

Morituri Te Salutamus
(We who are about to die salute you)
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Object : To move your gladiator around the board on your way to Roma fighting in arenas, gaining hit points, weapons and armor, then compete in the Flavian Amphitheater against other players to win the Rudis (the wooden sword of freedom).

Game Components: - Game Board - 69 Armor/Weapon Cards - 60 Hit Point Cards - Pawns - Rules
-Two 6-sided dice -2 Tabulae Gladiator

Setup:

- 1- Players choose pawns then receive one (1) Tabula Gladiator (if they wish) and two (2) Hit Point Cards each.
-As this game may be easily played by more people than the number of pawns that come with it, any available substitutes may be used for additional players (coins, stones, marbles, playing pieces from other games, etc.).-
- 2- The Armor/Weapon Cards are shuffled and placed on the space provided on the game board.
- 3- One (1) Hit Point Card is placed on each space on the board that has **“The first player to land on this square gains 1 Hit Point”** printed on it (there are 6). These Hit Points are taken by the first player to land on that space. They are not replaced once they have been taken.
- 4- Each player rolls one die. High roller moves first and play continues clockwise.

Sequence of Play :

- 1- On their turn, each player rolls one die (1d6), moves that number of spaces and performs the action printed on the space, if possible. If, as a result, a card is drawn that calls for a specific action, it must be preformed immediately, if possible.
- 2- If a player lands on any arena space *other than Roma*, he must fight. If there is another player already on the space, they must fight each other (see below for specific rules). In any arena *other than Roma* where there are no other players present, the player must fight as a Bestiarius (animal fighter). In Roma, the player may choose whether to fight as a Bestiarius or not for each turn he remains there alone.
- 3- Any cards and Hit Points gained from combat are distributed.
- 4- If multiple combats occur, each is decided separately and any loss of Hit Points due to combat is restored before the next combat. Also, any Armor/Weapon Cards or Hit Point Cards won are taken as soon as the combat is over and before any subsequent combat.
- 5- Play then moves to the next player.

Tabulae Gladiator: These hold basic information regarding weapons, armor and combat. They are not necessary for game play, but are intended as a handy reference for new players. Players that want or need it receive one (1) at the start of the game to use as a reference card. Players may place any cards gained on the appropriate spaces on their Tabula to keep track of them, if they wish.

Hit Points: - Each player starts the game with two (2) Hit Point Cards.

- If a player is reduced to zero (0) Hit Points, he has died and is out of the game.
- Certain cards and spaces in the game will give a player more Hit Points, as will winning a combat against another player.
- Hit Point gains are permanent as are losses incurred from Flux Cards.
- Hit Points lost in an arena are automatically regained after the combat if the player survives. This is true whether he wins or loses the combat.

Weapon/Armor Cards: Consist of weapons, armor, bonuses and penalties.

- At most, a player may have 1 Helmet, 1 Arm/Torso Armor, 1 Leg Armor, 1 Attack Weapon and 1 Shield or the Casses at a time. This means that a player can only retain a maximum of five (5) cards at any given time. If a player draws a card that is incompatible with a card he already possesses, he gets to choose which card he keeps.
- Certain cards disallow the use of others.
- Cards may not be stockpiled and must be used immediately or discarded. Unplayable or unwanted cards go immediately into the discard pile.

Weapons: - Aside from when using the Casses (net), players may retain only one weapon card at a time.

- All players are equipped with a Pugio (dagger) if they do not draw any other weapon cards. The pugio has an Attack Value of one (1). This is listed on the Tabula Gladiator.

- There are basically two types of weapons: One-Handed and Two-Handed. If a weapon is used Two-Handed, the player may not use a shield. Attack Values for each weapon are listed on the cards.

- Certain weapons have special properties as listed below:

-Casses (net): The Casses is considered a weapon with an Attack Value of one (1) for purposes of Bandits and Pirates. Otherwise, the Casses has no true Attack Value, does no damage and is the only weapon that can be used in conjunction with other weapons.

- The Casses is always used in conjunction with another (One-Handed) weapon. If no other weapon cards have been drawn, the player's Pugio (dagger) is the other weapon.

- If a player uses the Casses, he may not use a shield.

- Note that the Secutor Galea (helmet) does provide a bonus against the Casses.

