



HEROES OF THE

COLOSSEUM

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Stop!

1.0 INTRODUCTION

The gladiatorial contests were a central part of ancient Roman culture. While scholars debate the origins of this blood sport, it is generally believed that the Roman gladiatorial contests can be traced back to the year 264 BC. This is when three pairs of fighters fought to the death in a cattle market as part of a funeral rite, the munus.

Eventually, these practices became commonplace and grew into ever-larger events that were held in purpose-built amphitheaters. The most stunning of these still stands in Rome: the Flavian Amphitheater, better known as the Colosseum.

Over time, amphitheaters of various sizes and shapes would be found throughout the Empire. There are at least 186 known sites with a possible 86 more. Schools were created for the training of gladiators, many of whom were slaves. But it was not unknown for freemen, as well as indebted citizens, to volunteer in hopes of wealth and glory.

Ultimately, the whole “industry” came to be regulated by the Empire, with vast sums of money being spent to present these bloody and deadly spectacles. The games were often used to add prestige and honor to the person that presented them. This person was called the editor. The editor could be a senator trying to gain political influence, or even the Emperor himself, trying to win, or maintain, the loyalty of his subjects.

Some of this money would eventually find its way into the hands of the lanista that owned the troupe of gladiators (familia gladiatorial) and the men and occasional women that risked their lives for this entertainment.

If the fighters were skillful and lucky they might earn their freedom and retire from the arena with enough money to live in relative comfort. Some might go on to help train others in their deadly profession or even start their own troupe.

With the decline of the Empire and the rise of Christianity, the games began to fade away, lingering on, perhaps, until as late as 440 AD. They were officially banned in 681 AD.

Note - The cover art for Heroes of the Colosseum is based on Pollice Verso (“With a Turned Thumb”), an 1872 painting by Jean-Léon Gérôme.

1.1 STOP BOXES

To help you learn the game faster, we use Stop boxes. At the end of every few sections you will find a box that recaps what you have read and may contain a small exercise for you to do. By using the boxes and playing the small exercise, you’ll learn the game in no time.



2.0 NEEDED TO PLAY



You will need the following items to play *Heroes of the Colosseum*:

2.1 THE ARENA



The arena included in the game. The gladiator counters will move over the arena, from Movement Zone to Movement Zone.

2.2 DICE

Six sided dice – also referred to as d6. Six or more per player is ideal.

2.3 GLADIATORS

We've included counters representing six types of gladiators. Each has an overhead view of the gladiator and its type. Other information will be found on their Roster Cards (2.4).



NEEDED TO PLAY

2.4 ROSTER CARDS



Each gladiator will use a Roster Card to track their Attributes (3.6) and any damage they suffer. Each player must have one Roster Card of the appropriate type for each gladiator that he plays. There must also be one for each Non-Player Gladiator (3.1.2). Here's how we do it:


- Lay the Roster Card on the table.
- Place a Tracking Counter (2.5.1) on the appropriate value for each of the three Attributes: Savvy (3.6.1), Strength (3.6.2), and Speed (3.6.3).
- Place a Tracking Counter, equal to the Strength of the gladiator, in each of the seven body locations:
 1. Head
 2. Left Arm.
 3. Chest
 4. Right Arm.
 5. Belly
 6. Left Leg.
 7. Right Leg.
- The Armor (3.9) for each body location is printed on the card and does not change.
- Place the gladiator's Weapons (3.10), Shield (3.9.3) or Net (3.9.4) in the appropriate hand. Gladiators are usually right-handed as shown on their counter, but you can choose to be left-handed if desired.

2.5 COUNTERS

We've included a variety of counters to track items.

2.5.1 TRACKING COUNTERS

These counters are used to track the current Attribute levels and body part damage, on your Roster Card. Here's how we do it:

- Starting at the top of the card, place one Health counter in each of the 3 Attributes, over their respective values. 
- Place one Health counter in each of the body part boxes equal to the starting strength Attribute.
- As damage is taken and Attributes reduced slide the counter to the appropriate value.
- Here's an example of a Roster Card in use. This Roster Card is set up for a Secutor with Savvy 5, Speed 4, and Strength 3. Note that his Weapon and Shield have been placed in his hands.



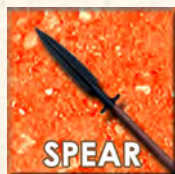
Here is the same gladiator after he has taken the following damage:

- One wound to the Right Leg. 2 points of damage taken and his Speed is reduced by 1 point to 3.
- One wound to the Belly. 1 point of damage taken and his Strength is reduced by 1 point to 2.

SAVVY		1	2	3	4	5	6	7
					X			
SPEED		1	2	3	4	5	6	7
			X					
STRENGTH		1	2	3	4	5	6	7
		X						
HEROES OF THE COLOSSEUM								
HEAD		1	2	3	4	5	6	7
			X					
CHEST		1	2	3	4	5	6	7
			X					
L. ARM		1	2	3	4	5	6	7
			X					
R. ARM		1	2	3	4	5	6	7
			X					
BELLY		1	2	3	4	5	6	7
		X						
L. LEG		1	2	3	4	5	6	7
			X					
R. LEG		1	2	3	4	5	6	7
		X						

2.5.2 EQUIPMENT COUNTERS

There are sword, spear, and trident counters. These are used by placing them in the appropriate hand. If an arm becomes Non-Functioning (5.4.4.2) remove the item from the hand and place it in the Movement Zone that the gladiator is occupying.



There are small shields (bucklers) and large shields. These are used by placing them in the appropriate hand. If an arm becomes Non-Functioning (5.4.4.2) remove the item from the hand and place it in the Movement Zone that the gladiator is occupying.



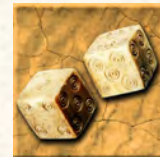
There are net counters. They are used at the following times:

- Placed on the Retiarius before he tosses it.
- Placed on the target gladiator when he is ensnared by the net.
- Placed on the Movement Zone occupied by the target when it has been tossed and the target missed.



2.5.3 BONUS DICE COUNTERS

There are 2 types of Bonus Dice counters. If you have a 2 Bonus Dice counter and only want to use 1 Bonus die, just make change. Bonus Dice counters are laid on the Roster Card until used.



2.6 THE ARENA

The two boards represents the arenas where gladiatorial combat took place. Both arenas are divided into areas called Movement Zones. Gladiators will always be in one Movement Zone and the maximum number of gladiators in the same zone is four – if they are alive, conscious, and functioning. You can stack as many bodies in a Movement Zone as desired. Let's go over the zones in more detail starting from the outside and working in.



2.6.1 THE WALL

These are the areas against the walls of the arena and contain the gates from which the gladiators enter. Being in the Wall areas will reduce the sight lines of the Crowd. Consequently, if you appeal for Mercy (6.8) while in a Wall area, you will be penalized.



2.6.2 HEART OF THE ARENA

Most of the combat will occur in the Movement Zones that comprise the Heart of the Arena.



2.6.3 CENTER OF THE ARENA

Inside the Heart of the Arena are Movement Zones called the Center of the Arena. Historically, gladiators would enter from opposite ends and make their way to the center of the arena before beginning combat. A word of advice: Fight for the center as it will increase your chances of currying favor with the Crowd!



NEEDED TO PLAY

2.7 THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.

2.7.1 PASSING DICE

There will be times when the player will roll 1 or 2d6 versus the Attribute (3.6) of a gladiator. An example of this is the NPG Option Table (5 - 2). Here's how we do it:

- Read each result individually and compare it to the Attribute in question.
- If the result is equal or lower than the Attribute, the die has been passed.
- If the result is higher than the Attribute, the die has failed.
- Determine how many d6 were passed and consult the appropriate table. Immediately carry out the results.
- You can pass 2d6, 1d6, or 0d6. Isn't passing 0d6 failing 2d6? No, because we are counting how many d6 you pass. Note that whenever you are asked to pass dice, a result of a 6 may be an automatic failure. When it is, it will be listed on the appropriate table.

Example - Cletus is a Non-Player Gladiator (3.1.2) in an Unoccupied Zone (5.2.3). It is his turn and I must determine how he will move. I roll 1d6 against his Savvy of 3 and score a 3, so have passed 1d6. Looking on the NPG Option Table (5 - 2), I see he will move towards the closest opponent.

2.7.2 COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting successes. Here's how we do it:

- If a result of 1, 2, or 3 is rolled, you have scored a success.
- If a result of 4, 5, or 6 is rolled, you have failed.

Example - The Retiarius has a Savvy Attribute of 3. He will roll 5d6 when on the Maneuver Table (5 - 3). He rolls the 5d6 and scores a 1, 2, 3, 4, and 4, scoring 3 successes.

2.7.3 POSSIBILITIES

When you see numbers in parenthesis, such as (1-2), it means there is a chance of that event happening based on a 1d6 roll.

Example - The Retiarius is scheduled for the next match. His traditional opponent was the Secutor (1-4), but he could be matched against the Murrillo (5-6). I roll 1d6 and score a 3. The next opponent is the Secutor.

2.7.4 READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6, you add the scores together to get a total.

Example - On the Gladiator Size Table (3 - 1), I roll a 3 and a 6 for a total of 9. The Gladiator is of Average Size.

2.7.5 HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left-hand corner of each table. Here's how we do it:

- When there is a number, roll that many d6.
- When there are no numbers just go down the table underneath.

Example – 1d6 is rolled on the Movement Table (5 - 1). On the Attack Table (5 - 5) the Retiarius starts with 4d6 for his Savvy and adds 2d6 for Bonus Dice so rolls a total of 6d6, looking for successes.

2.7.6 BONUS DICE

Bonus Dice are rolled when you choose to use them, or when a Non-Player Gladiator (3.1.2) is called upon to use them. When rolling Bonus Dice, you read each one individually, looking for successes. Here's how we do it:

- If a result of 1, 2 or 3 is rolled, you have scored a success.
- If a result of 4, 5, or 6 is rolled, you have failed.
- Once a Bonus Die is rolled, it is removed from your current number of Bonus Dice.



STOP!

We use counters to represent the different gladiator fighting styles (3.8) that you can play during the game. The counters are used in the arena, moving from Movement Zone to Zone.

Additional counters are used to track damage (2.5.1) on the Roster Cards (2.4), track the number of Bonus Dice (2.7.6) each gladiator has remaining, and track equipment (2.5.2).

The arena has three types of Movement Zones: Wall (2.6.1), Heart of the Arena (2.6.2), and the Center of the Arena (2.6.3). Fight in the Center of the Arena as much as possible, as this is where you can influence the Crowd and the Emperor. To pass dice (2.7.1), you must score equal or less than the Attribute in question.

A success (2.7.2) is a score of 1, 2, or 3.

When rolling Bonus Dice (2.7.6), you are trying to score a success. What is a success?

3.0 THE GLADIATORS



In *Heroes of the Colosseum* each player can build their gladiator in their own unique way. Here's how we do it:

- Decide if you're a Star or Grunt (3.1).
- Choose the Gender (3.3).
- Determine its Size (3.4).
- Determine the Signature (3.5).
- Distribute its Attribute Points (3.6.4).
- Determine the number of Bonus Dice (3.7).
- Choose the Fighting Style (3.8).

3.1.1 STARS

These gladiators are you, the player (Player Gladiators). These are the gladiators that the Campaign (7.0) revolves around.

Stars should begin with twelve Attribute Points (3.6.4). This can be modified up or down by the size (3.4) or gender (3.3.1) of the gladiator.

3.1.2 GRUNTS – NP GLADIATOR

Grunts are Non-Player Gladiators (NPG) controlled by the game mechanics. NPGs may fight with you or against you in the arena. They will come and go as your campaign progresses.

3.1 STARS AND GRUNTS

Heroes of the Colosseum is played with Stars and Grunts.



3.2 STAR ADVANTAGE

Being a Star in Heroes of the Colosseum has one important advantage: Star Power.

3.2.1 STAR POWER

Star Power is an optional rule that can be used to capture the cinematic flavor of gladiator movies. Here's how we do it:

- A Star receives 1 Star Power d6 per point of Strength (3.6.2).
- When a Star takes damage, he can choose to use his Star Power d6.
- The Star rolls his d6 looking for successes – a score of 1, 2, or 3. For each success he scores, reduce the damage he has received by 1 point. This could reduce the damage to zero or less.
- If a score of 4 or 5 is rolled, there is no effect and damage is taken normally.
- If a score of 6 is rolled, there is no effect, damage is taken normally, and the Star Power d6 is lost for the remainder of the match.
- All Star Power d6 are recovered after the match.

Example – Brutus takes 3 points of damage to the belly. He has 4d6 in Star Power. He rolls 4d6 and scores a 1, 2, 5 and 6. His damage is reduced to 1 point, he still reduces his Strength Attribute by 1, and the 6 rolled is discarded until after the match

3.3 GENDER

It is known that the Roman Emperor Septimus Severus, who ruled from 193 to 211 AD, allowed women to fight in the arena, although he subsequently banned them in 200 AD.

