GLADIUS

Gladius is a nother great WarpSpawn game by Lloyd Krassner: the rules of the game are available at the WarpSpawn site
        www.angelfire.com/games2/warpspawn/Glad.html"
and covers both one-to-one combats and campaign game.

In this document you will find the Gladius and Gladiator School rules, plus some pre-genererated characters to be used in the campaign game. For any doubt, suggestion or new idea you can contact the author at his email address: kraz@Bellsouth.net

INTRODUCTION

Card game for two players. Common deck.
Players are a pair of Roman Gladiators fighting to the death in the arena.
One player is a type of gladiator called the Secutor.
The other player is a type of gladiator called the Retiarius.

VICTORY

Reduce your opponent to zero hit points.
At this point, you have your opponent at your weapons tip, and
you await the final judgment of the cheering crowd.

HIT POINTS

Each Gladiator starts with 10 hit points.

SECUTOR

> Secutor: Used an egg-shaped helmet with round eye-holes, greave on one leg, arm protector, legionary-style shield and sword. The secutor was called a "chaser," probably because he was frequently paired with the retiarius, who used running as one of his tactics.

RETIARIUS

> Retiarius ("net-and-trident" fighter): used an arm protector (often topped with a high metal shoulder protector), large net, trident, small dagger, no helmet; the retiarius was the only type of gladiator whose head and face were uncovered. Since he wore practically no defensive armor, the retiarius was more mobile than most gladiators but was also more vulnerable to serious wounds.

DECK

Players share a common deck.
The deck contains 56 cards.

CARD LIST

Name	#	Ftr	Type	Notes
Trident Thrust	8	R	Atk	3 points damage
Cast Net	4	R	Atk	Immobilize
Withdraw	4	R	Def	
Sword Stab	8	S	Atk	3 points damage
Shield Block	4	S	Def	
Armor	4	S	Def	
Pommel	2	B	Atk	1 point damage
Kick	2	B	Atk	1 point damage
Dagger	2	R	Atk	1 point damage
Shield Bash	2	S	Atk	1 point damage
Disarm	2	B	Atk	Immobilize
Knockdown	2	B	Atk	Immobilize
Sand in the eyes	2	B	Atk	Immobilize
Grapple	2	B	Atk	Immobilize
Duck	2	B	Def	
Leap	2	B	Def	
Dodge	2	B	Def	
Parry	2	B	Def	

# = Number of that card type in the Deck.
Ftr = Which type of fighter can use the card.
S = Secutor
R = Retiarius
B = Both

Atk = Attack card
Def = Defense card

SETUP

Players start with a hand of 2 cards each.

TURN SEQUENCE

Players take turns.

The Retiarius goes first.

The turn has 4 phases:

      1. Maneuver Phase

      2. Attack Phase

      3. Defense Phase

      4. Hit Phase

MANEUVER PHASE

Draw 1 card from the deck.
You may keep 5 cards in your hand. Discard excess cards.

ATTACK PHASE

Play 1 attack card that your fighter can use, from your hand, face up, onto the table.
An Immobilized fighter cannot attack.

DEFENSE PHASE

Your opponent may play a defense card, he can use, to counter your attack.
Both cards are discarded.

HIT PHASE

If your opponent does not play a defense card, your attack hits.
There are 2 types of attack cards: Damage & Immobilize.
A damage card reduces your opponents hit point total by the indicated amount.
An Immobilize card means your opponent may not attack next turn.
Discard the attack card.

OTHER GLADIATOR TYPES

The Thracian and Murmillo were often paired together.
To play an alternate gladiator type, remove the 18 cards specific to one type and replace them with the 18 card set of the new type.

THRACIAN

Thracian: Wide-brimmed crested helmet with visor, high greaves on both legs, arm protector, very small shield, and short, curved sword (Spartacus).

DIMACHAERI

Dimachaeri: "two-knife men"of the later empire, carried a short sword in each hand.

MURMILLO

Murmillo: Were armed in Gallic fashion with helmet, large sword, and shield and were so called from the name of the fish that served as the crest of their helmet.

SAMNITES

Samnites: fought with the national weapons--a large oblong shield, a visor, a plumed helmet, and a short sword.

