

# ·REFERENCE·

<i>Game Sequence</i>	1. <i>Priority Phase</i>	4. <i>Fight Phase</i>
	2. <i>Movement Phase</i>	5. <i>Appeals to the Crowd</i>
	3. <i>Shooting Phase</i>	6. <i>End Phase</i>

## *Characteristics*

*Disciplina (D)*  
Discipline, training, fighting skill.

*Fortituda (F)*  
Strength, courage.

*Patientia (P)*  
Stamina, constitution, how well armoured a model is.

*Attacks (A)*  
The number of attacks a model has.

*Wounds (W)*  
How many wounds a model can sustain before it is incapacitated.

*Constantia (C)*  
Tenacity, bravery, pluck.

*Desire for Victory (CV)*  
*Cupido Victoriae*; the will to win, a lust for glory, luck, good fortune.

## *1. Priority Phase*

The player who rolls the highest has priority for that turn.

Where gladiators are of different types the lighter gladiator adds +1 to their roll.

## *2. Movement Phase*

1 pace = 1"

Generally a light gladiator can move 6 paces, and an extra light gladiator moves 7 paces.

A heavy gladiator can move 5 paces and an extra heavy gladiator moves 4 paces.

Horses have four different types of movement:

Walk - 4 paces

Trot - 6 paces

Canter - 8 paces

Gallop - 10 paces

## JUMP TABLE

D6	Result
1	<b>Stumbles and falls</b> The model does not cross the obstacle and cannot move further this turn. In addition the model is now lying on the ground.
2-5	<b>Success!</b> The model successfully clambers over the obstacle and reaches the other side.  The model is placed on the other side of the obstacle with its base touching it but cannot move any further this turn.
6	<b>Effortlessly bounds across!</b> The model leaps over the obstacle and can complete its move if it has any remaining.

## STUMBLES

D6	Result
1-3	The gladiator falls over backwards and is left lying on the ground. The next turn his opponent has automatic priority.
4-5	The gladiator remains standing but is thrown off balance. His opponent has automatic priority next turn.
6	Although the gladiator staggers slightly, he retains his balance and is able to continue normally.

*ENTANGLEMENT CHART*

<b>D6</b>	<b>Result</b>
<b>1-2</b>	The net or noose only entangles the victim's shield if he has one. Its value must not be taken into account with his Patientia or Defensive value. If he has two weapons, one is entangled. If he has a two-handed weapon, it is entangled.
<b>3-5</b>	The target's body is entangled.
<b>6</b>	The target is badly entangled. If the weapon is a noose, it has gone round the victim's neck and causes a Strength 5 wound each round. If the weapon is a net, it has so entangled the victim's weapon that he cannot use it.

*3. Shooting Phase*

Shooting must be done in the following order:

- The side with priority shoots any bows or crossbows.
- The side with priority throws any javelins or darts.
- The other side shoots any bows or crossbows.
- The other side throws any javelins or darts.

*WOUND CHART*

		<b>Patientia or Defence</b>									
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>Strength</b>	<b>1</b>	4	5	5	6	6	6\4	6\5	6\6	--	--
	<b>2</b>	4	4	5	5	6	6	6\4	6\5	6\6	--
	<b>3</b>	3	4	4	5	5	6	6	6\4	6\5	6\6
	<b>4</b>	3	3	4	4	5	5	6	6	6\4	6\5
	<b>5</b>	3	3	3	4	4	5	5	6	6	6\4
	<b>6</b>	3	3	3	3	4	4	5	5	6	6
	<b>7</b>	3	3	3	3	3	4	4	5	5	6
	<b>8</b>	3	3	3	3	3	3	4	4	5	5
	<b>9</b>	3	3	3	3	3	3	3	4	4	5
	<b>10+</b>	3	3	3	3	3	3	3	3	4	4

*HIT LOCATION CHART*

Choose one of the attacks below and roll a D6:

**High stab** - On a 1 the stab is to the chest, on a 2 to the left or shield arm, on a 3 or 4 to the right or weapon's arm and on 5 or 6 to the head.

**Low slash** - On a 1 or 2 it is to the stomach protected by a wide belt, on a 3, 4 or 5 to the upper left leg, and on a 6 to the ocreae on the lower left leg.

The player then rolls on the Wound chart to see if a wound has been caused.

The Patientia of the gladiator depends on the part of the body upon which the strike lands.

- On an unprotected part of the gladiator the Patientia is 2.
- On the body of a gladiator where there is partial protection by his belt and leather straps the Patientia is 3.
- On an area protected by padding the Patientia is 4.
- On an area protected by chain or scale mail the Patientia is 5.
- On an area protected by segmented or laminated metal armour the Patientia is 6.

The bonus given by a shield is still applied to the roll. A helmet is protected by metal armour and has an initial Patientia of 6, but a successful strike is assumed to have damaged the visor grill over the face and after the first hit there the Patientia is reduced to 3.

### APPEALS TO THE CROWD

Two dice are rolled and added together, and a number representing the gladiator's fame and popularity is added to it.