Recently, in an area of London, England, the remains of what could have been a female gladiator, or gladiatrix, were excavated.

Although there is no evidence to support the idea that this 20-year-old woman was indeed a gladiatrix, no one is certain.

What we can be sure of is that Heroes of the Colosseum allows for women in the arena, so if you choose to use a gladiatrix, go for it, turn the card over!

3.3.1 FEMALE MODIFIERS

Female gladiators benefit and suffer from the following modifications:

- To account for the lesser upper body strength of females, when creating your gladiator, after you have assigned the Strength Attribute, reduce it by 1.
- As they are typically smaller than men, they suffer a -2 when rolling on the Gladiator Size Table (3 - 1).
- They begin each match with two extra Bonus Dice to reflect their greater endurance.

3.4 GLADIATOR SIZE

Gladiators are also differentiated by their physical size. Here's how we determine the physical size of a gladiator.

- Roll 2d6 and add the results together.
- Modify this total by a -2 if the gladiator is a female.
- Consult the Gladiator Size Table (3 - 1).
- After the gladiator has determined its Attributes, apply any modifiers to its Speed or Strength.

GLADIATOR SIZE
TABLE 3 - 1

#	SIZE	SPEED	STR
2 OR LESS	SMALL	+1	-2
3	SLIGHT	+1	-1
4	SLIGHT	0	0
5	AVERAGE	0	0
6	AVERAGE	0	0
7	AVERAGE	0	0
8	AVERAGE	0	0
9	AVERAGE	0	0
10	LARGE	0	+1
11	VERY LARGE	-1	+1
12	GIANT	-2	+2

SIGNATURE
TABLE 3 - 2

#	AP	SIGNATURE
2	0	<i>NO SIGNATURE.</i>
3	0	<i>NO SIGNATURE.</i>
4	0	<i>NO SIGNATURE.</i>
5	-1	SLOW TO REACT: THIS GLADIATOR COUNTS A -1D6 PENALTY WHEN ROLLING ON THE ATTACK TABLE (5 - 5).
6	-1	SLOW: THE SLOW GLADIATOR COUNTS A -1 PENALTY WHEN ROLLING ON THE MOVEMENT TABLE (5 - 1).
7	+1	BRAWLER: THIS GLADIATOR COUNTS A +1D6 BONUS WHEN RE-TAKING A TEST ON THE ATTACK TABLE (5 - 5).
8	+1	AGILE: THE AGILE GLADIATOR COUNTS A +1D6 BONUS WHEN ROLLING ON THE MANEUVER TABLE (5 - 3).
9	+2	STRONG: THIS GLADIATOR STARTS EACH MATCH WITH 3 BONUS DICE MORE THAN NORMAL.
10	-1	FRENZY: THE FRENZIED GLADIATOR WILL ALWAYS USE AT LEAST 1 BONUS DIE WHEN ROLLING ON THE ATTACK TABLE (5 - 5) AS LONG AS HE HAS ANY.
11	+2	STEADY: THE STEADY GLADIATOR WILL REMAIN ON HIS FEET THE FIRST TIME HE IS KNOCKED DOWN DURING THE MATCH.
12	+2	SWORDSMAN: THIS GLADIATOR WILL ROLL TWICE ON THE HIT LOCATION TABLE (5 - 6), CHOOSING THE BEST RESULT, BUT ONLY WHEN USING A SWORD.

3.5 SIGNATURE

In Heroes of the Colosseum we use Signatures to further differentiate the gladiators. A Signature is a demonstrated trait that is recognizable during the gladiator's career. Here's how a gladiator gains a Signature:

- Player gladiators can choose any one Signature.
- They may choose to roll for the second, but must keep it, regardless of the result.
- NPGs (3.1.2) have their Signature determined by rolling 2d6, adding the results together, and consulting the Signature Table (3 - 2).
- Some Signatures may have an Attribute Point cost that is added or subtracted from the gladiator's total number of Attribute Points (3.6.4). This is used when determining how many Fame Points a winning gladiator has gained (7.7.1).

Example - Brutus has a Savvy of 4, Strength of 4, and Speed of 3 for an Attribute Points Total of 11. He also has the Frenzy Signature which has a AP modifier of -1. Brutus now counts as a 10 Attribute Points Total gladiator.

3.6 ATTRIBUTES

Each gladiator has three Attributes that represent how hard the gladiator has trained and how good he is. The higher the Attribute, the better the gladiator is in that area. The three Attributes are:

- Savvy.
- Strength.
- Speed.

Players will do well to familiarize themselves with the Movement (5 - 1), Maneuver (5 - 3), and Attack (5 - 5), Tables to see how each Attribute works before choosing how to allocate their Attribute Points.

3.6.1 SAVVY

Savvy is a measure of how well the gladiator has trained to fight.

3.6.2 STRENGTH

Strength is a measure of how physically strong the gladiator is.

3.6.3 SPEED

Speed is a measure of how fast and agile the gladiator is.

3.6.4 USING ATTRIBUTE POINTS

Players begin with a set number of Attribute Points (AP) that they use to build their gladiators. Adding the Attributes from all three categories is called the *Gladiator's Attribute Points Total*. This is a reasonable barometer of the overall quality of the gladiator.

Attribute Points are divided between the three Attributes.

The spread between the highest and lowest Attribute is 2.

Example – If you have an Attribute of 5, the lowest any other Attribute could be is 3.

Stars begin their career with twelve Attribute Points.

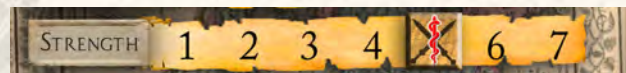
3.6.5 MAXIMUM TOTALS

The maximum an Attribute can be is 7.

The maximum Attribute Points Total of a gladiator is 20.

3.7 BONUS DICE

At the start of the match, each Player and Non-Player Gladiator receives Bonus Dice equal to twice their Strength.



3.7.1 RECOVERING BONUS DICE

Each time a gladiator uses a Bonus Die he discards it and reduces his current total accordingly. However, gladiators can recover Bonus Dice in the following ways.

- A gladiator in a Movement Zone unoccupied by an opponent may forfeit his move and recover Bonus Dice.
- When directed by a diludium (6.6).

When recovering Bonus Dice during the match the maximum number the gladiator can ever have at one time is equal to his current Strength.

Example – The Retiarius has Strength of 4 so starts with 8 Bonus Dice. Later in the match he forfeits his move and recovers Bonus Dice. He has 1 Bonus Dice so can recover 2 more, making his total equal to his current Strength of 3.

3.7.2 USING BONUS DICE

Players can choose to use as many Bonus Dice as desired when rolling on the Maneuver (5 - 3), Attack (5 - 5), and Net Toss (5 - 4) Tables. NPGs (3.1.2) must roll dice to see when they will use their Bonus Dice. Here's how we do it:

- Each gladiator decides how many Bonus Dice, if any, to use.
- If playing head to head, the dice are held out of sight and revealed at the same time. This is best done by holding the Bonus Dice counters you want to use in one hand over the table, counting to 3, and simultaneously dropping them into view onto the table.
- If playing against an NPG, the player decides how many Bonus Dice to use before rolling to see how many the NPG will use.



3.7.3 NPG BONUS DICE USAGE

NPGs will use Bonus Dice based on the results of rolling d6 on the appropriate table. Here's how we do it:

- When on the Maneuver Table (5 - 3), the NPG will roll all of its Bonus Dice. If a "1" is rolled, use that Bonus Die when rolling on the Maneuver Table.
- When on the Net Toss Table (5 - 4), the NPG will roll all of its Bonus Dice. If a "1" or "2" is rolled, use that Bonus Die when rolling on the Net Toss Table.
- When on the Attack Table (5 - 5), the NPG will roll all of its Bonus Dice. If a "1" or "2" is rolled, use that Bonus Die when rolling on the Attack Table.
- Anytime an NPG is ensnared in a net or knocked down to the ground, it will roll all of its Bonus Dice. If a "1", "2", or "3" is rolled, use that Bonus Die when rolling on the Maneuver, Attack, or Net Toss Tables.

3.8 FIGHTING STYLE

The armor and weapons of the gladiator define his style of fighting. Here are the six gladiator styles (*) used in Heroes of the Colosseum.

** Although there were many fighting styles, we have chosen the six most popular to use in Heroes of the Colosseum.*

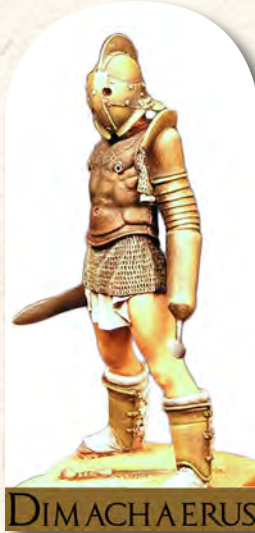
Players can choose one style as their Primary Fighting Style and another as their Secondary. Just know that when fighting with your Secondary Style, your Savvy counts as 1 point less. Why do it? Using your Secondary Fighting Style reduces your total Attribute Points and increases the chance of gaining Fame (7.7).

3.8.1 DIMACHAERUS

His name means “two-weapon man”. Not much is known about this style of gladiator other than he was armed with two swords and therefore didn’t carry a shield.

He may have been a separate category of gladiator, or he may have been a fighting style used by other categories of fighters. There are no depictions from ancient times of this gladiator, so his armor, if any, is open to speculation. It is not known who his usual opponents were.

- The opponents for the Dimachaerus are the Murmillo (1–2), Hoplomachus (3–4), and Thraex (5–6).

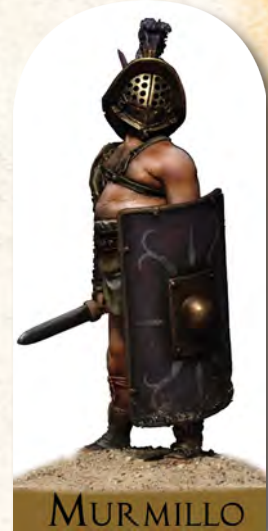


- His traditional opponent was the Murmillo (1–4), but the Hoplomachus can be matched against the Thraex (5) or Secutor (6).

3.8.3 MURMILLO

The Murmillo’s name is believed to come from a Greek word for a type of fish. The head of the Murmillo was entirely encased in an ornate helmet, often surmounted with the image of a fish.

He carried a large shield with the lower left leg protected by an ocrea. His sword arm was covered with a manica, a type of protective sleeve usually made of quilted fabric. The Murmillo was armed with a short sword called a gladius, from which the word gladiator is derived.

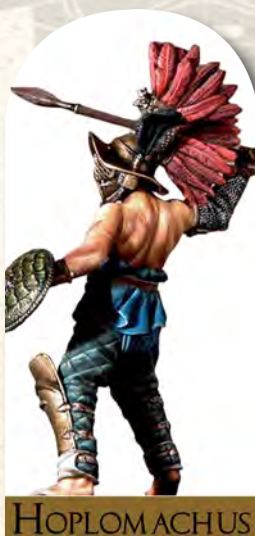


3.8.2 HOPLOMACHUS

His name comes from the Greek word hoplon, which means “weapon”, but it is usually associated with the Greek shield.

The Hoplomachus carried a round shield, usually a small one, and his head was entirely enclosed in a metal helmet. His belly was protected with leather while quilted fabric protected his upper legs. Metal greaves called ocrea protected both of his lower legs.

This gladiator was primarily armed with a long spear.



- His traditional opponent is the Thraex (1–4), but he can be matched against the Retiarius (5–6).

3.8.4 RETIARIUS

His name comes from the Latin word rete, meaning net. This gladiator was lightly armored and usually did not wear a helmet. His only armor was on his left arm: a type of protective sleeve called a manica, and a bronze shoulder guard called a galerus. He may have also worn leather gaiters on his lower legs as well as leather across his belly.



He was primarily armed with a long three-pronged spear, called a trident, and a net. The Retiarius would try to ensnare his opponent with his net while keeping them at bay with his trident. Once the gladiator was knocked to the ground and trapped in the net, the Retiarius would move in for the kill.

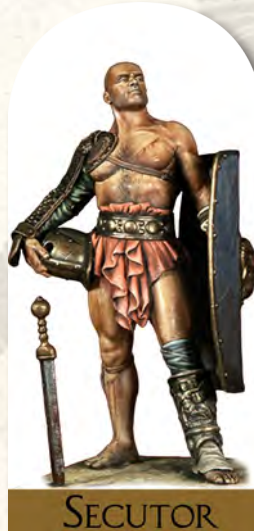
- His traditional opponent was the Secutor (1-4), but he can be matched against the Murmillo (5-6).

