrown and retrieved <u>every other turn</u>. A spear armed gladiator is considered unarmed in a turn in which he is retrieving his spear, unless of course he has another weapon. He may back away from his opponent in a turn while he is retrieving his spear, moving his full movement allowance, however he may not move in the same turn that he throws his spear. A spear may be thrown up to 10" (the length of the tether), giving a spear armed gladiator several chances to wound his opponent at range. Regardless of whether the spear hits or misses, on a 5+ the other gladiator manages to cut the tether before the spear can be retrieved. If the throw was a miss, a spear marker should be placed 1d6" behind the targeted gladiator. At that point, the spear is fair game, but probably the least of the now unarmed gladiator's worries!

† If a gladiator wishes to use a net with another weapon in the same turn, he must have the Two Weapon Fighting Skill. A net's attack does no damage. It may be dodged but may not be parried. However, when attacking with a net, it is possible to entangle an opponent's weapon arm, rendering him unable to attack or defend with it. Roll a net attack using either the basic attack or remise skills and the net's 2 attack dice. If the attack is a hit, roll location. If the location is an arm, the defender must 1d6, equal to or under his strength. If he fails, the arm is entangled and may not be used to make further attack or defense skill rolls (a gladiator using a two-handed weapon losing the use of one arm is -1 to all skills wth his weapon until his entangled arm is free). The turn ends. Roll again at the end of each succeeding turn to attempt to free the arm. The entangled gladiator is also -3 to initiative while entangled. If the net hits any other body part, immediately roll opposed strength checks (each gladiator rolling 1d6 and adding his strength

attribute). If the net man's total is higher, he has pulled his opponent to the ground. The turn ends and the next turn immediately begins. The opponent on the ground is -4 to his initiative and -1 to his parry and counter parry skills in the next turn as he regains his feet.

‡ In addition to buying a shield, a gladiator must be trained in its use in order to use it for parrying. It is always assumed to be protecting the arm to which it is strapped. See the section on Special skills above for the cost and rules associated with shields. In addition to defense, a gladiator trained in the use of a shield may use it to make a simple "bashing" attack. Bashing may be done as a riposte or remise as well, if the situation arises.   Like any successful attack it will ending a turn of combat (which can be a welcome thing in of itself, if the attacker has no other weapon available, where, for example his sword arm has been entangled in a net and he is desperately trying to free himself).

Armor

A gladiator may not wear any item of armor if doing so would reduce his movement to less than 1", or make his melee attack skill worse than a 6+.

Armor Type	Hit Location Covered	Penalty	Absorption	Cost
Half Helm	Head	-1 initiative	1/2 damage*	175
Full Helm	Head	-2 initiative and -1 movement	3/4 damage*	325
Cuirass	Torso	-1 initiative	1/2 damage*	175
Greaves**	Legs	-1 initiative and -1 movement	-1d3	100
Arm Gauntlet and/or Galerus	Main weapon arm	-1 attack skill	-1d3	100
Fasciae (Leather arm wrappings)	May be worn on either arm (purchase each separately)	-	-1	50
Parma or Buckler	Free or "off" arm	-1 initiative	-1d2†	135
Shield	Free or "off" arm	-1 initiative and -1 attack skill	-1d4†	220

* Hits to the head and torso always do some damage, even where armor is worn. The effect of a Curiass is to eliminate the x2 damage modifier. The half helm reduces the x4 head damage modifier to a x2 damage modifier, while the full helm eliminates the head damage modifier.

** "Greaves" includes either one or two greaves as appropriate to a gladiator's fighting style. Assume any vulnerable leg will be armored.

† Indicates the armor absorption value of the shield should a parry attempt fail and the shield arm be hit. Shields may only be used to parry and bash opponents if the gladiator is trained to use them in this way (see above). A buckler may be attached to the forearm, allowing a gladiator to both use it and hold a weapon with that arm. When so used, the buckler cannot be used to parry or to make offensive "bashing" attacks, but still counts as armor for the arm.

Weapon and Armor enhancements

Players who wish to include science fiction or magical fantasy arms and armor in this game may do so, following these rules. There are two kinds of enhancements that may be made, and enhancements can be made to the same weapon or item of armor multiple times.