- The Casses is used as follows:

1- If a player is using the Casses, both combatants (whether the opponent is a player or beast) roll 1d6 at the beginning of *each* combat round before the combat rolls are made.

2- If the player with the Casses rolls higher, his opponent is netted. The player who is netted has his defense reduced by ½ (round down) for that single combat round. If the combat goes more than one round, the players roll for the Casses each successive round. One successful roll does not carry over into the next combat round.

3- If the player with the Casses rolls lower or the rolls are equal, his opponent is not netted and combat is resolved normally for that combat round.

-Trident and Hasta: Both can be used as either a One-Handed or Two-Handed weapon.

- They are always Two-Handed weapons unless used with a Shield or the Casses.

-Dual Gladius: Can only be used as a Two-Handed weapon.

- Players may not use a Shield or the Casses in conjunction with the Dual Gladius.

- Using the Dual Gladius gives a player two attacks per combat round, both with an Attack Value of two (2).

Armor: - If a player doesn't draw any armor cards, he has no armor and has a Defense and Encumbrance Value of zero (0).

- A player can have only one piece of armor for each of four areas; Head, Torso, Legs and Shield.
- All Armor has two factors associated with it which are listed on each card; Defense Value and Encumbrance. Both are cumulative as a player gains more armor.
- Shields can only be used with One-Handed weapons.

Other Cards: Follow any instructions possible on cards drawn (if you have no armor, the armor Thief! Card has no effect, etc.). Remember, gladiators were slaves, so they had to play the cards dealt to them.

- Hit Points may never be reduced to zero (0) by a Flux Card.
- If the Owner in Debt Card! is drawn, the player immediately moves his pawn to the Dalmatian Coast square and his turn is over, even if he was already in Roma. He then moves normally on his next turn.

Arenas: Arena spaces are denoted on the board by a red star (the actual, physical location of the city) and an Arena graphic with 1 – 3 pennants flying above it. The Flavian Amphitheater in Roma has 4 pennants.

- Combats can only occur in Arenas.
- If the combat is as a Bestiarius, the number of pennants above the Arena is the Attack/Defense Value of the beast (i.e. 1 pennant means the beasts there have an Attack Value of 1 and a Defense Value of 1).

Combat Against Other Players:

- 1- The players involved add up their cumulative Defense and Encumbrance Values.
- 2- Players compare Encumbrance Values. If they are the same, continue to step 3. If they are different, the player with the lower Encumbrance Value receives a bonus to compensate for the fatigue of his opponent due to armor as follows:
 - a- The difference between Encumbrance Values is determined.
 - b- The player with the lower value will receive a cumulative +1 on his attack roll for each combat round up to the total number of the difference between the two Encumbrance Values, if the combat lasts that long.
 - c- Bonuses remain the same after the difference has been reached.

Example: The difference between the Encumbrance Values of two players is 3. On the first round of combat, the player with the lower Encumbrance Value receives a +1 to his attack roll. On the second round (if it goes that far), he receives a +2 to his attack roll. On the third round, he receives a +3 to his attack roll. Every round thereafter, he receives a +3 to his attack roll.
- 3- If a player involved in the combat has the Cassettes, the rolls to determine if his opponent is netted are made before each combat round, as per the Cassettes rule above.
- 4- Each player's attack target number is: **7 + (his opponent's total Defense Value) – (his own Attack value)**. Players must roll equal to or higher than this number to score a successful hit.

Example: A player has an Attack Value of 2. His opponent has a cumulative Defense Value of 3. Their cumulative Encumbrance Values are equal for this example. Therefore, the player's target number to hit his opponent is: **7 + 3 – 2 = 8**. The player would have to roll an eight (8) or higher to score a successful hit.
- 5- Attacks are made by rolling **2d6** (any encumbrance bonuses are added at this time). Attacks are simultaneous, so both players roll at the same time. This does mean that both can die at the same time, as well. A natural roll of 2 always misses and a natural roll of 12 always hits, regardless of bonuses or actual "to hit" target number (if it is lower than 2 or higher than 12).
- 6- For each successful attack made by a player, his opponent loses 1 Hit Point (only for that combat, not permanently unless the player dies as a result of the combat). If a player is reduced to zero hit points, he has died and is out of the game. If victory conditions (see **7** and **8** below) are not met, combat continues.
- 7- In all arenas **other than Roma**, combats between players may go to the death, but not necessarily.
 - a- If both players are at 1 Hit Point after any combat round, combat ends and neither wins.
 - b- If only one of the players involved in a combat is reduced to 1 Hit point, the crowd will decide if he fought well or poorly. To determine this, the player thus reduced will roll **1d6**. On a roll of 1 or 2, the crowd is in the mood for blood and combat goes one additional round (one round only), which may or may not result in the death of the player. On a roll of 3-6, the crowd shows mercy, the combat is over and the opposing