3.8.5 SECUTOR

The word Secutor means “chaser” in Latin. This fighting style replaced the earlier Samnite. He carried a large rectangular shield (scutum) and his head was entirely enclosed in a helmet of iron or bronze. Unlike the ornate helmets used by others, his was very plain and smooth except for a small fin on its crest that made him look somewhat like a fish. This was done intentionally as it reduced the chances of the helmet being snagged by the net of the Retiarius, his traditional opponent.

The Secutor carried the short sword called the gladius. His sword arm was protected by a manica and he wore an ocrea on his left leg.

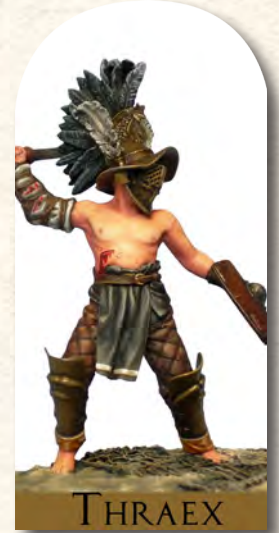
- His traditional opponent was the Retiarius (1-5), but he can be matched against the Hoplomachus (6).



3.8.6 THRAEX

His name means “Thracian” and originally referred to his place of origin.

The head of the Thraex was entirely enclosed in a helmet that often bore the crest of the mythological Griffin, the companion of Nemesis, Goddess of Fate. He carried a small rectangular shield and each leg was protected by an ocrea that came up to beyond his knees.



This gladiator was armed with either a gladius or a curved long dagger called a sica (still counts as a sword).

- His traditional opponent was the Murmillo (1-4), but he could be matched against the Hoplomachus (5-6).

3.9 ARMOR CLASS

There are four types of Armor Class (AC) used in Heroes of the Colosseum. They are:

- AC 0 = Unarmored.
- AC 1 = Leather.
- AC 2 = Metal armor.
- AC 3 = Extra heavy metal reserved for the helmet.

Each body part of the gladiator will have one of the four Armor Classes protecting it. They are marked on the Roster. Armor cannot be reduced during the match!

3.9.1 ARMOR PROTECTION

Armor comes into play by absorbing damage. When rolling on the Damage Table (5 - 7), the attacker subtracts the AC of the target body part from the Impact of the attack.

Example – The Retiarius scores an Impact 4 hit on the right arm of his Murmillo opponent who is wearing AC 2 armor. This reduces the Impact from 4 to 2.

3.9.2 UNARMORED SPEED

As most gladiators wore armor or carried a shield, it reduced how fast they could move in the arena. We have chosen to reflect this by giving a bonus to the Speed of unarmored gladiators.

This is not a permanent increase to Speed, but a temporary one lasting as long as the gladiator uses this Fighting Style. The two gladiators affected by this increase are the Dimachaerus (3.8.1) and the Retiarius (3.8.4), when not carrying the net. This bonus is reflected on the Movement (5 - 1), Maneuver (5 - 3), and Net Toss (7 - 4) Tables.

3.9.3 SHIELDS

A shield will protect a gladiator from damage but cannot be used when wielding a weapon with two hands. There are two types of shields:

- Large shield – The large shield protects the user's left arm, chest, and belly.
- Small shield – The small shield or buckler protects the user's left arm and chest.



3.9.4 NETS & TWO SWORDS IN DEFENSE

Although not actually using a shield, the net of the Retiarius and the second sword of the Dimachaerus provide protection to the gladiator as if he were using a small shield; protecting the left arm and chest.

3.10 WEAPONS

Weapons can be used in three ways:

- Wielded with one hand (one-handed).
- Wielded with two hands (two-handed).
- Thrown at the opponent.

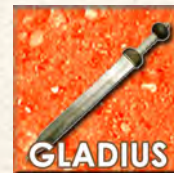
3.10.1 SPEAR

The spear is a sharp blade on a long pole. It can be used with one hand, usually with a small shield in the other, or with two hands and without the shield, which must have been dropped. It can also be thrown at an opponent.



3.10.2 SWORD

The sword is a sharp blade much longer than a dagger. It can be used with one hand, usually with a shield in the other, or with two hands and without the shield, which must have been dropped. Some gladiators (Dimachaerus) may forsake their shield and instead use two swords, one in each hand. It can also be thrown at an opponent.



3.10.3 TRIDENT

The trident is a three-prong weapon used by the Retiarius. It can be used with one hand, usually with a net in the other, or with two hands, and without the net. If the net is still in the possession of the Retiarius, the trident is always used with one hand. It can also be thrown at an opponent.



- the item cannot be retrieved or switched.
- To recover an item, the gladiator must enter or start in the Movement Zone where the item is.
- To switch a weapon, the gladiator forfeits his move, but can recover Bonus Dice.

3.10.4 SPECIAL WEAPON - THE NET

The net is a special weapon used by the Retiarius with the purpose of ensnaring or hindering his opponent. See the section on Net Toss (5 - 4) for more info.



3.10.5 WEAPON REACH

The spear and the trident, being longer weapons, can have a reach advantage over opponents using a sword. Here's how we do it:

- It must be the spear or trident users turn. If it is not, the weapon does not get the reach advantage.
- The opponent must be using a sword or be unarmed.
- If both requirements are met, the spear or trident user counts a +1d6 Bonus on the Maneuver Table (5 - 3).

3.10.6 PICKING UP WEAPONS

Gladiators may choose to pick up dropped weapons, missed nets, shields, or switch a weapon or shield to another hand (but not both).

- This can only be done during the gladiator's Movement Phase.
- If there are enemies in the Movement Zone,



STOP!

All gladiators are Stars or Grunts (3.1). Gladiators run by the player are Stars. Those run by the game mechanics are Grunts – NPGs (3.1.2). What is Star Power (3.2.1)? If you roll a “6” when using Star Power d6, what happens?

Gladiators are also defined by Gender (3.3), Size (3.4), and Signature (3.5). How do Stars gain a Signature? Can they have more than one? Each gladiator has 3 Attributes (3.6). They are Savvy (3.6.1), Strength (3.6.2), and what?

Stars begin with 12 Attribute Points (3.6.4) spread over the 3 Attributes as desired; however, the spread between highest and lowest cannot exceed 2.

Each gladiator starts with Bonus Dice equal to twice its Strength. When to use Bonus Dice is located on the appropriate table. How do Non-Player Gladiators (NPGs) determine when to use their Bonus Dice (3.7.3)? Review the different ways they are used when playing head to head or against NPGs (3.7.2).

There are six different types of gladiator Fighting Styles (3.8). Each style has specific weapons and armor. Which style uses the net?

There are 4 Armor Classes (3.9), numbered from “0” to “3”. Each body part of the gladiator will have one of these classes protecting it. Which 2 gladiators receive a +1 bonus to their Speed Attribute due to a lack of armor? This is accounted for on the tables and is not adjusted on their Roster Cards.

Weapons (3.10) can be used with one hand, two hands, or thrown. Spears and tridents have a reach advantage (3.10.5). When is it used?

4.0 BEFORE THE MATCH



Now that you have created your gladiator and filled out his Roster Card, he is ready to fight. But before he can enter the arena (4.8), there are still a few things that need to be done. They are:

- Determine if you will be fighting solo or same side, against the game mechanics or competitively, head to head (4.1).
- Decide if you will be playing a campaign or one-off game (4.2).
- Determine the number of combatants (4.3).
- Set up the arena (4.4).
- Determine the opponent match-ups and their specifics (4.5).
- Fill out a Roster Card (2.4) for each combatant.
- Determine if the match is “to the death” (4.7).
- Determine the entry point of the arena for each gladiator (4.8).

Let’s cover each one of these in more depth.

4.1 PLAYING THE GAME

When playing solo or co-operatively, with all the players on the same side, the players will use the traditional opponents of each gladiator. This is found in the information section for each gladiator in the Fighting Styles section (3.8).

Example – I decide to use the Hoplomachus Fighting Style and roll a 3. Looking in the information section, I see that my opponent will be a Murmillo

When playing head to head, players are free to match-up gladiators as they like and need not stick to their traditional opponents.

4.2 CAMPAIGN OR ONE-OFF MATCH

Heroes of the Colosseum can be played as a one-off game, or part of a Campaign (7.0) where each match ties into, and affects, future matches. In a Campaign, players will retain one or more gladiators, try to increase their Attributes, and eventually earn Freedom (7.6).

4.3 NUMBER OF COMBATANTS

Gladiator matches ranged in size from local, small affairs of one pair of gladiators, to huge spectacles involving dozens. Battles between groups of gladiators, often of opposing schools, only happened at the Colosseum. But don't let that stop you if that is what you want to play, as it's your game!

Those playing one-off games are encouraged to use their imagination to create one-of-a-kind, spectacular scenarios. Or keep it to simple combat between a pair of gladiators.

However, players should keep in mind that the more gladiators and novel features they add, the longer it will take to play the game. Once they are familiar with the rules, players should be able to comfortably handle 2 - 4 gladiators at a time. Your mileage may vary.

4.4 SETTING THE SCENE IN THE ARENA

The arena has a high wall around its perimeter. There are four separate gates to the arena, with pairs of entrances, set directly across from each other.

Usually, the arena is just a flat, featureless expanse of sand. In fact, the word "arena" comes from *harena*, the Latin word for "sand". However, the Romans would occasionally transform the arena of the Colosseum into a fantastic artificial forest by placing dozens of trees in it for the *venationes*, or "hunts". Staged for the entertainment of the crowd, hundreds, if not thousands, of animals were slaughtered. The Romans would also add artificial hills and other scenery when special presentations were performed, representing incidents from mythology or re-staging battles from the past.

Contrary to popular belief, the Colosseum was not routinely flooded for the naval battles called *naumachiae*. This was only possible before the Emperor Domitian added the subterranean structures below the wooden floor of the arena. This area, the hypogeum, provided passageways and storage rooms for animals, scenery, and gladiators. It also had lifts and ramps that could be used to make them suddenly appear in the arena. Players are encouraged to come up with their own spectacles for the Colosseum and make life a bit more "interesting", not only for the fighters, but especially for the Crowd.

4.5 OPPONENT MATCHUPS

Historically, gladiators were routinely pitted against certain gladiators. Two of the classic pairings were the matches between the Retarius and the Secutor, and the Thraex and Murmillo. However, there are several styles where no information is available about their opponents. There is nothing preventing you, as editor of a match, to pair any style against any other.

When setting up matches, for a “fair fight”, keep the Attribute Points Totals between the fighters within a couple of points. Anything more and it will be difficult for the lower-rated gladiator to win. But think of the Fame he will gain if he does!

4.5.1 GLADIATOR POOL

Once you have determined the Fighting Style of your opponent, you must determine his Attributes and Signature. Here’s how we do it:

- Go to the Gladiator Pool Table (4 - 1).
- Roll 1d6 and go down the left-hand column to the appropriate row.
- Go across to the 1st Attribute – Savvy.
- Roll 1d6:
- If the result is a “1”, reduce the number of the listed Attribute by 1.
- If the result is a “6”, increase the number of the listed Attribute by 1.
- Any other result and the Attribute remains as listed.
- Do this for all three Attributes and adjust the Attribute Points Total accordingly.
- Next go to the Signatures Table (3 - 2) and determine the Signature of the gladiator by rolling 2d6, adding the result, and going down to the appropriate row.

GLADIATOR POOL
TABLE 4 - 1

#	SAVVY	SPEED	STRENGTH
1	4	3	3
2	4	4	4
3	5	4	4
4	5	4	5
5	5	5	5
6	6	6	5



BEFORE THE MATCH

4.6 FILL OUT ROSTER CARDS

Fill out a Roster Card (2.4) for each gladiator that is in the match.



4.7 TO THE DEATH

Not all matches could end with a gladiator surrendering and appealing for Mercy (6.8). Some did not end until there was a dead body on the sand. This was called Fighting to the Death: *Sine Missione* (6.9).

If fighting a one-off match, the players can choose to fight to the death. Otherwise:

- Roll 2d6 and add the scores together. On a total of “7”, the match is to the death.

4.8 ENTERING THE ARENA

Opposing individual gladiators, or groups, will enter the arena from entrances directly opposite each other, into a Wall Movement Zone (2.6.1). Once all gladiators are in a Wall Movement Zone, the match has begun.



5.0 THE MATCH



“URI, UINCIRI, UERBERARI, FERROQUE NECARI”

“To endure burning with fire, shackling with chains, to be whipped with rods and killed with steel.”