Any item of armor can be enhanced to give it an additional -1 absorption. Thus, for example, a shield which would normally absorb 1d4 of damage can be enhanced to absorb 1d4+1 points of damage. The cost of this enhancement, which may either be imagined to be a force field or magical enchantment, is 150 denarii. Multiple items of armor may be so enhanced, or a single item of armor can be enhanced multiple times. Thus for 450 denarii, the same shield could be given an absorption of 1d4+3. Note that +3 absorption is the maximum amount of enhancement that any item of armor may have.

Weapons can also be enhanced in a similar manner. Thus, for 150 points, a sword can be modified so that it can do 1d3+1 points of damage, instead of the usual 1d3 that an unenhanced sword can do. As is the case with armor, multiple weapons can be enhanced, or a single weapon can be enhanced up to a maximum of 3 times.

Note that when buying enhanced weapons and armor you must still pay the base cost of the item. Thus a +3 enhanced shield would actually cost 675 denarii (225 base cost +450). Weapons and items of armor are either enhanced when purchased or are mundane. A player cannot enhance a mundane weapon that has already been previously purchased, nor may he add enhancements to an enhanced weapon later in the game when more denarii are available to him from gambling.

Gambling

Aside from the human drama, the next best reason that patrons enter gladiators into the games is to make money from gambling on them. There is no loyalty involved in gambling, any patron may bet on any match and may bet against his own gladiator if he wishes, Indeed, a player may bet on both gladiators in a match if he thinks he can come out ahead by doing so.

When betting on a match, players publicly note the amount of danarii that they are wagering on any contestant. Players cannot bet more than what they have in their accounts at any given time (mortgaging gladiators and taking out loans is allowed, but the complexities of such financial arrangements are left to the players to work out).

All bets are made against an imaginary "house" account. There is no need to use actual bills or coins. To determine the odds and any potential winnings, consult the charts below. Odds are calculated on the Odds Chart below, based on the relative value of the two contestants. If a bet is successful, the amount wagered (the "ante") is returned to the player along with winnings, paid by the house. Winnings are determined by simply multiplying the amount wagered by the factor in the right-hand column of the chart below. If the gladiator bet on loses, the amount wagered is lost to the house. In the rare event that both gladiators die, the house keeps all antes!

GAMBLING ODDS CHART	
The value of the gladiator bet on is greater than (>) or less than (<) his opponent's value by the amount below:	Multiply Ante by:
500 or more > opponent	0.1
301 - 500 > opponent	0.2
101 - 300 > opponent	0.3
25 - 100 > opponent	0.4
There is less than a 25 denarii difference	0.5
25 - 100 < opponent	0.75
101 - 300 < opponent	1.0
301 - 500 < opponent	1.5
500 or more < opponent	2.0

For example, if gladiator A is worth 450 denarii and gladiator B is worth 675 denarii, the difference is 225 denarii. Based on that difference in value, if a player bets on gladiator A to win and he does, the winnings will be 1.5 times the amount wagered. If however, the player took the safe bet and bet on gladiator B, who is worth 225 denarii more, his winnings would be a mere 0.2 times the amount bet, plus the return of his ante.

Gladiator Templates

To make the games as interesting as possible to the spectators, different gladiators with different fighting styles would be paired together, to create intriguing match-ups. Several standard gladiator types were based on actual ethnic troops which the Romans encountered in their long history of conquest. Others were purely products of Roman imagination. The most common historical gladiator types are presented below, along with their game templates for use in Gladius Maximus. In some cases, additional rules are provided to deal with their unique arms and armor.

In order of their approximate popularity, with the scarcest last, they are as follows:

Thracian - A crowd favorite. "Thracian" referred not to the ethnicity of the gladiator, but rather to his class as a fighter. This gladiator wore a curiass of leather or metal. His other armor included a small shield (parma), which he carried in his left hand, a protective leather band (fasciae) wrapped around his left arm, and greaves for his legs. His weapon was a scimitar (sica).

THRACIAN								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Feint/Attack; Shield Use			Equipment: Curiass; buckler; fascia; greaves; sword			Denarii Value:		

Secutor ("chaser") - Also referred to as a "Samnite." He carried either an oblong shield ("scutum") or rectangular shield, depending on the historical era and wore a high visored helmet. A greave protected his left leg only and a leather fasciae protected his right arm. His weapon was a dagger or a short sword ("gladius"). Gladiators outfitted in this way are perhaps what we think of most when we think of gladiators today. They were commonly pitted against the Net-man ("Retiarius").