THRACIAN CARD LIST

Name	#	Ftr	Type	Notes
Sword Slash	12	T	Atk	2 points damage
Buckler	2	T	Def	
Armor	2	T	Def	
Fleet Footed	2	T	Def	

DIMACHAERI CARD LIST

Name	#	Ftr	Type	Notes
Sword Flurry	6	D	Atk	2 points damage
Crossed Swords	4	D	Def	
Sidestep	4	D	Def	
Double Thrust	4	D	Atk	3 points damage

MURMILLO CARD LIST

Name	#	Ftr	Type	Notes
Sword Swipe	6	M	Atk	2 points damage
Stunning Blow	2	M	Atk	Immobilize
Shield	4	M	Def	
Armor	2	M	Def	
Wild Swing	2	M	Atk	3 points damage
Overhead Swing	2	M	Atk	4 points damage

If the Murmillo takes a wild swing, the Murmillo cannot attack next turn.

SAMNITE CARD LIST

Name	#	Ftr	Type	Notes
Impale	4	SS	Atk	4 points damage
Cut	8	SS	Atk	1 point damage
Passive Shield	4	SS	Def	
Armor	2	SS	Def	

GLADIATOR SCHOOL

INTRODUCTION

Supplemental meta-game for Gladius. Players are masters of their own gladiator schools.
Buy them, train them, and send them to the arena.

EQUIPMENT

Six sided dice. Paper. Pencils.
Use coins to represent Gold.

SETUP

Players start with 50 gold and 1 Gladiator.

VICTORY

The player with the most Fame points after 20 turns wins.

TURN SEQUENCE

Each turn has 7 Segments:

1. Slave Segment
2. Auction Segment
3. Arena Segment
4. Combat Segments
5. Earnings Segment
6. Training Segment
7. Reputation Segment

SLAVE SEGMENT

1D6 New gladiators become available.
Roll up starting Attributes/Stats for each gladiator.

AUCTION SEGMENT

Players bid for each slave in turn. All bidding is verbal and simultaneous.
The highest bid wins. Only the winning bid pays.

Minimum bid for any Gladiator is twice his Experience. Large Gladiators cost 2 gold extra.
Any Gladiators not bought are discarded.

ARENA SEGMENT

Decide which of your gladiators are going to fight this turn. All gladiators fight individually against another gladiator.
A gladiator may only fight in one match per turn.
Players pair up their gladiators with opponent's gladiators. Pairing may be random or arranged.

Resolve the combats one pair at a time using the Gladius Rules.
If a gladiator loses and did not reduce his opponent to 5 or less hit points, he is killed (Thumbs down.)
If a gladiator loses but did reduce his opponent to 5 or less hit points, he is spared (Thumbs up.)
Any Gladiator reduced to 5 or less hits is wounded and must heal for the rest of the turn.

If a Gladiator is reduced to 0 hits roll 1D6:

      1 Mortal Wound: He dies anyway.
      2 Maimed: Early retirement.
      3 Lame: Lose 1D3 Attribute points or hit points permanently.
      4 Shame: Lose 1D3 levels of Charisma.
      5 Badly Hurt: Cannot fight next turn.
      6. Gets off Lucky.

Roll of 3 & 4 also cannot fight next turn.

A gladiator that was not paired up due to a lack of opponents will fight the animals this turn.

EARNINGS SEGMENT

Earn 4D6 gold for each Match you win.
Earn 2D6 gold for each Match you lose.
Earn 2D6 gold for each gladiator fighting animals this turn.
Pay 5 gold upkeep for each Gladiator you own.
Players may trade Gladiators.

TRAINING SEGMENT

Roll 1D6 for each of your gladiators:
Roll 1-3: nothing
Roll 4-6: the gladiator gains an experience point.

Subtract 1 from roll if the gladiator is old.
Add 1 if you spend 5 gold for extra training.
Add 1 if the gladiator won a match this turn.
Add 1 if he defeated a superior foe this turn.

Subtract 1 if the gladiator has 10+ experience.
Subtract 2 if the gladiator has 15+ experience.
Subtract 3 if the gladiator has 20+ experience.
Subtract 2 if the gladiator is healing this turn.

Each time a gladiator gains an experience point, roll once on the Stat table. The gladiator gains one level in that Stat.

REPUTATION SEGMENT

Award Fame points (FPs) at the end of each turn.

>   1 FP for the most gold
>   1 FP for the most gladiators
>   1 FP for each match you win
>   1 FP for the Gladiator with the most Experience*
>   1 FP for the Gladiator with the most Charisma*

* These count only if they fought this turn.

