

Gladius! Fighting Chart

WEAPON	A T T A C K	D E F E N D	1	2	3	4	5	6
FIST	2	3	KNOCKED DOWN		HEAD WOUND	KNOCKED OUT		
CESTUS	3	3	KNOCKED DOWN		HEAD WOUND	FLESH WOUND		SERIOUS WOUND
KNIFE	2	3	GRAZE		FLESH WOUND		SERIOUS WOUND!	TERRIBLE WOUND!!
SHORT SWORD	4	3	GRAZE		FLESH WOUND	SERIOUS WOUND!	TERRIBLE WOUND!!	DEATH
LONG SWORD	5	2	GRAZE	FLESH WOUND	SERIOUS WOUND!		TERRIBLE WOUND!!	DEATH
TRIDENT	4	3	GRAZE		HEAD WOUND	FLESH WOUND	SERIOUS WOUND!	TERRIBLE WOUND!!
SPEAR	4	5	GRAZE		SERIOUS WOUND!		TERRIBLE WOUND!!	DEATH
CLUB	3	4	GRAZE			KNOCKED OUT&FLESH WOUND		SERIOUS WOUND!
NET	3	3	GRAZE		ENTANGLED!			
LISSO	3	2	GRAZE		ENTANGLED!			
SHIELD RUSH	2	2	GRAZE			KNOCKED DOWN	KNOCKED OUT&FLESH WOUND	
THROWN DART	3	2	GRAZE		FLESH WOUND		SERIOUS WOUND!	
JAVELIN	4	4	GRAZE		FLESH WOUND	SERIOUS WOUND!	TERRIBLE WOUND!!	DEATH

HOW TO USE THIS TABLE:

1. **Figure out what type of weapon** the **Attacker** is using. Look in the **deep blue** column. The number there is the number of dice (1d6) the attacker rolls. Look in the **red-brown** column. The number there is the number of dice (1d6) the **Defender** rolls.
2. **Both sides modify** the number of dice rolled using the Modifier table.
3. **Add up the number of Sixes** for the **Attacker**, and Add them up for the **Defender**. If the Attacker has more sixes then the Defender, a hit is scored for each 6 over the Defender's total. If the Defender has more sixes than the Attacker, then he scores a hit. A tie means no effect.
4. **Roll on this table again for EACH HIT RESULT**. Cross index by the weapon type. For instance, a 1 and a 3 in the Short Sword Row indicate that the Gladiator has received a Graze and a Flesh Wound.
5. **Check the Location** of the Hit on the Location Table. For results that specifically call out a "Head Wound" result, ignore this step.
6. **Apply the Results** of the Hit to the Gladiator Sheet.

7. Explanation of Results:

Wound Type: Results:

Graze	minus 1 AP, this turn only
Knocked Down	No AP penalty, but must spend 1 AP next turn getting up or fight prone
Knocked Out	Character is unconscious; must roll 1 on 1d6 (adding 1 every other turn cumulative) to recover. Opponent may make a Missus check immediately unless physically touching another gladiator from opposing side
Flesh Wound	Minus 2 Aps
Serious Wound!	Minus 4 Aps, Add a Blood Slick Counter to this hex
Terrible Wound!!	Minus 7 Aps, Add a Blood Slick Counter to this hex
	Note that any wound with an explanation point(!) next to it will cause a BLOOD SLICK on the arena floor.
Head Wound:	Blow to the side of the head; Minus 1 AP and Minus 1 dice next turn
Death	Attack found a fatal flaw; character is dead.
Entangled	A Lasso or a Net has entangled the Character. No AP damage but -4 Dice to Attack or Defend until Unentangled
	Roll location on Entangled result. If Location = Right or Left Leg, Character is also KNOCKED DOWN.