SECUTOR								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Shield Use			Equipment: Buckler, Full Helm, Greave, Fascia, Sword			Denarii Value:		

Retiarius ("Net-man") - This gladiator fought with a three pronged pitchfork ("trident"), and a net, which he used to entangle his opponent. He had no helmet or shield. It was also not uncommon for a Retiarius to wear a metal protector on his left shoulder ("galerus"). Although the trident was a formidable weapon, a dagger was also typically carried to deliver the coup de gras. He was very nimble due to his lack of armor. Retiarii did not come from any specific ethnicity, but were rather a product of Roman fancy.

RETIARIUS								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Two Weapon Fighting; Fleche; Dodge; Acrobatics		Equipment: Trident; Net; Dagger				Denarii Value:		

Myrmillo - These gladiators had a distinctive fish crest on their helmets. They carried a sword and a shield, but no other weapons or armor. They were based on the tribal warriors encountered in the Gallic wars, and were also known as "Gauls".

MYRMILLO								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Lunge; Glancing Blow		Equipment: Half helm; Buckler; sword				Denarii Value:		

Hoplomachus - Their name was derived from the ancient Greek heavy infantrymen, known as a "hoplites", and their armor was modeled thereafter, including a very large shield an ocria worn on the left leg, and leather bands on his wrist, knee, and ankle of the left leg. The Hoplomachus' weapon was a sword.

HOPLOMACHUS								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Weapon Accuracy; Beat Attack		Equipment: Large Shield; Greaves; Fascia; Full Helm; Sword				Denarii Value:		

Dimachaeri - These gladiator fought with two swords. They could be quite deadly with the proper training.

DIMACHAERI								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise

Special Skills: Two Weapon Fighting; Double Feint Attack; Dodge; Glancing Blow	Equipment: Two Swords		Denarii Value:

Essedarii - Modeled after the warriors encountered by Caesar when he invaded the British Isles, these gladiators fought from war chariots. The profile and rules below are given for the use of chariots in this game. Profiles for the warriors themselves are also given.

ESSEDARII								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
	6" (chariot)							

Special Skills: Fleche (with Scythes)	Equipment: Two throwing spears (w/o retrieval thongs); Sword; Half helm; fascia; curiass	Denarii Value: (+700 for charriot)

Special rules: hits scored against an Essedarii's legs while he is mounted on his chariot are discounted. The chariot itself is equipped with scythes and may make a Fleche attack.

Weapon	Attack dice	Defense Dice	Length	Wounds caused	Cost
Scythes	3	0	S	2d6	95 (included in chariot cost)

Equites - These gladiators fought from horseback and carried heavy lances. They carried a round shield and sturdy thigh protection. The rules and profile below may be used as a basis for other mounted gladiators as well.

EQUITES								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
	8" (horse)							

Special Skills: Fleche (aka a lance charge on horseback).	Equipment: Lance (see below)	Denarii Value:

Weapon	Attack dice	Defense Dice	Length	Wounds caused	Cost
Lance	4	1	L	2d4	105

Andabates - This gladiator wore a fully visored helmet which severely limited his vision. Often he was forced to find his enemy by groping in the dark. To compensate, he was placed in full body armor which gave him excellent protection. His only weakness was at his joints. He fought by brawling, using his armored fists as his only weapon. If it seems cruel, it is. Such was the nature of the gladiatorial arena, which often placed the darkest part of human nature on public display.

ANDABATES								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
	1"	5						
Special Skills: Grappling			Equipment: Full body armor (Roll 1d6 for any location hit. Unless head is hit, on a "1-5" all damage is absorbed. If head is hit, absorb 1/4 damage as per full helm.			Denarii Value:		

Velites - He fought with a spear which was attached to a thong, by which he could retrieve his spear after each throw.

VELITES								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Dodge, Glancing Blow, Acrobatics, Luck			Equipment: Spear			Denarii Value:		

Laquearii - Lightly armored and carrying nothing but a lasso and a dagger, these gladiators were an attempt to make the classic Samnite v. Retiarius combat even more hair-raising. History is unclear on how successful the Laquearii actually were in combat. Here is your chance to find out!