GLADIATOR ATTRIBUTES

For each new gladiator determine the following attributes:

*Name
*Nationality

>   Roll 1D6:

>>   1. Roman
>>   2. Greek
>>   3. Spanish
>>   4. Gaul
>>   5. Arab
>>   6. African

*Age

>   Roll 1D6:

>>   1-2. Younger
>>   3-5. Prime
>>   6. Older

*Size

    Roll 1D6:   Notes

        1-2. Small
        3-4. Average
        5-6. Large   +1 level of Strength

*Previous Career

    Roll 1D6:   Notes

        1. Criminal
        2. Slave
        3. Prisoner   Cannot be of Roman Nationality
        4. Servant
        5. Soldier   Minimum starting experience = 4
        6. Citizen   Minimum bid +2D6 gold

*Starting Abilities

    Each new gladiator starts with 1D6 Experience Points.

*Fighting Style

    Roll 1D6

        1. Secutor
        2. Retiarius
        3. Thracian
        4. Murmillo
        5. Dimachaeri
        6. Samnite

*Match Wins

All new gladiators start with 0 Match wins.
For each 2 wins a Gladiator has, his Charisma increases 1 level.

STATS

All Gladiators start with 0 levels in each of the 6 Stats.
For each experience point roll 1D6 on the Stat table. The Gladiator gains 1 level in that Stat.

STAT TABLE

1. Strength
2. Skill
3. Endurance
4. Prowess
5. Reflexes
6. Charisma

STRENGTH

For each level of strength, the gladiator will do 1 extra point of damage on a roll of 1 on 1D6 whenever he hits for damage in combat

SKILL

For each level of skill, the gladiator gets to draw 1 extra card in Maneuver Phase on a roll of 1 on 1D6.

ENDURANCE

For each level of endurance, the gladiator Gets 1 additional hit point.

PROWESS

For each level of prowess, the gladiator will negate an opponents defense card on a roll of 1 on 1D6 whenever he hits in combat.

REFLEXES

For each level of reflexes, the gladiator will negate an opponents attack card on a roll of 1 on 1D6 whenever he is hit in combat.

CHARISMA

For each level of Charisma, the gladiator will generate an additional 1D6 gold revenue in earnings phase if he fought this turn.

FIRST BLOOD OPTIONAL RULE

The very first time a gladiator is put in the ring roll 1D6:

1. Coward: He is automatically killed
2-5. No effect
6. Blood Lust: He immediately gains 1 Experience point.

PREMADE STARTER GLADIATORS

Make up 40-50+ new gladiators.
Write their attributes on cards.
During auction phase, instead of rolling up new gladiators draw cards.
The benefit being you can reuse the cards from game to game.

VOW OF THE GLADIATOR
"I submit to being burned, chained, beaten, and killed with an iron weapon."

Pre-Generated Gladiators

The stats for you new gladiators are available in the table here below: to use the list roll 3 dices and read the first one as a D3 (1,2=1 3,4=2 5,6=3). Use the 3 results as the index on the DR column.