Here’s a brief outline of how a match in Heroes of the Colosseum is played:

- At the start of each turn, the gladiators roll on the Movement Table (5 - 1) to determine the order of play.
- Each gladiator can move one Movement Zone (even diagonally) or choose to remain in their current zone.
- The Retiarius can attempt a net toss at a target in an adjacent Movement Zone.
- If the Movement Zone is unoccupied by an opponent, and the gladiator chooses not to move or cast a net, he can replenish his Bonus Dice, up to his current Strength.
- If the Movement Zone is occupied by an opponent, both gladiators roll on the Maneuver Table (5 - 3).
- Both gladiators roll on the Attack Table (5 - 5).
- The winner on the Attack Table rolls on the Hit Location Table (5 - 6), then the Damage Table (5 - 7).

- After all gladiators have had their turn, the process is repeated until the match stops, either by death (6.9), surrender (6.5), or by appealing to the Crowd (6.8) or Emperor (6.8.1).

5.1 TURN SEQUENCE

Each match can last an unlimited number of turns, but each turn uses the following Turn Sequence. Only after one gladiator has finished its complete turn of Movement, Maneuver, and Attack, does the next gladiator carry out his turn.

When it is a gladiator’s turn, place an unused Health counter next to the gladiator to signify that it is his turn.

5.1.1 PHASE 1 - MOVEMENT

The first phase of each turn is the Movement Phase. Note that movement is *not* simultaneous.

5.1.2 PHASE 2 - MANEUVER

The next phase is the Maneuver Phase. This is where gladiators in the same Movement Zone maneuver to obtain the best position to attack their opponent.

5.1.3 PHASE 3 - ATTACK

The third phase is the Attack Phase. In the Attack Phase, gladiators, as directed by the Maneuver Table (5 - 3), will attack each other.

STOP!

Heroes of the Colosseum can be played solo, same side, or head to head. When learning the rules, we recommend solo play as it will then be easier to teach others.

Each Fighting Style (3.8) has their traditional opponents listed in their section, but you can choose to fight any gladiator combination that you want.

When you need to generate NPG opponents, we use the Gladiator Pool (4.5.1). Be sure to roll 1d6 for each listed Attribute. What happens if you roll a “4”? How about a “1”?

You can choose to fight to the death (6.9) or not. Otherwise, when playing a campaign (multiple matches), roll 2d6. A result of “7” means the match is to the death.

Review the beginning of “The Match” (5.0) to get an idea of how the game flows. At the start of each turn, all gladiators roll 1d6 on the Movement Table (5 - 1) to determine in what order the gladiators will move. There are three Phases in each gladiator’s turn. Movement is first, Attack is last. What Phase is in between?

5.2 MOVEMENT PHASE

At the start of the turn, every gladiator must determine when it will move. Here’s how we do it:

- Consult the Movement Table (5 - 1).
- All gladiators will roll 1d6.
- Modify the score by any applicable Circumstance.
- Movement starts with the highest total and works its way down to the lowest. Ties are re-rolled.

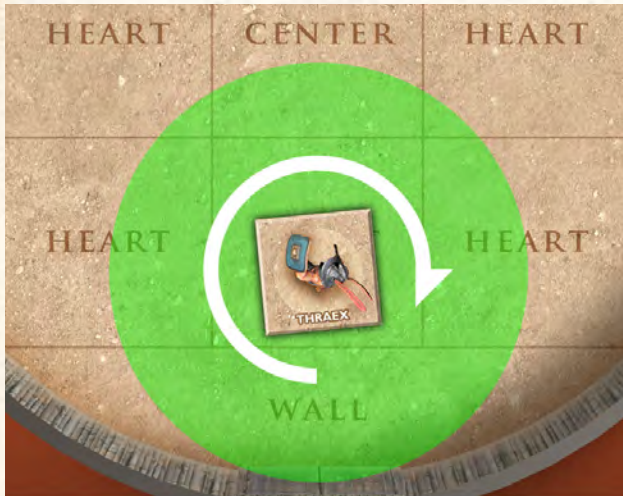
Example - Fiscus, Speed 4, is knocked down and spent - out of Bonus Dice. He rolls 1d6 for determining the order of movement and scores a 6. His modified total would be 8 (6, +4 for Speed, -1 for knocked down, and -1 for being spent).

MOVEMENT
TABLE 5 - 1

CIRCUMSTANCE	MODIFIER
<i>ENSNARED - IF ENSNARED IN A NET.</i>	-2
<i>KNOCKED DOWN - IF KNOCKED DOWN.</i>	-1
<i>SLOW</i>	-1
<i>SPENT - IF OUT OF BONUS DICE.</i>	-1
<i>SPEED - EACH POINT OF SPEED. DIMACHAERUS AND RETIARIUS WITHOUT A NET COUNT THEIR SPEED 1 POINT HIGHER THAN ACTUAL.</i>	+1

5.2.1 FACING

Gladiators will always be in one Movement Zone and are always assumed to be facing the enemy regardless of how they entered the Zone. Attacking an opponent to the rear was a sign of cowardice and was not allowed. Those that did suffered the ultimate penalty.



5.2.2 MOVEMENT RATES

Gladiators can choose to move one Movement Zone or remain in place. Movement is from zone to zone, and in any direction; forward, backward, straight or diagonally.



5.2.3 STARTING IN UNOCCUPIED ZONES

Gladiators starting in a Movement Zone unoccupied by an opponent must choose one of two options:

- Forfeit any movement or Net Attacks (5.3.1) and recover Bonus Dice, up to his current Strength.
- Move one Movement Zone.

5.2.4 STARTING IN OCCUPIED ZONES

Gladiators starting in a Movement Zone occupied by an opponent must choose one of two options:

- Attack the opponent by going to the Maneuver Table (5 - 3).
- Move away from the opponent. He cannot move through the opposing gladiator. This movement can be done whether the gladiator is standing or knocked down – rolling away and remaining prone.

5.2.5 NPG OPTIONS

Gladiators starting in a Movement Zone occupied by an opponent must choose one of two options:

When playing with NPGs, we must determine what they will do when it is their turn to move. Here's how we do it:

- Consult the NPG Option Table (5 - 2).
- Determine if the NPG is in an Unoccupied or Occupied Movement Zone.
- Roll 1d6 versus Savvy.
- Determine if the NPG passed 1d6 or 0d6.

- Go down the left-hand column to the appropriate row and across to see what action the NPG will take. Be sure to use the correct column.
- Be sure to use the result that reflects the current state of the NPG.

Example – It is the NPG Secutor’s turn to move. He is in an Unoccupied Movement Zone and has a Savvy of 4. I roll 1d6 and score a 3, passing 1d6. As the Secutor is not ensnared in a net or knocked down, he moves one Movement Zone towards his opponent.

NPG OPTIONS
TABLE 5 - 2

NPG OPTIONS
(Taken VS Savvy)

#D6 PASSED	NPG IN UNOCCUPIED ZONE	NPG IN OCCUPIED ZONE
1	<p>ENSNARED IN NET:</p> <ul style="list-style-type: none"> • ESCAPE FROM THE NET AND REGAIN FEET. CANNOT RECOVER BONUS DICE. <p>KNOCKED DOWN:</p> <ul style="list-style-type: none"> • REGAIN FEET, CANNOT MOVE. RECOVER BONUS DICE. <p>OTHERWISE:</p> <ul style="list-style-type: none"> • RETIARIUS WITH NET WILL ATTEMPT TO NET TOSS IF TARGET IS AVAILABLE. IF NO TARGET AVAILABLE, WILL MOVE TOWARDS OPPONENT. WILL MOVE TO UNOCCUPIED MOVEMENT ZONE TO THE LEFT (1-3) OR RIGHT (4-6) INSTEAD OF MOVING INTO AN OCCUPIED MOVEMENT ZONE. • ALL OTHERS, INCLUDING RETIARIUS WITHOUT NET, WILL MOVE TOWARDS THE CLOSEST OPPONENT. 	<p>RETIARIUS WITH NET:</p> <ul style="list-style-type: none"> • BACK AWAY INTO UNOCCUPIED MOVEMENT ZONE. <p>IF KNOCKED DOWN:</p> <ul style="list-style-type: none"> • REGAIN FEET, CANNOT MOVE. <p>OTHERWISE:</p> <ul style="list-style-type: none"> • GO TO MANEUVER TABLE (5 - 3).
0	<p>ENSNARED IN NET:</p> <ul style="list-style-type: none"> • CANNOT ESCAPE FROM THE NET AND STILL KNOCKED DOWN. <p>KNOCKED DOWN:</p> <ul style="list-style-type: none"> • REGAIN FEET AND CANNOT MOVE. RECOVER BONUS DICE. <p>OTHERWISE:</p> <ul style="list-style-type: none"> • IF AT MAXIMUM BONUS DICE MOVE TOWARDS THE CLOSEST OPPONENT, OTHERWISE REMAIN IN THE ZONE AND RECOVER BONUS DICE. 	<p>IF ON FEET AND HAVE ZERO BONUS DICE REMAINING:</p> <ul style="list-style-type: none"> • MOVE TO ADJACENT UNOCCUPIED MOVEMENT ZONE. <p>OTHERWISE:</p> <ul style="list-style-type: none"> • GO TO MANEUVER TABLE (5 - 3).

5.3 MANEUVER PHASE

Opposing gladiators that occupy the same Movement Zone at the end of their Movement Phase will roll on the Maneuver Table (5 - 3). Here's how we do it:

- Each gladiator consults the Maneuver Table (5 - 3).
- Each gladiator goes down the table adding and subtracting d6 for each Attribute or Circumstance that applies.
- Roll the total number of d6.
- Each gladiator determines how many successes (scores of 1, 2, or 3) he has rolled.
- Compare the total number of successes scored by each gladiator and go down the left-hand column to the appropriate row.
- Go across to see the results and immediately carry them out.

5.3.1 NET TOSS

This is a special attack that can only be done by the Retiarius, during its Movement Phase. The object is to ensnare the opponent and then attack while he is on the ground. Here's how we do it:

- The Retiarius forfeits his chance to move when attempting a net toss.
- The Retiarius must be on his feet and possess a functional net.
- The Retiarius can only attack a target in the three Movement Zones to his front.
- The Retiarius must be in a Movement Zone adjacent to the target. Net tosses cannot be made at targets in the same Movement Zone.
- The net toss is resolved using the Net Toss Table (5 - 4).
- Results are immediately carried out and the Retiarius's turn is ended. He must wait until it is his turn to move again.

MANEUVER

(Looking for successes)

NPGs will use their Bonus Die on a "1". Ensnared or knocked down NPGs will use their Bonus Die on a "1", "2", or "3".

MANEUVER TABLE 5 - 3

ATTRIBUTE	MODIFIER
<i>SAVVY</i> - EACH POINT OF SAVVY.	+1D6
<i>SPEED</i> - EACH POINT OF SPEED. DIM-ACHAERUS AND RETIARIUS WITHOUT A NET COUNT THEIR SPEED 1 POINT HIGHER THAN ACTUAL.	+1D6

CIRCUMSTANCE	MODIFIER
<i>BONUS DICE</i> - EACH BONUS DIE USED.	+1D6
<i>AGILE</i>	+1D6
<i>ENSNARED</i> - IF ENSNARED IN A NET.	-3D6
<i>KNOCKED DOWN</i> - IF KNOCKED DOWN.	-2D6
<i>REACH ADVANTAGE</i> - IF USING A SPEAR OR TRIDENT VERSUS A SWORD OR UNARMED WHEN IT IS THE USER'S TURN.	+1D6

# OF SUCCESSSES	RESULT
2+ SUCCESSES MORE	GO TO THE ATTACK TABLE (5 - 5). HIGHER SCORING GLADIATOR IS THE ATTACKER: IF USING A LARGE SHIELD MAY CHOOSE TO BASH ATTACK (+2D6) (1) OR GAIN THE ADVANTAGE (+1D6) ON THE ATTACK TABLE.
1 SUCCESS MORE	GO TO THE ATTACK TABLE (5 - 5). HIGHER SCORING GLADIATOR IS THE ATTACKER:
SAME NUMBER	NEITHER GLADIATOR FINDS AN OPENING. BOTH REMAIN IN THE CURRENT MOVEMENT ZONE. THE CURRENT GLADIATOR'S TURN IS OVER.

(1) The NPG rolls 1d6 versus his Savvy. If the NPG passes 1d6 it will Bash Attack. If the NPG passes 0d6 it will gain the advantage (+1d6) instead

Note – Here’s a tip on how to use the net. Try and toss it when you move after the target. The odds are you will win on the next Movement Table (5 - 1) roll and can move before the target can – move into his Movement Zone and attack!

NET TOSS

(Looking for successes)

NPGs will use their Bonus Die on a “1” or “2”. Ensnared or knocked down NPGs will use their Bonus Die on a “1”, “2”, or “3”.

