

# Quick Start - How to Play Gladiators

## **(1) Create a rookie Gladiator:**

- You need at least 2 people to play Gladiators. Each player should create his or her own rookie gladiator. Follow the instructions on the ["Quick Start - Create Your First Gladiator"](#) page.

## **(2) The Challenge:**

- Each fight begins with a challenge. One player's gladiator challenges another, "Arch Duke" challenges "Fragmentator". If the other player accepts the challenge, both players grunt "Let's Rock!".

## **(3) Start the Battle:**

- Position the "Health Tracker" page between the two players who are going to battle. Place a different figure, coin, or other marker on the Health Tracker, for each of the two players. Do not erase or change the health written on your Gladiator Personality Sheet, use the Health Tracker during the battle. Your gladiator will automatically recover to full health after the battle is over.
- If either gladiator has Luck Dice, Healing Dice, or a thrown weapon (ammo), position the "Luck, Healing, and Ammo Tracker" page between the two players. If this is your gladiator's first fight, you don't need this page.
- Each player rolls 2 dice for INITIATIVE, and the highest total attacks first. After that, the two players take turns attacking each other, until one gladiator drops unconscious or dead.

## **(4) During the Battle - On Your Turn:**

### **(A) If your gladiator's health is below zero:**

- If your gladiator's health gets knocked down below 0, you may choose to drop unconscious and lose the battle, or you may attempt to stay conscious and continue fighting. See "Health Tracker".
- If your health somehow gets below -10, your gladiator has been killed.

### **(B) If your gladiator is stunned:**

- If your gladiator was stunned by his opponent's last attack, you must skip your turn.
- The stun lasts until the end of your opponents next turn, unless he stuns you again.
- If you have FOCUS skill use it now, to snap out of the stun, and not skip your turn.

### **(C) Attack your opponent:**

- To ATTACK, read the page titled [Quick Start - Attacking and Defending](#).
- If you hit him, your opponent will get a chance to block the attack.
- If not blocked, subtract the damage your hit did on the [Health Tracker](#).

### **(D) Your turn is over. Now it is your opponent's turn.**

## **(5) After the Battle is Over**

- The battle continues, with players alternating turns/attacks until one gladiator falls unconscious.
- Update your gladiator's Won/Loss record on your Gladiator Personality Sheet.
- If you won the battle, add **3** Development Points to 'Bank' on your Gladiator Personality Sheet.
- If you lost the battle, add **2** Development Points to 'Bank' on your Gladiator Personality Sheet.
- If you killed your opponent's gladiator, mark the Kill on your sheet and add **2** more to the 'Bank'.
- Save them in the 'Bank', or spend the development points to improve your skills or get new ones.
- Unless killed, your gladiator fully recovers and is ready for another battle.