DR	Type	Exp	Nationality	Age	Size	Prev. Career	STR	SKL	END	PRO	REF	CHA
111	Dimachaeri	4	Spanish	Prime	Small	Servant	0	1	1	2	0	0
112	Samnite	3	Greek	Prime	Small	Criminal	0	0	0	2	0	1
113	Retiarius	3	Arab	Prime	Small	Servant	1	2	0	0	0	0
114	Murmillo	6	Spanish	Younger	Average	Prisoner	0	0	1	1	3	1
115	Dimachaeri	3	Arab	Prime	Large	Prisoner	1	0	0	1	2	0
116	Retiarius	2	Spanish	Prime	Average	Citizen	0	0	1	1	0	0
121	Murmillo	6	Roman	Prime	Large	Citizen	4	2	0	0	0	1
122	Thracian	1	African	Younger	Small	Slave	0	0	0	0	1	0
123	Secutor	2	Greek	Older	Large	Prisoner	1	0	1	1	0	0
124	Murmillo	1	Arab	Prime	Average	Slave	0	0	0	1	0	0
125	Thracian	3	Gaul	Prime	Large	Servant	1	0	1	1	0	1
126	Secutor	4	Greek	Prime	Small	Soldier	2	0	0	2	0	0
131	Secutor	6	Roman	Prime	Average	Citizen	0	1	2	0	2	1
132	Dimachaeri	3	Arab	Prime	Large	Citizen	1	2	0	0	1	0
133	Secutor	3	African	Prime	Average	Slave	1	1	0	1	0	0
134	Dimachaeri	6	Roman	Younger	Small	Citizen	0	0	1	4	1	0
135	Samnite	6	Arab	Prime	Average	Soldier	0	3	2	0	0	1
136	Retiarius	4	Gaul	Prime	Average	Soldier	0	2	1	0	1	0
141	Secutor	6	Spanish	Prime	Large	Slave	3	2	0	0	1	1
142	Retiarius	3	Gaul	Prime	Small	Slave	0	0	1	1	1	0
143	Thracian	3	Arab	Younger	Average	Citizen	0	0	0	1	1	1
144	Retiarius	2	Roman	Younger	Average	Citizen	1	0	0	1	0	0
145	Samnite	1	Spanish	Prime	Small	Servant	0	0	0	1	0	0
146	Murmillo	4	African	Younger	Small	Citizen	0	1	2	0	0	1
151	Secutor	2	Roman	Younger	Small	Citizen	0	1	0	0	0	1
152	Secutor	1	Greek	Prime	Small	Prisoner	1	0	0	0	0	0
153	Retiarius	2	African	Prime	Average	Criminal	0	0	0	0	0	2
154	Murmillo	5	Spanish	Younger	Small	Soldier	2	1	1	0	0	1
155	Dimachaeri	4	African	Prime	Average	Slave	0	3	1	0	0	0
156	Murmillo	1	Roman	Older	Average	Citizen	1	0	0	0	0	0
161	Dimachaeri	6	Arab	Prime	Average	Soldier	5	0	0	0	0	1
162	Thracian	1	Greek	Prime	Average	Servant	0	0	0	0	1	0

163	Thracian	4	Arab	Younger	Average	Servant	3	0	1	0	0	0
164	Secutor	6	Roman	Younger	Large	Criminal	2	1	2	0	1	1
165	Retiarius	5	Gaul	Prime	Average	Citizen	1	1	0	2	1	0
166	Secutor	4	Gaul	Younger	Average	Soldier	1	1	0	1	1	0
211	Dimachaeri	5	African	Younger	Average	Soldier	0	1	1	2	0	1
212	Dimachaeri	4	Arab	Older	Small	Prisoner	0	2	0	1	1	0
213	Dimachaeri	1	Gaul	Prime	Small	Prisoner	0	0	1	0	0	0
214	Dimachaeri	6	Arab	Prime	Average	Citizen	1	1	4	0	0	0
215	Secutor	3	African	Prime	Average	Slave	2	0	0	1	0	0
216	Murmillo	6	Greek	Younger	Large	Servant	2	1	1	1	1	1
221	Murmillo	5	Greek	Prime	Small	Citizen	1	0	1	1	2	0
222	Samnite	3	Spanish	Prime	Average	Criminal	1	1	0	1	0	0
223	Dimachaeri	4	African	Prime	Average	Soldier	0	0	0	0	1	3
224	Thracian	2	Gaul	Older	Small	Slave	0	1	0	0	0	1
225	Dimachaeri	6	African	Prime	Average	Citizen	1	1	1	1	2	0
226	Secutor	6	African	Younger	Large	Citizen	2	2	1	2	0	0
231	Dimachaeri	3	Gaul	Prime	Large	Criminal	1	0	2	1	0	0
232	Thracian	3	Roman	Prime	Average	Slave	1	0	0	0	0	2
233	Thracian	6	African	Prime	Large	Prisoner	4	2	1	0	0	0
234	Thracian	6	African	Younger	Average	Slave	0	1	0	2	2	1
235	Secutor	3	African	Younger	Small	Citizen	1	1	0	0	1	0
236	Secutor	3	Greek	Prime	Small	Prisoner	0	0	1	0	2	0
241	Dimachaeri	1	African	Prime	Large	Citizen	1	0	1	0	0	0
242	Samnite	4	Arab	Prime	Average	Soldier	0	1	0	1	0	2
243	Samnite	6	Gaul	Older	Large	Prisoner	4	0	1	0	1	1
244	Dimachaeri	5	Roman	Prime	Small	Servant	1	0	2	1	1	0
245	Samnite	2	Gaul	Prime	Average	Prisoner	1	0	1	0	0	0
246	Samnite	4	Roman	Younger	Average	Soldier	0	1	1	1	0	1
251	Thracian	6	Gaul	Prime	Small	Slave	1	1	0	0	1	3
252	Thracian	4	Greek	Younger	Small	Prisoner	0	3	0	1	0	0
253	Thracian	3	Gaul	Prime	Average	Servant	0	0	1	2	0	0
254	Murmillo	4	African	Prime	Average	Soldier	1	2	0	1	0	0
255	Secutor	4	Greek	Prime	Small	Soldier	2	1	1	0	0	0
256	Secutor	3	Spanish	Older	Large	Slave	1	1	1	1	0	0
261	Thracian	4	Gaul	Prime	Small	Prisoner	0	1	0	1	0	2
262	Secutor	4	Spanish	Prime	Average	Slave	1	1	1	0	1	0
263	Secutor	3	Gaul	Prime	Average	Citizen	0	1	1	0	1	0
264	Thracian	3	Spanish	Prime	Average	Servant	0	0	0	1	1	1