NET TOSS
TABLE 5 - 4

ATTRIBUTE	MODIFIER
SAVVY - EACH POINT OF SAVVY.	+1D6
SPEED - EACH POINT OF SPEED. DIM-ACHAERUS AND RETIARIUS WITHOUT A NET COUNT THEIR SPEED 1 POINT HIGHER THAN ACTUAL.	+1D6

CIRCUMSTANCE	MODIFIER
BONUS DICE - EACH BONUS DIE USED.	+1D6
KNOCKED DOWN - IF KNOCKED DOWN.	-2D6
SECUTOR TARGET - RETIARIUS COUNTS THE PENALTY.	-1D6

# OF SUCCESSES	RESULT
RETIARIUS SCORED MORE	NET CAST. TARGET SNARED AND KNOCKED DOWN.
RETIARIUS SCORED SAME	NO CHANCE TO TOSS THE NET. RETIARIUS REMAINS IN THE MOVEMENT ZONE. CANNOT RECOVER BONUS DICE.
RETIARIUS SCORED LESS	MISSED AND NET IS PLACED IN THE TARGET’S MOVEMENT ZONE. RETIARIUS REMAINS IN THE MOVEMENT ZONE. CANNOT RECOVER BONUS DICE.

5.3.2 NPG NET TOSS

NPGs will attempt to throw their net as dictated on the NPG Option Table (5 - 2).

5.3.3 RECOVERING THE NET

The net can be recovered if the toss has missed. Once it has successfully ensnared a target it cannot be used again. Here’s how we do it:

- The net is tossed and missed. Place it in the Movement Zone occupied by the target.
- The target can spend his next move destroying the net – it cannot be tossed again.
- If the net is not destroyed, the Retiarius can pick it up (3.10.6) as outlined previously.

5.3.4 ESCAPING THE NET

Gladiators that are ensnared in the net are in serious trouble, but it is possible to escape. Here’s how we do it:

- If in an Unoccupied Movement Zone and it is the ensnared gladiator’s turn to move. Escape from the net and regain feet. Cannot recover Bonus Dice.
- If in an Occupied Movement Zone, he will roll on the Maneuver Table (5 - 3), escaping if successful on the Attack Table (5 - 5) or he can roll away to an Unoccupied Movement Zone, ending his turn, and still counting as ensnared.



5.4 ATTACK PHASE

Opposing gladiators that occupy the same Movement Zone at the end of their Movement Phase will roll on the Maneuver Table (5 - 3). Here's how we do it:

- Each gladiator consults the Attack Table (5 - 5).
- Each gladiator goes down the table adding and subtracting d6 for each Attribute or Circumstance that applies.
- Roll the total number of d6.
- Each gladiator determines how many successes (scores of 1, 2, or 3) he has rolled.
- Compare the total number of successes scored by each gladiator and go down the left-hand column to the appropriate row. Be sure to use the correct column based upon the gladiator; Attacker, Defender, or Ensnared Defender.
- Go across to see the results and immediately carry them out.

5.4.1 HIT LOCATION

Once a hit has been scored we have to see what body part is involved. Here's how we do it:

- Go to the Hit Location Table (5 - 6).
- Roll 2d6 and add the results together.
- The Swordsman Attribute allows for the gladiator to roll twice and count the best result.
- Go down the left-hand column to the appropriate row and across to see what body part was hit.

5.4.2 SHIELDED

When a gladiator is using a large shield, small shield (3.9.3), two swords, or a net (3.9.4), he counts as shielded.

When shielded, the covered body part is not



ATTACK

(Looking for successes)

NPGs will use their Bonus Die on a "1" or "2".
Ensnared or knocked down NPGs will use their Bonus Die on a "1", "2", or "3".



ATTRIBUTE MODIFIER

SAVVY - EACH POINT OF SAVVY. +1D6

CIRCUMSTANCE MODIFIER

BONUS DICE - EACH BONUS DIE USED. +1D6

ADVANTAGE - IF GAINED THE ADVANTAGE ON THE MANEUVER TABLE. +1D6

BASH ATTACK - IF BASH ATTACKING. +2D6

ENSNARED - IF ENSNARED IN A NET. -3D6

FRENZY ATTRIBUTE - MUST USE AT LEAST 1 BONUS DIE IF HAVE ANY. +1D6

KNOCKED DOWN - IF KNOCKED DOWN. -2D6

OFF-HAND - USING THE OFF-HAND. -1D6

SLOW TO REACT -1D6

# OF SUCCESSES	ATTACKER	DEFENDER	ENSNARED DEFENDER
2+ SUCCESSES MORE	ATTACKER SCORES A HIT ON THE DEFENDER. GO TO HIT LOCATION TABLE (5 - 6) THEN TO DAMAGE TABLE (5 - 7).	DEFENDER SCORES A HIT ON THE ATTACKER. GO TO HIT LOCATION TABLE (5 - 6) THEN TO DAMAGE TABLE (5 - 7). <i>NOTE THAT BASHING ATTACKERS WILL COUNT SHIELDLESS.</i>	ENSNARED GLADIATOR ESCAPES FROM THE NET AND REGAINS FEET. ATTACK IS OVER AND THE NET IS LOST FOR THE REMAINDER OF THE MATCH.
1 SUCCESS MORE	ATTACKER SCORES A HIT ON THE DEFENDER. GO TO HIT LOCATION TABLE (5 - 6) THEN TO DAMAGE TABLE (5 - 7).	COUNTERSTRIKE! DEFENDER BECOMES ATTACKER. BOTH GLADIATORS WILL RE-TAKE THE TEST ON THE ATTACK TABLE. PREVIOUSLY ROLLED BONUS DICE ARE LOST. BRAWLER ATTRIBUTE WILL COUNT A +1D6 BONUS.	ENSNARED GLADIATOR ESCAPES FROM THE NET AND REGAINS FEET. ATTACK IS OVER AND THE NET IS LOST FOR THE REMAINDER OF THE MATCH.
SAME NUMBER	BOTH GLADIATORS WILL RE-TAKE THE TEST ON THE ATTACK TABLE. PREVIOUSLY ROLLED BONUS DICE ARE LOST. BRAWLER ATTRIBUTE WILL COUNT A +1D6 BONUS.	BOTH GLADIATORS WILL RE-TAKE THE TEST ON THE ATTACK TABLE. PREVIOUSLY ROLLED BONUS DICE ARE LOST. BRAWLER ATTRIBUTE WILL COUNT A +1D6 BONUS.	BOTH GLADIATORS WILL RE-TAKE THE TEST ON THE ATTACK TABLE. PREVIOUSLY ROLLED BONUS DICE ARE LOST. BRAWLER ATTRIBUTE WILL COUNT A +1D6 BONUS.

damaged and the attack has no effect. The current gladiator's turn is over.

5.4.3 DAMAGE TO BODY PARTS

The number of successes scored on the Attack Table (5 - 5) by a gladiator, more than his opponent, is called the Impact.

Once you have determined what body part was hit, and not protected by a shield, we must see how much damage was done. Here's how we do it:

- Start with the Impact.
- Consult the Damage Table (5 - 7) and modify the Impact by any applicable Circumstances.
- Go down the left-hand column to the appropriate row.
- Go across to see how much damage was done to the body part.
- Subtract the damage from the number of Strength points for that location on the Roster Card.
- Slide the Damage Counter to the appropriate value.
- Be sure to adjust the appropriate Attribute by -1 each time the loser is hit in the Head, Chest, Belly, or Leg. This info in on the Roster Card.
- When the body part reaches "0", it no longer functions (5.4.4).

5.4.3.1 DAMAGE TRANSFER

When a gladiator takes additional damage to a body part that has a current Strength of "0", the damage is transferred to an adjacent body part in the following way.

- **ARM** – The damage is transferred to the Chest. In addition, reduce the overall Strength Attribute by 1.

- **LEG**– The damage is transferred to the Belly. In addition, reduce the overall Strength Attribute by 1.

Example – Sextus the Secutor takes 5 damage points to his right arm. As his Strength in the arm is 4, it is now reduced to 0. The extra damage is not counted.

Later he receives 3 points of damage to the right arm. The 3 points is marked off of his Chest and his overall Strength is reduced by 1.

5.4.3.2 ATTRIBUTE DAMAGE

When a gladiator takes damage to the following body parts, regardless of the number of points, it reduces one of his Attributes. *This is found under the name of the body part on the Roster Card.*

- **BELLY** – Each wound to the belly reduces the Strength Attribute by 1 point.
- **CHEST** – Each wound to the chest reduces the Strength Attribute by 1 point.
- **HEAD** – Each wound to the head reduces the Savvy Attribute by 1 point.
- **LEG** – Each wound to the leg reduces the Speed Attribute by 1 point.



HIT LOCATION
TABLE 5 - 6

HIT LOCATION
(Adding the results together)

CIRCUMSTANCE	MODIFIER
SWORDSMEN	<i>ALLOWED TO ROLL TWICE, CHOOSING THE BEST RESULT.</i>
#	HIT LOCATION
2	<i>RIGHT LEG.</i>
3	<i>LEFT LEG.</i>
4	<i>LEFT ARM – NO EFFECT IF TARGET IS SHIELDED.</i>
5	<i>RIGHT ARM.</i>
6	<i>CHEST – NO EFFECT IF TARGET IS SHIELDED.</i>
7	<i>CHEST.</i>
8	<i>BELLY – NO EFFECT IF TARGET IS SHIELDED BY A LARGE SHIELD.</i>
9	<i>BELLY.</i>
10	<i>HEAD.</i>
11	<i>LEFT LEG.</i>
12	<i>RIGHT LEG.</i>

DAMAGE
TABLE 5 - 7

DAMAGE
(Start with Impact)

CIRCUMSTANCE	MODIFIER TO IMPACT
<i>AC 1 – BODY PART PROTECTED BY AC 1.</i>	<i>-1</i>
<i>AC 2 – BODY PART PROTECTED BY AC 2.</i>	<i>-2</i>
<i>AC 3 – BODY PART PROTECTED BY AC 3.</i>	<i>-3</i>
<i>ONE-HANDED – WINNER USING A SWORD, SPEAR, OR TRIDENT WITH ONE HAND.</i>	<i>+1</i>
<i>TWO-HANDED – WINNER USING A SWORD, SPEAR, OR TRIDENT WITH TWO HANDS.</i>	<i>+2</i>
<i>TRIDENT – WINNER USING A TRIDENT.</i>	<i>+1</i>
MODIFIED IMPACT	RESULT
1 OR LESS	UNLESS ALREADY KNOCKED DOWN, TARGET REMAINS ON FEET, IS WOUNDED AND TAKES 1 POINT OF DAMAGE.
2 OR MORE	TARGET KNOCKED TO THE GROUND (1) AND TAKES DAMAGE EQUAL TO THE MODIFIED IMPACT.

(1) A gladiator with the Steady Signature will remain standing, but only if this is the first time being knocked down.



THE MATCH

5.4.4 NON-FUNCTIONING BODY PARTS

When “0” or lower is reached, that body part no longer functions. Here’s what happens when a body part no longer functions.

5.4.4.1 HEAD

The gladiator is knocked down and rolls 1d6 versus his original Strength:

- If passed 1d6 – The gladiator is unconscious and at the Mercy of the Crowd (6.8).
- If passed 0d6 – The gladiator suffers a killing stroke (6.1) and is dead.

5.4.4.2 ARM

The arm cannot use a shield, weapon, or net for the remainder of the match. If holding a weapon, net, or shield, the gladiator drops it in the current Movement Zone, but may pick it up (3.10.6) with his other arm during his next Movement Phase.

5.4.4.3 CHEST

The gladiator is knocked down and rolls 1d6 versus his original Strength:

- If passed 1d6 – The gladiator is unconscious and at the Mercy of the Crowd (6.8).
- If passed 0d6 – The gladiator suffers a killing stroke and is dead.

5.4.4.4 BELLY

The gladiator is knocked down and rolls 1d6 versus his original Strength:

- If passed 1d6 – The gladiator is unconscious and at the Mercy of the Crowd (6.8).
- If passed 0d6 – The gladiator suffers a killing stroke and is dead.

5.4.4.5 LEGS

When both legs no longer function, or the Speed Attribute is reduced to zero, he drops to the ground, cannot defend himself, and is at the Mercy of the Crowd (6.8).

5.4.5 BASH ATTACKS

This is a special attack that can be done by gladiators, but only when called for by a result on the Maneuver Table (5 - 3).

The object is to knock the opponent to the ground and then attack. Here’s how we do it:

- The gladiator must be armed with a large shield.
- The attacker must score a Bash Attack attempt result on the Maneuver Table (5 - 3).
- The Bash Attack is resolved like a normal attack on the Attack Table (5 - 5).
- Results are immediately carried out.

