

# Glory in the Arena

□ Chris von Fahnestock, 2002

A short set of Gladiator rules. For ease of play, the Figure Stats are here:

Gladiators have four characteristics:

**Strength:**                      **Agility:**                      **Movement Rate:**

**Damage**

(each box is a hit that the Gladiator can take, mark off unused boxes)

Roll 1D6: 1-2 Strength is **1**; 3- 5 Strength is **2**; 6 Strength is **3** (a Retarius may NOT be "3" strength)

Roll 1D6: 1-3 Agility is **1**; 4-5 Agility is **2**; 6 Agility is **3** (a Retarius may NOT be less than 2 Agility) **Damage:**

1D6 + Strength (how many hits a Gladiator can take)+1 each for helmet, Torso/body armor, leg armor, and arm armor.

Determine movement rate: (Strength + Agility) – 1 (for arm armor) –1 (for enclosed helmet) –1 (for leg armor)... NO MOVEMENT MAY BE LESS THAN 2.

**Turn sequence:** All players roll 1D6 + Agility. The higher numbers go first, then the next and so. If there are several rolls of the same number, those move at the same time. To move, a player announces: "I will advance" or "I will advance and attack so-and-so" or "I will stand still". A gladiator can move as many hexes as he may move... A move over 4 and the Gladiator may not launch an attack, he only defends himself. It takes one movement to turn a hex side. Gladiators with no helmet may turn one hexside for free (i.e. a Retarius can move into a hex and turn one hexside at "0" cost) If a Gladiator moves and his base touches another, launch the melee. To conduct melee, both sides in melee roll 2D6. Add any modifiers, and then look at the chart:

**If the difference in rolls is:**

- +1, 0, -1 No result, locked in melee until next turn
- 2 Loser backs up 1 hex, Winner stands in hex
- 3 Loser backs up 1 hex, Winner advances 1 hex
- 4 Loser backs up 1 hex, Winner advances 1 hex, Winner 0 Damage, Loser 1 Damage
- 5 Loser backs up 1 hex, Winner may choose to advance 1 hex, Winner 1 damage, Loser 1 damage
- 6 Loser backs up 1 hex, Winner may choose to advance 1 hex, Winner 1 Damage, Loser 2 Damage
- 7 Loser Backs up 2 hexes, Winner may choose to stay in contact, Winner 1 Damage, Loser 2 Damage
- 8 Loser Backs up 2 hexes, Winner may choose to stay in contact, Winner 1 Damage, Loser 3 Damage
- 9 Loser Backs up 1 hex and falls to ground, Winner may choose to stay in contact, Winner 2 Damage, Loser 4 Damage
- 10 (Or higher) Loser falls instantly to ground, Mortally Wounded, dies in 1D6, may not defend himself. Winner 1 Damage

**Modifiers to the 2D6 roll**

Shield +1 Closed Helmet +2

Helm +1 Spear vs. Sword +1

Greaves/Leg Armor +1

Arm Armor +1

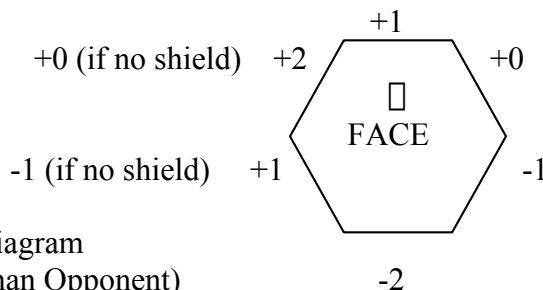
Torso/Body Armor +1

Net in hand +1

Each Damage point –1

Defending from hex side, use the diagram

Agility (add difference, if higher than Opponent)



ANY TIE: Each roll 1D6. A “6” and the rolling player loses his weapon. A roll of a “1” and the rolling player loses his net or shield

In order to pick up a weapon, an enemy must not occupy that hex. It takes 1 movement to pick up a dropped weapon. If the Gladiator has lost his weapon and gets attacked, the attacker also gets an additional +1.

Damage: each hit is one off of the Gladiator’s Damage.

After 2 Damage hits: movement cut in half

Damage reaches “0”: Gladiator falls down and just lays there, at the mercy of the other Gladiators. Gladiators that either beg for mercy or are just laying there might have their enemy dispatch them according to the wishes of the Crowd.

### Net Attack

A Retarius can attack from one hex away. He may attempt to whip or ensnare.

If he tries to whip, use the normal combat results as above, with the defender getting a -2 on his roll.

If the Retarius tries to ensnare:

Both roll 1D6 and add their agility. If the Retarius rolls a higher number than the target, that target has been netted. If the target rolls a number that is double the Retarius’, the Retarius loses his net! To break free, the target must roll 1D6 +strength+agility. If the total is greater 5 then he gets free. The target may only attempt this once.... otherwise he is helpless...this is part of melee...If a target is ensnared, the Retarius appeals to the crowd....



Samnite



Retarius



Secutor



Retarius



Gauls have the advantage of adding a bonus of +4 in the first round of melee, +2 in the second round and +1 for every round thereafter. This bonus starts all over again when Gauls initiate a new melee.

Would you like more info? Want other FREE RULES SETS? Email Outland Games for a Catalog and/or rules:  
[info@outlandgames.net](mailto:info@outlandgames.net)