LAQUEARII								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Two Weapon Fighting; Acrobatics, Glancing Blow, Infighting			Equipment: Lasso, dagger			Denarii Value:		

Weapon	Attack dice	Defense Dice	Length	Wounds caused	Cost
Lasso	2	0	L	*	115

* If a gladiator wishes to use a net with another weapon in the same turn, he must have the Two Weapon Fighting Skill. A lasso attack does no damage. It may be dodged but may not be parried. Roll a lasso attack using either the basic attack or remise skills using its 2 attack dice. If the attack is a hit, the target gladiator is lassoed. Roll 1d6:

- On a "1", the lasso is cut and lost.
- On a "2-5" the location is the opponent's torso. Immediately roll opposed strength checks (each gladiator rolling 1d6 and adding his strength attribute). If the Laquearii's total is higher, he has pulled his opponent to the ground. The turn ends and the next turn immediately begins. The lassoed opponent is -4 to his initiative and -1 to his parry skill in each succeeding turn. If the Laquearii should ever loose initiative, the opponent has slipped out of the lasso and regained his feet.
- On a "6" the location is the opponent's neck, and the lasso does 2d4 choking damage this turn. The lassoed opponent is -5 to his initiative in each succeeding turn. If the choking opponent continues to loose initiative, he continues to take 2d4 damage. If the Laquearii should ever loose initiative, the opponent has slipped out of the lasso and regained his feet.

Bestiarius - These gladiators fought the various wild animals which were brought into the arena from Rome's far flung empire. They were generally equipped with sword and shield, but on some occasions missile weapons were allowed.

BESTIARIUS								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
Special Skills: Two Weapon Fighting			Equipment: Sword; bow or sling			Denarii Value:		

Weapon	Attack dice	Defense Dice	Range	Wounds caused	Cost
Bow*	3	0	30"	1d4	90
Sling	2	0	20"	1d3	60

*To shoot a bow or sling, use the gladiator's Basic Attack Skill. Defender may dodge if he possesses Dodge Skill, or parry missiles at -2 skill.

Animals

European Lions - these magnificent creatures, larger than the African Lion we know today and with mich darker, almost black manes, were captured and hunted to near extinction for the gladiatorial games of ancient Rome. Habitat loss probably accounted for their final demise.

EUROPEAN LION								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
5	6"	5	12	3+	5+	3+	6+	4+
Special Skills: Frenzy; Grapple; Hatred; Two weapon fighting			Bite and claw (attacks are +2 to damage due to lion's strength)			Denarii Value: 1200		

Leopards - also pitted against gladiators in single combat.

LEOPARD								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
5	6"	3	8	3+	5+	4+	6+	5+
Special Skills: Frenzy; Hatred; Glancing Blow; Two weapon fighting			Bite and claw attacks			Denarii Value: 750		

Elephants - these large animals were sometimes brought into the gladiatorial arena to be killed for sport. There was always the danger that a bull elephant would become enraged and trample its pursuers. In some cases, famous battles, such as the defeat of Hannibal or the exploits of Alexander in India were recreated for spectacle and Elephants equipped with howdahs were used. Both varieties are presented below.

WILD ELEPHANT								
Initiative	Move	Str	Wounds	Attack	Parry	Riposte	Counter Parry	Remise
2	4"	8	20	4+	6+	4+	6+	5+
Special Skills: Dodge; Intimidation; Spite			Trample and tusk attacks (see below)			Denarii Value: 800		

Weapon	Attack dice	Defense Dice	Range	Wounds caused	Cost
Trample	3	0	S	2d6+5	-
Tusks	2	2	L	2d4+5	-

WAR ELEPHANT								
Initiative	**Move**	**Str**	**Wounds**	**Attack**	**Parry**	**Riposte**	**Counter Parry**	**Remise**
2	4"	8	20	5+	6+	6+	6+	6+
Special Skills: Intimidation; Fleche			Trample and tusks (See Wild Elephant). Equipment: Howdah			Denarii Value: 1175 (not including crew)		
Special rules: A howdah may hold up to 2 gladiators, who may fight opponents on the ground with any long weapon, or missile weapon. Hits scored against a gladiator's legs while perched in a howdah are discounted. Treat any opponents of the War Elephant as if they were fighting multiple opponents, allowing the elephant and both crew member to all attack in the same turn. They may also split their attacks against multiple opponents within weapon's reach.								