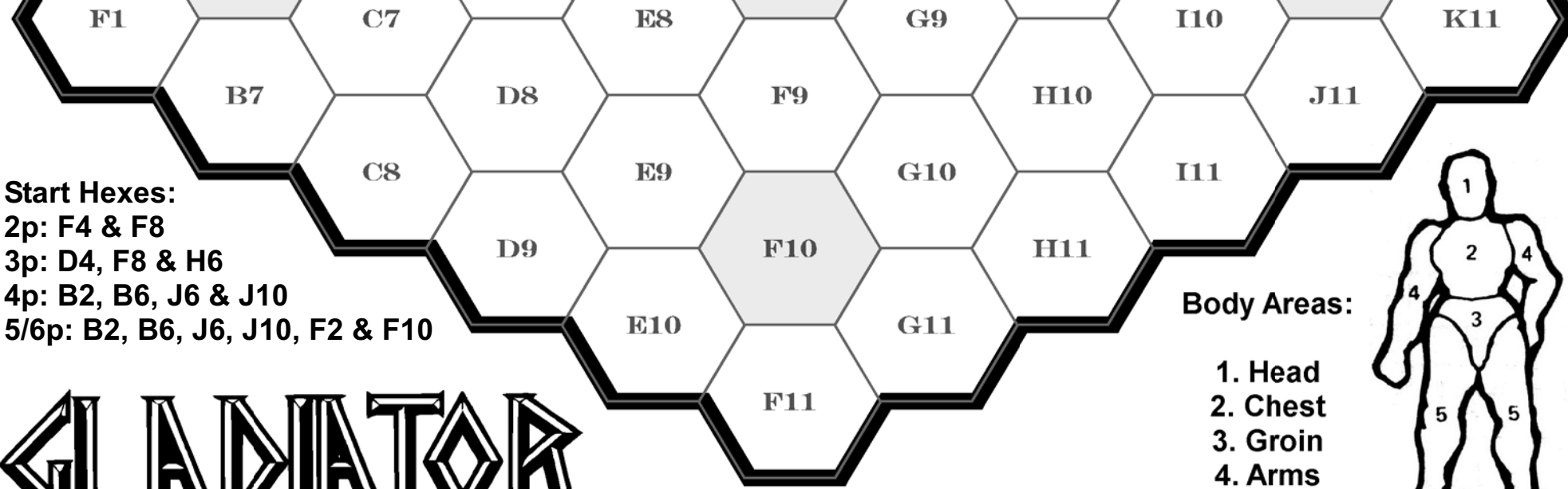




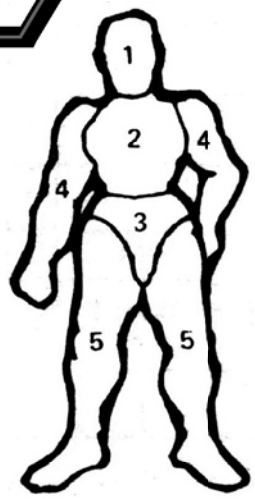


Start Hexes:
 2p: F4 & F8
 3p: D4, F8 & H6
 4p: B2, B6, J6 & J10
 5/6p: B2, B6, J6, J10, F2 & F10

GLADIATOR

Body Areas:

- 1. Head
- 2. Chest
- 3. Groin
- 4. Arms
- 5. Legs



Special Moves:

- | | |
|--|-------------------------------|
| ST - Stumble | KN - Kneel |
| ROLL x (x = New Hex) | KICK x (x = Direction) |
| TH x - Throw (x = Direction) | |
| REC - Recover Weapon / Shield | |
| LN x - Lay Net (x = Hex with Net) | SN - Swing Net |
| TN - Toss Net | RN - Repel Net |

Move Orders:

choose destination hex. May move 2 hexes in any direction and change facing *or* charge 3 hexes straight ahead with no facing change.

DEFENSIVE STRATEGY (Cost 2 CF) Optional one per Phase

- A **DUCK:** Preq: No Stun Factors; Auto: “No Effect” attacks vs the head. + attacker is off balance: + 1 DRM to the next attack against *him* in that phase, unless he makes the next attack.
- B **BLOCK:** Preq: Shield; Auto: “S” Shield result all attacks vs chest
- C **BACK STEP:** Preq: on feet, not in Stumble mode; Auto: “No Effect” attacks vs. the groin. + defender is off balance -1 DRM to *his* next attack, unless he is attacked again first.
- D **PARRY:** Preq: Weapon, have not lost more than 2 CFs from arms; Auto: “P” Parry result attacks vs. arms.
- E **LEAP:** Preq: standing and have not lost more than 2 CFs from legs or from endurance. Auto: “No Effect” attacks vs. legs.