5.4.6 KNOCKED DOWN

The gladiator is knocked to the ground and must try to regain his feet. Here’s how we do it:

- When it is his turn, the knocked down gladiator in an Occupied Movement Zone can immediately regain his feet, or remain knocked down and go to the Maneuver Table (5 - 3). NPGs will always choose to regain their feet.
- Knocked down gladiators in an Unoccupied Movement Zone will regain their feet. They cannot move and will replenish their Bonus Dice up to their current Strength. NPGs will

always choose to regain their feet.

- Regaining feet is done instead of moving.

5.4.7 MULTIPLE GLADIATOR ATTACKS

Up to 4 gladiators can occupy the same Movement Zone at the same time. This means that 1 gladiator could be fighting up to 3 others in the same turn, but they are still carried out individually. What if a fifth gladiator wishes to enter the zone? It cannot but Retiarius's can attempt a Net Toss. Here's an example of how this would be handled:

Example – Mancos the Murmillo is pitted against Rialto the Retiarius and Timmons the Thraex. All three roll for the order of movement. Timmons goes first followed by Mancos and then Rialto.

Timmons moves into the same Movement Zone as Mancos and they go to the Maneuver Table. On the table, they score the same number of successes and remain in the same zone.

It now is Mancos' turn. Mancos decides not to move and remains in the same Movement Zone with Timmons. They go to the Maneuver Table, then to Mancos attacking head on. On the Attack Table, Timmons wins and inflicts a wound on Mancos who has his Chest Strength reduced by 1.

Rialto now moves and enters the occupied zone. He and Mancos roll on the Maneuver Table. Rialto scores higher and attacks head on. On the Attack Table, Rialto wins and inflicts a wound on Mancos who has his Belly Strength reduced by 3.

The next turn the order of movement is rolled for and Mancos goes first. He can choose which gladiator to attack and goes after Rialto.

5.4.8 RANGED ATTACKS

Heroes of the Colosseum is all about man-to-man melee. But what if you're getting the short end of the stick and

Getting desperate? We got you covered.

When you're desperate, you can throw your weapon at your opponent. The good news is, if you score a hit, the damage is considerable. The bad news is, once you've thrown your weapon, it will be hard to recover it. Still want to give it a try? Here's how we do it:

- The attempt is made during the Movement Phase instead of moving, just like a Net Toss.
- The thrower must be in a Movement Zone adjacent to the target.
- The Movement Zone cannot have any friendly gladiators in it.
- The thrower and the target each roll 1d6 per point of Savvy and Speed. They cannot use Bonus Dice.
- If the thrower scores more successes than his target, he has successfully thrown his weapon. The difference in successes scored by the thrower and target is the Impact.
 - If successful, he rolls on the Hit Location Table (5 - 6), then the Damage Table (5 - 7), counting as if the weapon is used with two hands.
 - If unsuccessful, the weapon has missed and lands in the Movement Zone behind the target. It will remain there until picked up by the thrower or another gladiator. Note that throwing the weapon affects Crowd Mercy (6.8).

Okay...so throwing your weapon is a bit extreme. How about if you just want a slight advantage. Then take a look at our next section, Kicking Sand.

5.4.9 KICKING SAND

This is an attack that can be used by any gladiator instead of moving during his Movement Phase. The object of the attack is to temporarily blind an opponent. Here's how we do it:

- The attacker must be on his feet and in a Movement Zone adjacent to the target.
- The attacker and the target each roll 1d6 per point of Savvy and Speed. They cannot use Bonus Dice.
- If the attacker scores more successes than his opponent, he has successfully kicked sand in the target's face, temporarily blinding him. The affected gladiator will attempt to clear his eyes when it is his turn to move.
- Whether successful or not, the current gladiator's turn is over.

Why don't we all kick sand at each other? Because neither the Crowd nor the Emperor like it and will think badly of you should you need to appeal for Mercy!

5.4.9.1 CLEARING THE EYES

The blinded gladiator will count a -1 to Savvy until he has cleared his eyes. Here's how we do it:

- Instead of moving, the blinded gladiator will attempt to clear the sand from his eyes.
- To clear the sand from the eyes, the gladiator rolls 1d6 versus the current Savvy.
- If the score is equal to or less than his Savvy, the eyes are cleared.
- If the score exceeds his Savvy, the eyes remain blinded. The gladiator may attempt to clear his eyes again at the beginning of his next Movement Phase.
- NPGs will always attempt to clear their eyes.



STOP!

Up to 4 functioning gladiators can occupy one Movement Zone. When an opposing gladiator enters an Occupied Movement Zone (5.2.4) they go to the Maneuver Phase (5.3).

Using the Attack Table (5 - 5) is just like using the Maneuver Table (5 - 3), looking for successes. Once a hit is scored, go to the Hit Location Table (5 - 6). If the opponent is using a shield, he can negate the effects of the hit if you roll certain numbers. Which result on the Hit Location Table only applies to a large shield?

How is Impact (5 - 7) determined? What happens if the Armor Class of the target drops the Impact to "0"?

Throwing your weapon (5.4.8) and kicking sand (5.4.9) are done instead of moving. Both must be done at targets in adjacent Movement Zones. Both will count against you if you need to appeal for Mercy (6.8).

6.0 AFTER THE MATCH



The match can end in the following ways:

- A gladiator suffers a killing stroke (6.1).
- A gladiator becomes unconscious (6.2).
- A gladiator cannot use his weapon (6.3).
- A gladiator is spent (6.4).
- A gladiator surrenders (6.5).

Let's cover each one in more detail.

6.1 KILLING STROKE

Death can come as a result of a single blow during combat, from the cumulative effect of a number of blows, or after appealing for Mercy (6.8). Hits to the Head, Chest, or Belly can result in a killing stroke.

6.2 UNCONCIOUSNESS

The gladiator takes a wound to the Head, Chest, or Belly that reduces the Strength Attribute of that body part to "0" or less, rendering him unconscious and at the Mercy of the Crowd (6.8).

6.3 CANNOT USE A WEAPON

The gladiator takes wounds to both arms that reduce his arm Strength to "0" or lower, and cannot use his weapon. This is a reason to surrender.

6.3 SPENT

A gladiator is spent when he reaches zero Bonus Dice. Keep in mind that a gladiator may be able to replenish his Bonus Dice during the match. This is a reason to surrender, if desired.

6.5 SURRENDER

Gladiators can surrender for a variety of reasons. Once a gladiator surrenders, he must appeal to the Crowd for Mercy (6.8). An NPG will surrender if *any* of the following circumstances apply:

- He no longer has functioning legs.
- He is spent, on the ground, and has more wounds than his opponent does.
- He is spent, his opponent is not, and he has more wounds than his opponent.
- He and his opponent are both spent, but he has more wounds than his opponent.

Player gladiators have the *option* to surrender whenever they desire or due to any of the above conditions.

Surrender is done instead of moving.

6.6 THE DILLUDIUM

It would sometimes happen that a match would last longer than usual, without a clear-cut winner. In a situation like this, the principle referee, *summa rudis*, would call for a break in the action, a *diludium*.

When this was called, the gladiators would separate and assistants (*harenarii* or *ministri*) would attend the gladiators giving them massages, refreshments, tending to small wounds, and offer advice as well as a “pep talk”, no doubt.

6.6.1 WHEN CALLED FOR

In game terms, the referee will call for a break at the end of any Attack Phase, if all of the following

circumstances apply:

- He has not called for one before.
- Both gladiators are spent.
- Both gladiators are standing and have an equal number of wounds or no wounds at all.

6.6.2 BENEFITS OF DILUDIUM

If a *diludium* is called, both gladiators recover twice their current Strength. The match resumes with each gladiator in opposing Wall areas. The match continues until one of the conditions for ending the match occurs (6.0).

However, if after the break there comes a time when both gladiators complete their turn and are again *spent*, they could be Dismissed Standing.

6.7 DISMISSED STANDING

Play continues after the *diludium* until the conditions to end the match, as previously outlined, are met or if both gladiators are once again *spent*.

Should it happen again that a break would be called for, the match is ended and both characters are “dismissed standing” (*stantes missi* in Latin); in other words, the match was a “draw”.

- When characters are “dismissed standing”, gladiators with equal Attribute Points Totals will gain nor lose Fame.
- Those with a lower Attribute Points Total will gain 1 Fame Point.

6.8 APPEALING FOR MERCY

Although not all matches were fought to the death, when it was, the Crowd played a significant part.

When a gladiator was bested, signified by falling to the ground and being unable to rise, very often his only hope for survival lay with the Crowd of spectators he had entertained. Unless he had won the Crowd over with his performance, he could expect a quick death at the hands of the victor. Here's how a gladiator may appeal for mercy:

- Start with the gladiator's original Savvy.
- Modify it by any applicable Circumstances found on the Fate of the Fallen Table (6 - 1).
- Roll 2d6 against the gladiator's modified Savvy and determine how many d6 were passed. Note that a score of "6" is an automatic failure.
- Go down the left-hand column to the appropriate row, then across to see the result.
- Immediately carry out the result.

6.8.1 IMPERIAL INTERVENTION

When the Crowd cannot decide the fate of the fallen gladiator, the Emperor will be called upon to deliver the final verdict. Here's how it is done:

- Both the gladiator and Emperor start with their original Savvy. The Emperor has a Savvy of 9.
- Modify the Savvy of the Emperor by any applicable Circumstances found on the Imperial Intervention Table (6 - 2). The gladiator's Savvy is not modified.
- Determine how many d6 both have passed. Go down the left-hand column to the appropriate row that reflects the number of d6 passed by the Emperor, compared to the gladiator. Note that a score of "6" is an automatic failure.
- Go across the row to see his decision.
- Immediately carry out the result.

FATE OF THE FALLEN
TABLE 6 - 1

FATE OF THE FALLEN

(Taken vs. Savvy)

Any result of a "6" on either die is an automatic failure

CIRCUMSTANCE	MODIFIER
EACH OPPONENT THE GLADIATOR DEFEATED THIS MATCH.	+1
IF THE GLADIATOR HAS INFLICTED ONE OR MORE WOUNDS THIS MATCH.	+1
IF THE GLADIATOR HAS A HEAD, CHEST, OR BELLY WOUND.	+1
IF THE GLADIATOR IS APPEALING FOR MERCY IN THE CENTER OF THE ARENA.	+1
IF THE GLADIATOR IS APPEALING FOR MERCY IN A WALL MOVEMENT ZONE.	-1
IF THE GLADIATOR KICKED SAND AT HIS OPPONENT DURING THE MATCH.	-1
IF THE GLADIATOR THREW HIS WEAPON DURING THE MATCH.	-1
IF THE GLADIATOR STILL HAS BONUS DICE.	-1

#D6 PASSED	RESULT
2	MERCY! THE CROWD WANTS MERCY AND THE EMPEROR SPARES THE GLADIATOR.
1	UNDECIDED! THE CROWD IS EVENLY SPLIT AND LOOK TOWARDS THE EMPEROR FOR THE FINAL VERDICT. GO TO IMPERIAL INTERVENTION (6 - 2).
0	DEATH! THE SENTIMENT OF THE CROWD IS CLEARLY AGAINST THE FALLEN AND THE EMPEROR MAKES A GESTURE THAT SIGNIFIES DEATH.

IMPERIAL INTERVENTION
TABLE 6 - 2

IMPERIAL INTERVENTION

(Original Savvy of Gladiator vs. Emperor Savvy of 9)

Modifiers apply to the Emperor's Savvy only.
Any result of a "6" is an automatic failure.

CIRCUMSTANCE	MODIFIER
EACH OPPONENT THE GLADIATOR DEFEATED THIS MATCH.	-1
IF THE GLADIATOR HAS INFLECTED ONE OR MORE WOUNDS THIS MATCH.	-1
IF THE GLADIATOR HAS A HEAD, CHEST, OR BELLY WOUND.	-1
IF THE GLADIATOR IS APPEALING FOR MERCY IN THE CENTER OF THE ARENA.	-1
IF THE GLADIATOR IS APPEALING FOR MERCY IN A WALL MOVEMENT ZONE.	+1
IF THE GLADIATOR KICKED SAND AT HIS OPPONENT DURING THE MATCH.	+1
IF THE GLADIATOR THREW HIS WEAPON DURING THE MATCH.	+1
IF THE GLADIATOR STILL HAS BONUS DICE.	+1
IF THE EMPEROR HAS PREVIOUSLY INTERVENED ON BEHALF OF THE GLADIATOR.	+3

#D6 PASSED	RESULT
EMPEROR PASSES MORE D6.	THE EMPEROR MAKES A GESTURE SIGNIFYING DEATH AND THE GLADIATOR IS KILLED.
EMPEROR PASSES THE SAME.	THE EMPEROR HESITATES AS HE JUDGES THE MOOD OF THE CROWD. THE GLADIATOR AND THE EMPEROR ROLL 1D6. IF THE GLADIATOR SCORES A HIGHER RESULT, HE IS SPARED. IF NOT, HE IS KILLED.
EMPEROR PASSES LESS D6.	THE GLADIATOR IS SPARED.

