

Gladiator: The Coliseum

Overview

Welcome to *Gladiator: The Coliseum*! Your goal is to achieve becoming the greatest gladiator stable owner in the Roman Empire. You must raise your fighters from mere slaves to mighty gladiators who are both victorious and loved by the clamoring, blood-thirsty crowds. But beware; a gladiator who becomes too popular may be set free by the emperor himself.

Players: 2-6, two teams

Included Game Pieces

6 numbered playing pieces: three circle and three oval
18 normal gladiator cards
6 specialty gladiator cards
24 weapon cards
24 bonus cards
1 arena board
1 bag of crowd point gems (glass beads)
1 bag of paper clips
1 6-sided die
2 notepads for score keeping.

Ultimate Winning Condition:

The goal of *Gladiator: The Coliseum* is to be the most wealthy gladiator stable owner after a season of the games. A season lasts a total of 5 fights, which works out to 5 sittings of the game. The team with the most money after all 5 fights is the winner, even if they did not win every fight.

The Cards

This game uses cards to keep track of information that may be otherwise cumbersome to deal with. There are several different types of cards, each with different purposes:

Gladiator Cards: cards that have a single, named gladiator on them. Every gladiator starts with identical attributes, as marked on the card. The card also has four weapon types marked along its side with space to attach level clips.

Specialty Gladiator Cards: cards that have unique gladiators with special qualities such as increased health, strength, defense, or action points. They are typically much stronger than the average gladiator. Specialty gladiators typically only use one kind of weapon and do not level up like normal gladiators.

Weapon Cards: cards that have a single weapon on them. There are four types of weapons in this game: swords, spears, maces, and flails. Each weapon card contains information about how the weapon is used including range and special attacks.

Bonus Cards: cards that contain a bonus that may be given to one gladiator for one fight. The bonuses are of four types: health, strength, defense, or action points. A bonus card does not need to be used as soon as it is bought, it may be saved for a later time.

Setting up the Game

1. Each team begins with a stable of 9 fighters. Give each team 9 gladiator cards (not specialty gladiators). Every gladiator begins at level 1 with every weapon.
2. Each team begins with 3 swords for weapons. Give each team 3 sword cards.
3. Every battle, each team is allowed up to 3 gladiators to fight in the arena. Give each team three numbered gladiator playing pieces, numbered 1, 2, and 3.
4. Shuffle the specialty gladiator card deck and set it to the side.
5. Separate the bonus cards and weapon cards by type of bonus and type of weapon and set them to the side.

Battle Preparation

Before the actual battle, you must first prepare you gladiators.

1. At this time, if you have the money, you may choose to buy a specialty gladiator card.
2. Each team may choose to buy bonus cards.
3. Each team may choose to buy weapon cards.
4. Each team will choose 3 gladiators for the fight from your pile of 9 gladiator cards without exposing which three you have chosen to the opposing team.
 - a. If playing with 6 players, each player will choose and control 1 gladiator. If playing with 4 players, one player on each team will have to control 2 gladiators per fight, while the other controls just 1.
 - b. If you choose to use a specialty gladiator, skip steps 5 and 6 for that gladiator.
 - c. There are 3 numbered spaces at the top of each gladiator card. Place a paper clip on each gladiator you choose to correspond to the numbered playing piece the player will be using to represent that gladiator on the board.
5. For each gladiator, choose which weapon they will use this fight without exposing that card to the opposing team.
6. If your team has purchased bonus cards, you may choose to use a bonus on a gladiator without exposing that card to the opposing team.
7. When both teams have completed steps 1-6, it is time to place the pieces.
 - a. The gladiators start side by side next to their respective entrance to the coliseum (as marked on the board in blue).
 - b. At this time, lay the cards you have chosen for the fight down so that the opposing team can see them. At this point you cannot change what you have chosen.
8. Both teams roll the die to see who goes first.

Into the Arena

Now that you have painstakingly chosen and prepared your warriors, it is time for them to face the Roman crowds and fight!

1. Both teams must decide which gladiator/team member will move first.
2. The team that won the die roll above moves first.
3. Teams alternate turns, moving one gladiator per turn. In other words, team 1 moves its first gladiator, then team 2 moves its first gladiator, then team 1 moves its second gladiator, then team 2 moves its second gladiator, etc.

Taking Actions

Movement and attack are both based on *action points*. As long as you have sufficient remaining action points you can continue to take actions. The number of action points a gladiator has is marked on its card. Bonus cards may effect this.

Movement

1. Moving requires 1 action point per space moved.
2. All gladiators can move forward, backwards, left or right without concern for facing or previous movement, but never diagonal.

