



Add the following modifiers

FOR THE ATTACKER	
+?	Attack Value - ATT.
+1	Attacking from the side
+2	Attacking from the rear
+3	Attacking from the back
+?	Vox Populi Attack bonus
-1	For each threatening gladiator

FOR THE DEFENDER	
+?	Defence Value - DEF.
-1	Hindered
-1	For each threatening gladiator

If the modifiers result in a score of less than 1, the result is considered to be 1.

OUTCOME

If the defender's score is higher than the Attacker's score, he increases his Vox Populi by one.

If both scores are equal, nothing happens.

If the attacker's score is higher than the defender's score, the defender is pushed back and...

...is wounded if the attacker's score is at least two times the defender's score.

...bites the dust if the attacker's score is at least four times the defender's score.

A defender unable to be pushed back is wounded instead.

THE 10 THINGS you will forget in the heat of battle

- The familia that was deployed first starts the game.
- When you play a Jugula card, it goes to your discard pile only at the very end of your turn.
- The last card in your hand must be played for its Draw Effect.
- Changing facing is free if you follow that facing change with a movement.
- You must pay one extra MP when moving out of the front zone of a gladiator.
- You do not pay one extra MP per front zone you move out of! Only one extra MP, irrespective of the number of front zones you leave.
- A gladiator that has been wounded this turn cannot be attacked again this turn.
- A defender that scores higher than an attacker increases his Vox Populi by one.
- You must discard down to the number of cards allowed by your Vox Populi at the end of the turn.
- It's only a game!

MOVEMENT

A gladiator can move directly forward for 1MP.

He can move to any other adjacent square for 2MPs.

Before his movement, the gladiator can change his facing within his square for free.

A gladiator can change facing without any subsequent movement, but it will cost 1MP.

If the gladiator wants to move out of the front zone of one or more enemy gladiators, it costs 1 extra MP.

A gladiator in the Danger Zone of one or more enemy gladiators can only :

- Change facing so he faces one of the gladiator whose Danger Zone he is in, then,
- Move directly back in his back square, without changing facing.

TRAITS

RANGE: When determining which enemy a gladiator with Range can attack, the front zone of the gladiator with Range is projected forward by a number of squares equal to his Range. Attacks made by a gladiator with Range are not blocked by intervening gladiators, enemy or friendly.

HINDRANCE: A gladiator with this Trait and a Hindrance marker available can announce that he will make a Hindering attack. If this attack is successful, the defender takes a Hindrance marker and ignores all other outcomes of the attack.

A gladiator who has received a Hindrance marker may not move or attack, has his Combat score modified by -1 and does not have a Danger Zone. Enemy gladiators can also leave his front zone without paying any additional +1 MP penalty.

To remove a Hindrance marker, a gladiator must sacrifice all his MPs instead of moving.

BOW: This gladiator can never attack adjacent gladiators. During his attacks, his target increases its DEF by the number of squares that separate the Bowman and the target.

HARASSMENT: Any gladiator in the Danger Zone of a gladiator with this Trait reduces his attack (ATT) and defence (DEF) values by one, to a minimum of 0.

MASSIVE: This gladiator can only attack gladiators that are in his Danger Zone. In addition, his defence (DEF) is reduced by 2 when he is attacked by a gladiator that is outside his front zone.

STOIC: Hindrance markers have no effect on this gladiator. He also ignores all penalties for threatening gladiators.