6.9 FIGHTING TO THE DEATH

Matches were sometimes fought to the death (sine missione). There was no surrender, no appeal for mercy would be considered, and the fighters could not be "dismissed standing" (6.7). There had to be a dead body on the sand at the end of the match.

If players are not playing a campaign game, they are free to decide whether or not the match will be fought to the death. If matches are fought under this condition, there are a few changes regarding how a match will end.

- A gladiator that becomes unconscious will be put to death.
- A gladiator that has fallen and is unable to stand because of wounds will be put to death.
- If a gladiator becomes "spent" but his opponent is not "spent", the match will continue.
- If both gladiators become "spent", another break, or diludium (6.6), is called. The process will be repeated until one of the gladiators is dead.



AFTER THE MATCH

STOP!

The Killing Stroke (6.1) is the cleanest way to end a match. How is it done?

When a body part reaches “0” Strength, it is a good sign that you should surrender. Losing the use of either both arms or legs means you must surrender.

Review how a diludium (6.6) is called. What is Dismissed Standing (6.7)?

Let’s say that a Savvy 4, wounded in the belly Murmillo wants to Appeal for Mercy (6.8). He has not inflicted any wounds or defeated any gladiators this match and is in a Wall area. He has 1 Bonus Die left. What is his modified Savvy? What happens if he rolls a 3 and 6? That’s a trick question as a “6” is always a failure.

Passing 1d6 on the Fate of the Fallen Table (6.8) results in the Emperor getting involved (6.8.1). When this occurs, roll 2d6 versus the Savvy of the gladiator and the Emperor. The gladiator’s Savvy is not modified. The modifiers only apply to the Emperor’s Savvy of 9. What happens if both pass the same number of d6?

This is all you need to play Heroes of the Colosseum. The following Advanced Rules are used if you want to play multiple, linked matches – a Campaign.

7.0 CAMPAIGN



Now that you are familiar with the rules, let's take your matches a step further. This section will allow you to link your matches together so each one has an effect on the next. When finding rules or procedures that contradict those found in the non-campaign section of the book, these rules replace them.

The campaign game lasts as long as desired. *Heroes of the Colosseum* is perfect in that it can be played for a while, left alone, and then picked up months later without missing a beat.

* *The events of Trajan's campaigns against the Dacians are depicted in great detail on the famous, Trajan's Column.*

7.1 TIME IN THE CAMPAIGN

Time in *Heroes of the Colosseum* is tracked in monthly turns. For convenience, we follow the modern calendar.

The campaign starts in September, 106 AD, around the time of the Emperor Trajan's victory over the Dacians.* It was a time of Roman glory and many gladiatorial contests were held in celebration.

7.2 JOURNALS

It is a good idea to keep some sort of journal for your gladiator, in addition to its Roster Card. This can be as simple or as elaborate as you like. With skill and luck, your gladiator will have a long and successful career. Keeping a journal can help to keep your gladiator's information straight.

7.3 LOCALES

Not all gladiatorial matches were held in Rome. In fact, the majority were held in other parts of the Empire. To simulate the rise of your gladiator from obscurity to Fame use the following rules. Your gladiator will start in the Fringes of the Empire. With luck he may work his way through the Heart of the Empire to Rome herself!



7.4.1 FRINGES OF THE EMPIRE

These are matches held in the parts of the Empire farthest from Rome. Here's how we do it:

- Only use rows 1, 2, and 3 on the Gladiator Pool Table (4.5.1) when rolling up NPGs.
- The maximum Attribute Points Total is 14, regardless of what is rolled.
- When you reach an Attribute Points Total of 15 you must move to the Heart of the Empire.
- Matches are not fought to the death

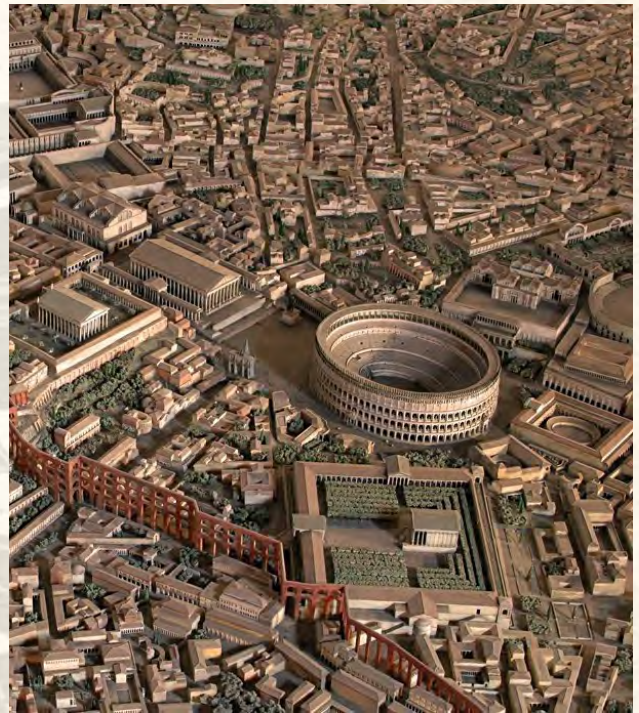


7.4.2 HEART OF THE EMPIRE

These are matches held in Italy and areas around Italy. Here's how we do it:

- Only use rows 4 and 5 on the Gladiator Pool Table (4.5.1) when rolling up NPGs.

- The maximum Attribute Points Total is 16, regardless of what is rolled.
- When you reach an Attribute Points Total of 17 you must move to Rome.
- Matches are not fought to the death.



7.4.3 ROME

The Colosseum! This is the place every gladiator hopes for, as it is only here that he can hope to earn the *wooden sword (rudis)*; the symbol of his freedom.

Matches in the Colosseum are under the watchful eyes of the Crowd and, more importantly, the Emperor. The Emperor and the Crowd may consider appeals for mercy, or the matches may be declared *sine missione*; to the death. In this case, no appeals for mercy will be considered; there must be a dead body on the sand for the match to end! Here's how we do it:

- Only use row 6 on the Gladiator Pool Table (4.5.1) when rolling up NPGs.
- The maximum Attribute Points Total is 20.

- When you reach an Attribute Points Total of 20 you may have earned your Freedom (7.6).
- Prior to each match, roll 2d6 and add the results together. On a score of “7”, the match is to be fought to the death.

- For each injured body part, roll 2d6 versus the original Strength of the gladiator before the next match.
- Determine how many d6 were passed.
- Repeat for each damaged body part until all have been checked or the gladiator has died.

7.4 DAY OF EVENTS

In a campaign the availability of matches are called the Day of Events.* There will be one Day of Events per month. Here’s how we do it:

- Each Day of Events consists of 4 + 1d6 matches.
- Each gladiator can participate in up to three matches in the same Day of Events.
- When fighting more than one match in the same day, damage may be recovered (7.5) and the gladiator can gain or lose Fame (7.7) after each match. Attributes could be increased or decreased after each match.
- Bonus Dice are replenished normally at the start of each match.

** In reality, most of the experienced gladiators would fight very few matches per year. One even complained that he was wasting the best years of his career as he sat idle.*

7.5 INJURED GLADIATORS

Gladiators that take damage must test after each match to see if they recover. Each individual body part that has taken damage must be tested individually. Here’s how we do it:

- Consult the Recovery Table (7 - 1).

RECOVERY TABLE 7 - 1

#D6 PASSED	RESULT
2	BODY PART RECOVERS TO STRENGTH PRIOR TO MATCH AND GLADIATOR MAY CONTINUE TO FIGHT IN THIS AND NEXT DAY OF EVENTS.
1	BODY PART RECOVERS TO STRENGTH PRIOR TO MATCH. GLADIATOR CAN CONTINUE TO FIGHT IN THIS DAY OF EVENTS, BUT CANNOT FIGHT IN THE NEXT DAY OF EVENTS.
0	GLADIATOR THAT HAS A BELLY WOUND DIES. OTHERWISE, BODY PART RECOVERS BUT AT THE COST OF -1 TO THE STRENGTH OF THE BODY PART! GLADIATOR CAN CONTINUE TO FIGHT IN THIS DAY OF EVENTS, BUT CANNOT FIGHT IN THE NEXT DAY OF EVENTS.

7.6 FREEDOM

Eventually, if a gladiator is extremely fortunate, he will find himself with an Attribute Points Total of 20. He has become the best of the best and may be eligible for his freedom. Here’s how we do it:

- At the end of each match, roll 2d6 and add the results together. On a result of “7” or higher, he has gained the favor of the Emperor and

CAMPAIGN

won his freedom. Once freedom has been granted he can choose to retire at any time.

- If desired, the player may choose to continue fighting and cover himself with glory by adding to his record. This is totally up to the player's discretion. Remember that he cannot exceed an Attribute Points Total of 20.

7.7 FAME

Gladiators were the rock stars of ancient Rome. They were famous for their exploits and we take this into account in *Heroes of the Colosseum*. Your gladiator starts with zero Fame, but if you are successful you can gain Fame.

7.7.1 GAINING FAME

During your career you can gain Fame. Here's how we do it:

- Each time a gladiator wins a match against a gladiator with an equal Attribute Points Total he gains 1 point of Fame.
- Each time a gladiator wins a match against a gladiator with a greater Attribute Points Total he gains 1 point of Fame plus 1 additional Fame point for each Attribute Point more his opponent has. So if a 12 AP gladiator beats a 13 AP gladiator he gains 2 Fame Points.
- Each time a gladiator wins a match against a gladiator with a less Attribute Points Total he gains 0 Fame Points. The only exception is if he beats 2 or more of these opponents in the same match. He then gains 1 Fame Point for winning and 1 Fame Point per opponent defeated. So if a 12 AP gladiator beats 2 lower AP gladiators he receives 3 Fame Points.
- Each time a gladiator delivers a Killing Stroke (6.1) he gains 1 additional Fame Point.

Keep track of the Fame Points your gladiator gains as Total Fame is used to track how successful the gladiator has been during his career and is used for bragging rights. But there's another use as well....

7.7.2 USING FAME

So how does a gladiator use Fame? When a gladiator wins a match he will use the Fame to possibly increase 1 Attribute of choice. Here's how we do it:

- The gladiator chooses which Attribute to increase. NPGs will do so randomly.
- Remember that the spread between the highest and lowest Attribute cannot be greater than 2.
- Roll 1d6 for each Fame Point that is won that match.
- Regardless of the number of d6 that are rolled, if any score is higher than the selected Attribute, or a "6", increase that Attribute by 1 point. *This is the maximum Attribute increase that can happen at one time.*

Example – Brutus has won 2 Fame Points in the previous match. He has a Savvy of 5, Strength of 4 and Speed of 3. He can choose to increase his Strength or Speed as the spread between Attributes cannot be greater than 2.

He chooses to increase his Speed and rolls 2d6. He scores a 1 and 4. As the 4 is higher than the Speed of 3, Brutus increases his Speed to 4.

7.7.3 WINNING LAURELS

The victor of a match was traditionally given a palm branch that he would hold high above his head as he ran a victory lap around the arena while the admiring Crowd cheered, but those fighters that truly distinguished themselves were awarded the corona, or laurel wreath.

It was the highest honor a gladiator could receive next to his Freedom (7.6).

To win a laurel wreath, a fighter will have to do exceptionally well. He will be awarded one if he meets all of the following conditions:

1. He defeated an opponent with a total number of Attribute Points greater than his own.
2. He received wounds to no more than two body parts.
3. He dealt out twice as many wounds as he received, or dealt out one, or more, Killing Strokes (6.1).
4. The gladiator ended the match with one or more Bonus Dice left.

7.8 DECREASING ATTRIBUTES

Just as your Attributes can increase when you win a match so can they go down when you lose. Here's how we do it:

- When you lose a match your Total Fame drops by 1 Fame Point. If you lose to a gladiator with a lower Attribute Points Total, you lose 2 Fame Points.
- For each Fame Point you lose roll 1d6. If the result is a "1", one of your Attributes is reduced by 1 point. This is determined randomly for Stars and NPGs alike.
- Remember that the spread between the highest and lowest Attribute cannot be greater than 2.

STOP!

A campaign links all of your matches, where the result of one affects the next. You can choose to play one or more gladiators in a Campaign.

The Campaign starts in September 106 AD and is played in monthly turns.

There are 3 Locales where your gladiators can fight. You start on the Fringes of the Empire and hope to end fighting for your Freedom in Rome. Each Locale has a maximum Attribute Points Total. Once you reach that total you must move on to the next higher Locale.