player wins. If the player reduced to 1 Hit Point wishes it, he may disregard the mercy of the crowd and fight that single turn anyway.

- 8- If in Roma, all combats are to the death.
- 9- In any arena other than in Roma, the winning gladiator of each combat receives one (1) additional Hit Point Card and draws one (1) Weapon/Armor Card from the deck (even if the combat was not on their turn and they had already had previous combats where they had won Weapon/Armor Cards and Hit Points).
- 10- If a player lands on an arena space occupied by more than one other player, he must fight each, one at a time. Full Hit Points are restored for each combat. Winnings are granted between combats as well, so a player may actually be able to upgrade armor, weapons and/or Hit Points from one fight to the next on a single turn.
- 11- If the combat is in Roma, the winner does take one (1) Weapon/Armor Card, but does not receive any additional Hit Points. If the card drawn is the *Owner in Debt!* Card, the player must go immediately to the Dalmatian Coast and reshuffle the deck as directed by the card.

Combat as a Bestiarius:

If a player lands on an unoccupied arena space *other than Roma*, he must fight as a Bestiarius. In Roma, he may choose whether to fight as a Bestiarius or not. The rolls for beasts are made by any other player wishing to do so.

- 1- The player adds up his cumulative Defense Value. Encumbrance does not count in a Bestiarius combat.
- 2- The beast fought always has an Attack and Defense Value equal to the number of pennants flying above the Arena the combat is fought in. All beasts have only one (1) Hit Point, regardless of location.
Example: a player lands on Syracuse, which has 2 pennants flying above it. The beasts there will have an Attack Value of 2, a Defense Value of 2 and 1 Hit Point.
- 3- If the player involved has the Cassettes, the rolls to determine if the beast is netted are made before each combat round, as per the Cassettes rule above.
- 4- Combat is determined as in steps 4-6 above in the Combat against other players section.
- 5- The outcome in a Bestiarius combat is always the death of one or both of the combatants.
- 6- If the player is reduced to zero (0) Hit Points, he dies and is removed from play (who's going to pull that lion off of you anyway?). If he wins, he draws one (1) Weapon/Armor Card from the deck, but does not receive a Hit Point Card.

Roma and Winning the game: The Flavian Amphitheater in Roma is your destination. The game is not over until all surviving players reach Roma and fight each other. If there is only one player left, use Alternate Rule below.

- Each player that makes it to Roma automatically gets to draw one (1) Weapon/Armor Card before any combat.
- Any player that is in Roma alone, waiting on another player to fight, may opt to fight a Bestiarius combat against a 4 Attack Value, 4 Defense Value, 1 Hit Point beast. This is not required, however. Players that win these combats draw a card as in normal Bestiarius combat.
- The first player to get to Roma simply waits for the second player to arrive (aside from any voluntary Bestiarius combat). They then fight to the death. The winner then waits for the next player to arrive. They fight to the death. This continues until there is only one player left, who is declared the winner and wins the Rudis (the wooden sword of freedom) and the game.
- Since both combatants can die at the same time, there can actually be games with no winner.

Alternate Rule 1 - A player can win by having the last living gladiator on the board, advancing to Roma in the normal fashion and winning a bestiarius combat there. Of course, there are always bandits and pirates and beasts (oh my) to contend with on the way to Roma.

Alternate Rule 2 – If so desired and agreed upon by all, players that “die” anywhere other than Roma can rejoin the game as a fresh gladiator (no weapons or armor and only 2 Hit Points) at the Start space after sitting out 1 round of play. Players that “die” at Roma in either Bestiarius or player vs. player combat are permanently out of the game.