265	Thracian	1	Greek	Prime	Small	Slave	0	0	0	1	0	0
266	Samnite	4	African	Younger	Small	Criminal	0	1	0	1	1	1
311	Murmillo	6	African	Prime	Small	Criminal	0	1	2	0	1	2
312	Retiarius	2	Gaul	Older	Small	Criminal	0	0	0	1	1	0
313	Dimachaeri	2	Gaul	Older	Average	Slave	1	0	0	1	0	0
314	Thracian	2	Greek	Prime	Average	Slave	0	0	2	0	0	0
315	Secutor	2	Roman	Prime	Small	Criminal	1	0	1	0	0	0
316	Secutor	4	Arab	Younger	Average	Soldier	1	0	1	2	0	0
321	Samnite	4	Spanish	Younger	Average	Soldier	0	1	0	1	0	2
322	Dimachaeri	3	African	Prime	Large	Slave	1	1	1	1	0	0
323	Samnite	5	African	Younger	Average	Citizen	1	1	1	2	0	0
324	Murmillo	3	Gaul	Older	Large	Servant	1	0	0	0	1	2
325	Thracian	4	Spanish	Prime	Small	Soldier	0	2	0	2	0	0
326	Murmillo	4	African	Prime	Average	Servant	1	0	1	1	0	1
331	Murmillo	2	Arab	Prime	Small	Slave	1	0	0	0	0	1
332	Thracian	4	Greek	Older	Average	Prisoner	1	0	0	0	2	1
333	Thracian	6	Arab	Older	Large	Criminal	1	0	2	2	1	1
334	Retiarius	4	Gaul	Older	Average	Soldier	1	1	1	0	1	0
335	Secutor	5	Gaul	Older	Average	Soldier	0	2	1	1	0	1
336	Thracian	5	Roman	Younger	Large	Criminal	4	0	0	1	0	1
341	Murmillo	5	Arab	Prime	Large	Servant	3	0	1	1	1	0
342	Secutor	4	Spanish	Younger	Average	Soldier	0	1	1	1	0	1
343	Dimachaeri	4	African	Prime	Small	Servant	1	0	1	1	0	1
344	Murmillo	4	African	Prime	Average	Prisoner	0	1	1	0	0	2
345	Samnite	4	Greek	Younger	Average	Citizen	1	0	0	3	0	0
346	Retiarius	6	Greek	Younger	Small	Criminal	0	2	0	1	3	0
351	Retiarius	3	Roman	Younger	Average	Slave	0	2	0	1	0	0
352	Retiarius	1	Spanish	Younger	Small	Criminal	0	0	0	1	0	0
353	Secutor	4	African	Prime	Average	Soldier	1	0	1	1	0	1
354	Retiarius	5	Roman	Younger	Large	Criminal	3	0	1	0	0	2
355	Retiarius	2	Roman	Prime	Small	Servant	0	1	0	0	1	0
356	Thracian	3	African	Younger	Small	Prisoner	1	0	0	0	1	1
361	Samnite	3	Gaul	Prime	Small	Prisoner	0	0	0	1	1	1
362	Secutor	6	Greek	Prime	Small	Prisoner	2	1	2	0	0	1
363	Murmillo	4	Roman	Prime	Small	Soldier	2	0	1	0	1	0
364	Secutor	5	Gaul	Prime	Small	Slave	2	0	1	0	2	0
365	Dimachaeri	2	Greek	Older	Small	Servant	0	1	0	1	0	0
366	Retiarius	5	Arab	Prime	Small	Citizen	0	0	2	1	0	2