Gladiators will fight once per month. This is called the Day of Events (7.4) and consists of 4 + 1d6 matches. Gladiators can fight up to 3 times per Day of Events.

Injured gladiators (7.5) must test each body part for recovery. Go to the Recovery Table (7 - 1) and roll to recover from an arm and belly wound. The gladiator has a Savvy of 4. If you pass 0d6 for a body part on the Recovery Test, your Strength of the body part is reduced by 1.

Review how you earn your Freedom (7.6). You defeated a gladiator with 3 Attribute Points more than yours. How many Fame Points did you gain? How can you decrease an Attribute when you lose?

8.0 STRATEGY



Being successful when playing *Heroes of the Colosseum* requires strategy, both before and during the match.

Before the match, it's about choosing a Fighting Style and tailoring your Attributes to it. The Retiarius and Dimachaerus receive a +1 bonus to their Speed Attribute, but they are unarmored. It might be better to bump up your Strength instead of Speed when choosing those styles.

What about shields? Is a large shield that much better than a small shield? There's about a 33% higher chance that the large shield will protect you more than a small shield. But the small shield is paired with the spear, a reach weapon.

Which is the best Attribute? That's a tough one. Speed gives pluses on the Movement and Maneuver Tables, but doesn't help on the Attack Table. Savvy is used on Maneuver and Attack Tables, but neglecting your Strength for Savvy can be costly. The "sweet spot" for Impact is 3.

If you have a Strength Attribute of 3, you will be susceptible to losing the use of a body part on one hit. If it's a head, chest, or belly wound; that could be a Killing Stroke.

What it boils down to is to choose a style you like.

Let's talk Signatures. Some are specific. If you choose Swordsman, you can forget using the Hoplomachus or Retiarius Fighting Styles. Brawler, Agile, Strong, and Steady are all good Signatures. The others can be downright bad. That's why rolling for a second Signature is "dicey", but attractive none the less.

So now it's time to fight the match. What's the strategy? Two words...Bonus Dice. Not only knowing when to use them, but also when not to use them and how many to use.

Using Bonus Dice on the Maneuver Table increases the chance of you being the Attacker. It's harder to win on the Attack Table if you're the

Defender. Take a look at the “1 success more” row to see what I mean.

Using Bonus Dice on the Attack Table increases your chance of not only winning, but increasing the number of successes you win by, and that means the Impact as well. There are two things to remember. If you score a result of “shield” on the Hit Location Table, your hit has no effect; zippo. So if you’re fighting a gladiator without a shield, the Attack Table is the place for your Bonus Dice.

Winning on the Attack Table by 1 is still very good as any hit is guaranteed 1 point of damage, and there’s a good chance of an Attribute being reduced.

So my suggestion is use 1–3 Bonus Dice when you do use them. Too many more can give the same result while wasting the excess. A good strategy is holding off using Bonus Dice when you first start, in hopes that your opponent uses up all of his. One more thing I recommend is to try saving 1 Bonus Die. As long as you have one, a *diludium* can’t be called. But if you’re losing the fight, use it up and try for the *diludium*. Heck, surrender if you have to; better to live and fight another day!

Now when your opponent uses all of his Bonus Dice on a Net Toss and you are ensnared and awaiting a killing stroke, just remember; it happens.

Have fun and just play the game!



STOP!

Here’s the last one. If you want more info about gladiators give any of the following a try:

Gladiators, Michael Grant, 1967.

Cruelty and Civilization: The Roman Games, Roland Augst, 1972.

Gladiators and Caesars: Power and Spectacle in Ancient Rome, Eckart Köhne and Cornelia Ewigleben (editors), 2000.

Gladiators: 100 BC-AD 200, Stephen Wisdom, illustrated by Angus McBride, 2001.

Gladiator: The Roman Fighter’s Unofficial Manual, Philip Matyszak, 2011.

GLOSSARY

Attack Phase: Portion of the gladiator's turn when he can attack his opponent.

Attribute Points Total: The number you get when you add all three Attributes and Signature cost.

Attributes: Three skills that define how good a gladiator is in the arena.

Bash Attack: A special attack available only to gladiators armed with a large shield.

Bonus Dice: Dice added to the normal dice used by the gladiator.

Center of the Arena: The center of the arena that gives the gladiator bonuses when asking for mercy.

Crowd: The spectators that watch the matches and decide if mercy should be given.

Day of Events: A day when multiple matches are fought. Gladiators can fight in up to three matches in the same day.

Diludium: A break in the action when Bonus Dice can be replenished.

Dimachaerus: An unarmored gladiator with two swords.

Dismissed Standing: A match that ends in a draw.

Editor: The person that puts on the matches.

Emperor: The ruler of the Roman Empire and the final say so as to the gladiator's life or death.

Fame: What a gladiator gains by winning a match. Fame is used to increase Attributes.

Familia Gladiatorial: Your group of gladiators.

Fighting Style: A specific style of combat based on a certain combination of weapons and armor used by the gladiators.

Freedom: What all gladiators fight for, the chance for Fame and to retire to a good life. Freedom can only be granted in Rome.

Fringes of the Empire: The lowest of the three Locales. Where all gladiators start their careers.

Gladiatrix: Female gladiator.

Grunt: Non-Player Gladiator.

Heart of the Arena: The area of the arena away from the Wall and around the Center.

Heart of the Empire: The second of three Locales that the gladiators will fight in. Where most of your fights will occur.

Hoplomachus: A spear and shield armed gladiator.

Impact: The difference in successes scored by the winner over the loser when in melee on the Attack Table.

Kicking Sand: A trick used by a gladiator to temporarily blind his opponent.

Killing Stroke: A fatal blow delivered to the Head, Chest, or Belly.

Lanista: Owner, manager, or trainer of a gladiator troupe.

Laurels: Bonus Fame for winning a match in style.

Locale: One of three places where the gladiators fight.

Maneuver Phase: Portion of the gladiator's turn when he maneuvers to get into position to attack.

Movement Zone: A defined area of the arena.

Murmillo: Armored gladiator with sword and large shield. The usual opponent of the Thraex.

Net Toss: Attack made by a Retiarius instead of moving.

NPG: Non-Player Gladiator.

Occupied Movement Zone: A Movement Zone that contains one or more enemy gladiators.

Off-hand: When a gladiator is forced to use his other arm in combat due to the loss of the primary arm.

Passing Dice: A d6 score equal to or lower than an Attribute.

Retiarius: An unarmored gladiator armed with a net and trident.

Rome: The highest rated Locale and home of the Colosseum, where only the best gladiators fight. It is here that you can win your Freedom.

Roster Card: The card used to track damage on a gladiator and his current Attribute value.

Rudis: The wooden sword signifying freedom for a gladiator.

Savvy: The Attribute that reflects how well the gladiator will do on the Maneuver and Attack Tables.

Secutor: The sword-armed traditional opponent of the Retiarius.

Signature: A trait exhibited by the gladiator.

Sine Missione: “Without Mercy” i.e. To the Death.

Speed: The Attribute that measures how fast the gladiator can move on the Movement and Maneuver Tables.

Spent: The condition of the gladiator when he is out of Bonus Dice.

Star: The Player Gladiator.

Star Power: The ability of a Star to eliminate damage.

Strength: The Attribute that measures how many wounds the gladiator can take.

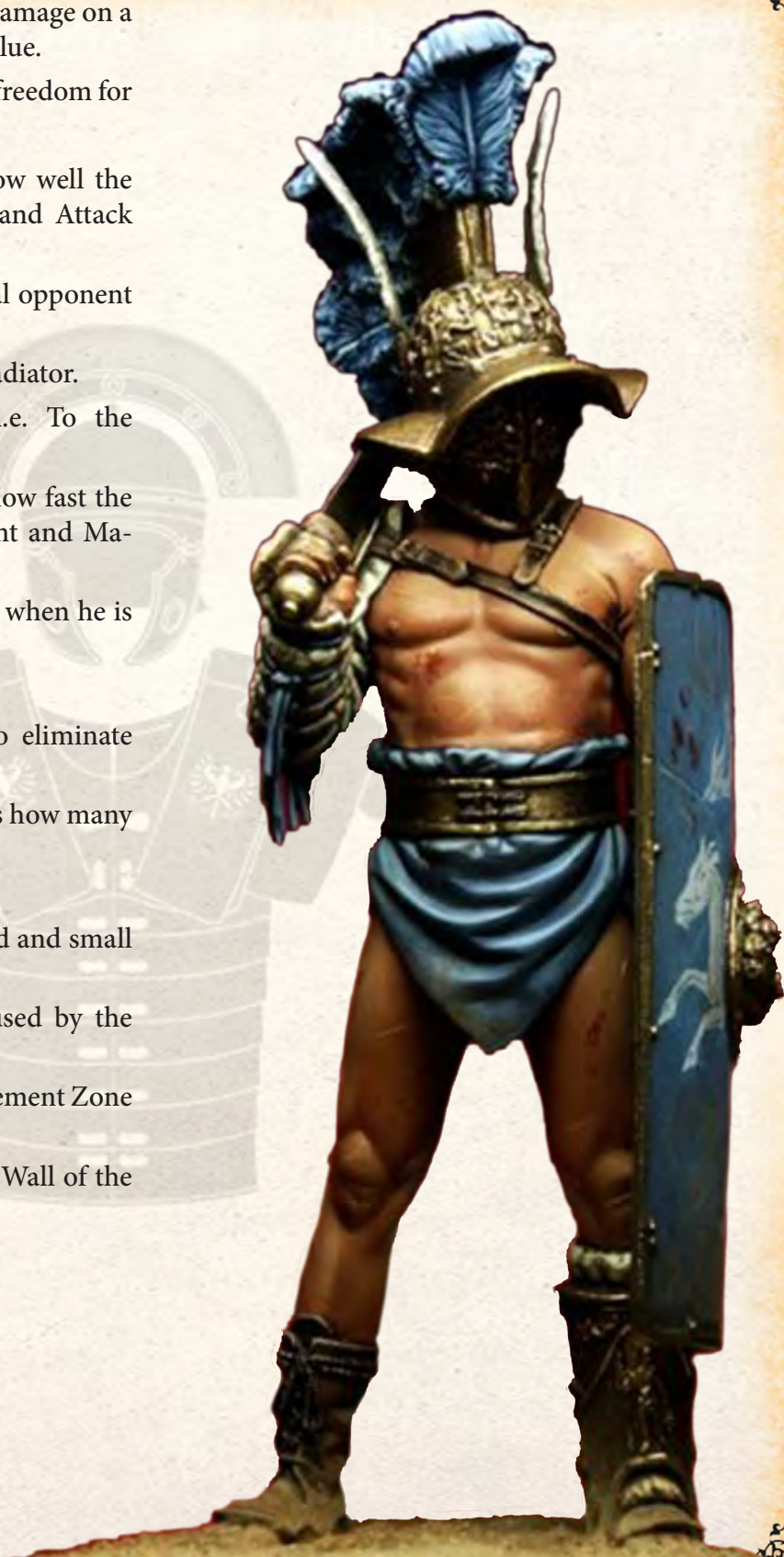
Success: A d6 score of 1, 2, or 3.

Thraex: A fighting style using a sword and small shield.

Trident: A three-pronged weapon used by the Retiarius.

Unoccupied Movement Zone: A Movement Zone that contains zero enemy gladiators.

Wall: A Movement Zone next to the Wall of the arena.



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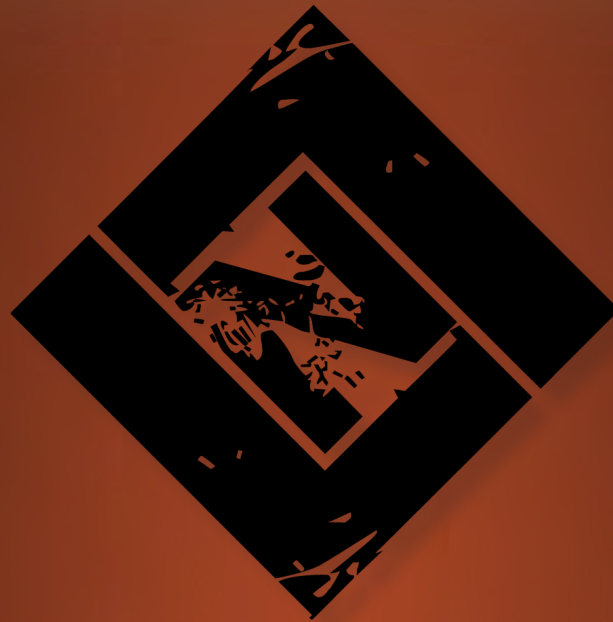
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WHY WE DO WHAT WE DO
We love designing, developing and most of all playing games. We thank God for blessing us so we can follow our passions and to our family, friends and of course our customers.

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