Attack

1. Using a basic attack requires 1 action point.
2. The basic attack is limited to the range and spaces indicated in the top right corner of the weapon card with which you are attacking.
3. Damage is based on the gladiator's weapon level, the enemy's defense, any bonuses from the weapon or bonus card, and a dice roll.
 - a. $\text{Damage} = (\text{dice roll} \times \text{weapon level}) + \text{bonus} - \text{enemy defense}$
 - b. Example: a gladiator has a weapon level of two with the sword. He rolls the dice and gets a six. His attack would do 2×6 damage which would be 12 damage. If he had a bonus card for +3 attack and his enemy had a defense of 2, the attack would deal 13 damage.

Special Attacks

1. Special attacks require more action points than the basic attack
 - a. Level 1 and 2 special attacks require 2 actions points
 - b. Level 3 and 4 special attacks require 3 action points and end the gladiators turn upon use.
2. Level 3 and 4 special attacks can only be used once per battle. Level 1 and 2 attacks can be used multiple times.
3. Special attacks have a different range and damage amount than the basic attack, which is specified alongside the attack on the weapon card.
4. The gladiator must be of a high enough level with the specific weapon's special attack he wishes to use.

Traps

1. There are several areas in the arena that are marked as traps (in red). These are areas that a specific points during the fight, may “open up” to reveal a trap.
2. The trap that will be present in the arena for the current fight is decided by a dice roll at the beginning of the fight. The traps are as follows.
 - a. 1 or 2: Tiger Trap - The pits open up to reveal chained tigers. Anyone in the area of the trap when it opens takes 50 damage.
 - b. 3 or 4: Spike Trap – The pits open up to a spiked pit. Anyone in the area of the trap when it opens takes 25 damage and loses one turn climbing out of the pit.
 - c. 5 or 6: Chariots (does not apply to center area) – Chariots circle the outside ring of the arena. Anyone in outer trap areas takes 50 damage and a chance for instant incapacitation.
 - Roll die. 5-6 = incapacitation
 - Spearmen may choose to sacrifice action points to use kneel and avoid damage.
3. When a player enters a trap area, they must roll the die to see of the traps are activated.
 - a. Roll of 5 or 6 makes the traps activate.

Incapacitation

1. When a character’s health goes to zero or below, they are knocked unconscious and the piece is removed from the arena
2. No matter what type of attack they are given they are not killed.
3. The downed gladiator is now resting for a match and cannot be chosen for the next match.

Crowd Points

1. When a gladiator defeats another gladiator, he earns crowd points, which contribute to him earning his freedom.
2. The number of crowd points earned depends the attack used to defeat the enemy.
 - a. Basic Attack: 1 crowd point.
 - b. Level 1 Attack: 2 crowd points.
 - c. Level 2 Attack: 2 crowd points.
 - d. Level 3 Attack: 3 crowd points.
 - e. Level 4 Attack: 4 crowd points.
3. If a gladiator earns 10 crowd points he will be freed by the emperor, meaning you will no longer be able to use him in fights.
4. A crowd point is represented by placing a crowd point gem (glass bead) on your gladiator card.
5. For every fight you do not use a gladiator, he loses 3 crowd points.

Winning the Fight

The fight is over. A winner has been determined. Now, to the victorious go the spoils!

1. Winning can happen in one of two ways: *Elimination* or *Forfeit*.
2. Elimination: All enemy gladiators are incapacitated and the opposing team is defeated.
3. Forfeit: If one team decides to give up before all of his/her gladiators are defeated, it is considered a forfeit.
 - a. The winning team gains money only for the gladiators that have been incapacitated (See *Gaining Money*).
 - b. The die is rolled for each remaining gladiator. Depending on his crowd points and the roll, the crowd will either let him survive or demand he be incapacitated.
 - i. Under 5 crowd points: with a roll of 4-6, the crowd demands blood and the gladiator is incapacitated.
 - ii. 5 or more crowd points: with a roll of 6, the crowd demands blood and the gladiator is incapacitated.
 - c. Any gladiators left conscious at this point may be used next round without penalty.
4. At this time, money is totaled and weapon level is changed.

Gaining Money

1. At the end of the fight, each team will earn money depending on the number of gladiators they defeated.
2. Each gladiator defeated earns the team 500 aurei.
3. Winning the entire fight earns the winning team an additional 300 aurei.
4. Gold can be used to purchase additional weapons, bonuses, and specialty gladiators.
5. Write down gold amounts on your notepad to keep track of them.

Leveling Up

1. At the end of the fight any gladiator that survived may gain a level.
2. As long as the gladiator incapacitated at least one foe, he will gain a level up with the weapon he equipped for that round.
3. Once you level up, place a paper clip on the side of the gladiator card over the appropriate weapon and level which you have reached.
4. Gaining a level means that you can use the next higher level special attack on that weapon's card.
5. You may only gain one level up per fight, defeating more than one foe does not award extra level ups.

Ending the Game

After playing 5 fights (whether in one sitting or multiple sittings), players total up the amount of gold they've acquired. The team with the most gold at the end of 5 fights is declared the best gladiator stable master and victor of the games. Until next season!