If the score is 10 or more, the appeal has been successful and the gladiator is allowed to leave the arena alive.

If the score is less than 10, the crowd has indicated with a jabbing motion to the throat '*iugula*' (i.e. cut his throat), that the gladiator is to die.

A gladiator's fame and popularity is as follows:

A *Noxii* - 0

A *Tyro* - 3

A *Spectatius* - 4

A *Veterarius* - 5

A *Primus Palus* - 6

- If facing a second opponent in a *Suppositicus* fight add +2 to the dice roll.
- A female gladiatrix may add +1 to the roll.
- Having injured or killed a horse subtract -1 from the dice roll.

### RECOVERY CHART

D6	Result
1-2	The injuries become infected and the gladiator subsequently dies from them.
3	The injuries appear to have stabilised and not got any worse, but have not healed either. Re- roll this result.
4	The injuries have started to heal and the gladiator has recovered 1 Wound.
5-6	The injuries have fully healed and the gladiator's Wound value has recovered to its original level if it was higher than 1. This rule cannot be used to increase a gladiator's Wound value to a higher level than it was prior to the fight in which he was injured.

### THROWN RIDER CHART

D6	Result
1	<b>Knocked flying!</b> The rider hits the sand, suffering a strength 3 hit. If he survives he is considered to be on the ground and can do nothing else that turn. If engaged in combat he fights lying down.
2-5	<b>Rises from the sand</b> The rider struggles to his feet and dusts himself down. The rider can do nothing that turn - if engaged in combat he can defend himself but cannot strike any blows.
6	<b>Leaps into action!</b> The rider bounds from the saddle of his plunging mount to confront any opponent. The model is replaced by a model on foot and suffers no further penalty.

### DISMOUNTING FROM A FIGHTING OR RACING CHARIOT

D6	Result
1-2	<b>Knocked flying!</b> The <i>essadarius</i> hits the sand, suffering a strength 4 hit. If he survives he is considered to be on the ground and can do nothing else that turn. If engaged in combat he fights lying down.
3-5	<b>Rises from the sand</b> The <i>essadarius</i> struggles to his feet and dusts himself down. He can do nothing that turn, if engaged in combat he can defend himself but cannot strike any blows.
6	<b>Leaps into action!</b> The <i>essadarius</i> bounds from the chariot to confront any opponent. The model is replaced by a model on foot and suffers no further penalty.

### CRASH TABLE FOR FIGHTING OR HEAVY CHARIOTS

<b>D6</b>	<b>Result</b>		
1-2	The chariot is damaged but can continue to run on.	4	The chariot crashes; one horse is injured but the other horse remains uninjured.
3	The chariot is damaged but will continue to move for D6 turns, after which a wheel will collapse and the chariot will crash again. When the chariot crashes for the second time, roll a D6 again but add +3 to the result.	5-6	The chariot crashes, turns over and both horses are killed. An axle breaks and a wheel rolls off in a random direction for 6 paces and becomes a separate obstacle.

### CRASH TABLE FOR RACING, LIGHT & CELTIC CHARIOTS

<b>D6</b>	<b>Result</b>		
1-3	The chariot is damaged but can continue to run on. The driver drops his whip.	5-6	The chariot crashes, turns over and both horses are injured or killed. An axle breaks and a wheel rolls off in a random direction for 6 paces and becomes a separate obstacle.
4	The chariot is damaged but will continue to move for D6 turns, after which a damaged wheel spoke will snap and the player will have to test for the chariot crashing again. When the chariot crashes for the second time, roll a D6 again but add +2 to the result.		

### WEAPON STRENGTHS

Cestus	1
Gladius	4
Trident	3
Celtic sword	3
Sica curved sword	4
Spartha long sword	4
Javelin/light pilum	4
Hasta lance	4
Spear/heavy pilum/frameae	5
Kontos heavy lance	5
Hunting spear	6
Quadrent	7

**Weapons using the gladiator's strength or Fortituda:**

Chain mace or weighted chain	+1
Amazon Labrys axe	+1
Wooden club	+1
Mace, hammer, pick, dolabra	+3
Battle axe	+4
Falx	+5

#### Ranged weapons

	Range	Strength
Throwing stone	Fortituda x2	2
Bow	60	3
Thrown javelin/ pilum/frameae	Fortituda x2	5
Dart	Fortituda x 8	7
Crossbow (animal hunts only) Takes 3 rounds to reload	30	2

#### Shields

Large shield (Samnite, Republican and Imperial Scutum shields)	+2
Small shield (all round shields, Celtic and Thracian shields)	+1

# LANISTA · ROSTER · SHEET

LANISTA NAME:

FUNDS: HS

NAME:							LEVEL:						
ARMATURA:							TYPE:						
D	F	P	A	W	C	CV	WEAPONS & ARMOUR:						
VALUE: HS													

NAME:							LEVEL:						
ARMATURA:							TYPE:						
D	F	P	A	W	C	CV	WEAPONS & ARMOUR:						
VALUE: HS													

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