

Health Tracker

Put a different marker or coin on the Health Tracker for each gladiator. Gladiators start each battle with their full HEALTH.

+20	+40	+60	+80	+100
For experienced gladiators only				

40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

Struggling to stay concious: Before every turn - You may attempt to stay concious. Roll a 6 or lose the battle.

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
roll 1 die	roll 2 dice	roll 3 dice	roll 3 dice	roll 4 dice	roll 4 dice	roll 4 dice	roll 5 dice	roll 5 dice	roll 5 dice

At Death's Door: Before every turn - Roll a 6 or die. If you live, make a Fate Roll. Total Fights (TF) = Wins + Losses

-20	-19	-18	-17	-16	-15	-14	-13	-12	-11
R. I. P.	Roll TF ÷ 25 dice*	Roll TF ÷ 20 dice*	Roll TF ÷ 15 dice*	Roll TF ÷ 10 dice*	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)	Roll TF ÷ 10 dice* (*round down)