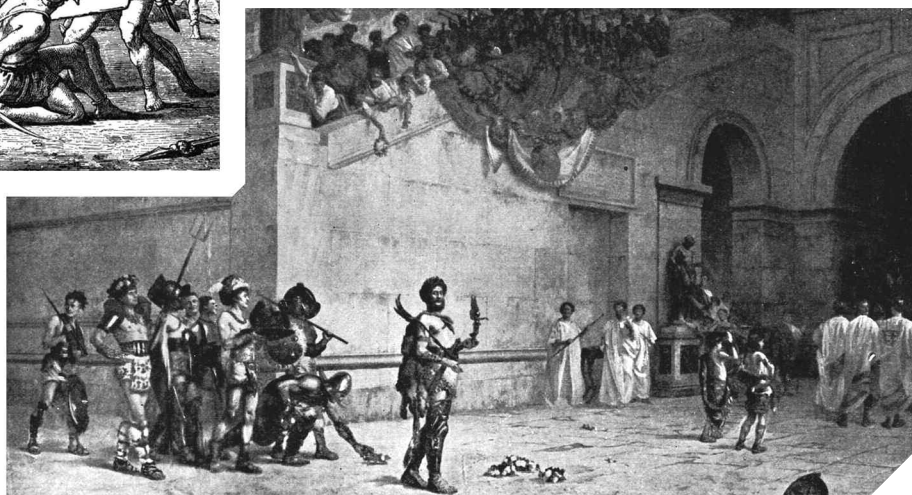


**GURPS**

Fourth Edition

# MARTIAL ARTS™

## GLADIATORS™



Written by **VOLKER BACH** and **PETER V. DELL'ORTO**

Edited by **NIKOLA VRTIS**

*An e23 Sourcebook for GURPS®*


**STEVE JACKSON GAMES**

Stock #37-1642

Version 1.0 – July 2009



# CONTENTS

<b>INTRODUCTION . . . . 3</b> <i>About GURPS . . . . . 3</i> <b>GURPS Martial Arts</b> and This Book . . . . . 3 Publication History . . . . . 3 About the Authors . . . . . 3	<b>2. STYLES . . . . . 12</b> ARMATURAE . . . . . 12 Hoplomachus . . . . . 12 Murmillo . . . . . 12 Provocator . . . . . 13 <i>Murmillo Variations</i> . . . . . 13 Retiarius . . . . . 14 Thraex (Thracian) . . . . . 14 Exotic Types . . . . . 15 <i>The Venator</i> . . . . . 16	<b>4. WE WHO ARE ABOUT TO DIE . . . . . 25</b> THE GLADIATORS . . . . . 25 The Selection Process . . . . . 25 Day-to-Day Life . . . . . 26 <i>Built Like a Fighter</i> . . . . . 26 <i>Security</i> . . . . . 27 <i>The Barley Crunchers</i> . . . . . 27	<b>6. CAMPAIGNS . . . 40</b> THE GLADIATOR CAMPAIGN . . . . . 40 The Games . . . . . 40 First Blood and Beyond . . . . . 40 Beyond the Arena . . . . . 41 Starting Characters . . . . . 41 <i>Walk the Walk</i> and <i>Talk the Talk</i> . . . . . 41 Adventure Seeds . . . . . 42
<b>1. GLADIATORIAL GAMES . . . . . 4</b> HISTORICAL OVERVIEW . . . . . 4 POLITICS OF THE ARENA . . . . . 4 Rome: Imperial Splendor . . . . . 4 <i>Spartacus and the Third Servile War</i> . . . . . 5 Provincial Games . . . . . 5 The Decline and Fall of the Games . . . . . 6 TIMELINE . . . . . 6 FAMOUS GLADIATORS . . . . . 6 Albanus, Seasoned Professional . . . . . 6 Commodus, Imperial Amateur . . . . . 7 Galen, Gladiatorial Physician . . . . . 7 <i>Modern Gladiators</i> . . . . . 7 Spartacus, Rebel Gladiator . . . . . 8 A DAY AT THE ARENA . . . . . 8 Pompe and Cena Libera . . . . . 8 The Morning Program . . . . . 9 <i>Gladiator Fandom</i> . . . . . 9 The Matches . . . . . 10 <i>Female Gladiators</i> . . . . . 10 <i>Defending the Bridge</i> . . . . . 11	ADVANTAGES, DISADVANTAGES, AND SKILLS . . . . . 17 Advantages . . . . . 17 Perks . . . . . 18 <i>Typical Gladiator Advantages</i> . . . . . 18 Disadvantages . . . . . 19 Skills . . . . . 19 <i>Typical Gladiator Disadvantages</i> . . . . . 19 Techniques . . . . . 20	CHARACTER TEMPLATES . . . . . 28 Gladiator . . . . . 28 Doctor . . . . . 28 Lanista . . . . . 29 <i>The Champions</i> . . . . . 29 Pugilist . . . . . 30 Venator . . . . . 30 <i>Vindex the Murmillo</i> . . . . . 31 SUPPORTING ROLES . . . . . 32 Animal Handler/Trainer . . . . . 32 Harenarius . . . . . 32 Ludus Guard . . . . . 32 Musician . . . . . 32 Paegnarius . . . . . 33 Physician . . . . . 33 Stage Engineer . . . . . 33 Summa Rudis . . . . . 33	THE LUDUS CAMPAIGN . . . . . 44 The Customer Is Everything . . . . . 44 No Business Like Show Business . . . . . 44 The Cooperative Ludus . . . . . 44 Competitive Ludi . . . . . 45 <i>No Expenses Spared: The Economics of Munera</i> . . . . . 45 TRANSPLANTING THE GAMES . . . . . 45 Fantasy . . . . . 45 Science Fiction . . . . . 46 Supers . . . . . 47 Horror . . . . . 47 Infinite Worlds . . . . . 47
	<b>3. RULES OF THE GAMES . . . 21</b> BLOOD ON THE SANDS . . . . . 21 Focused Defense . . . . . 21 <i>Sufficient Space to Die</i> . . . . . 21 <i>Shifting Sands</i> . . . . . 22 The Crowd's Reaction . . . . . 22 Asking for Mercy . . . . . 22 Stans Missus . . . . . 23 OUTSIDE THE COLOSSEUM . . . . . 23 Gladiatorial Advancement . . . . . 23 <i>Complementary Skills</i> . . . . . 23 Gladiator Prices . . . . . 24	<b>5. EQUIPMENT . . . 34</b> WEAPONS . . . . . 34 ARMOR . . . . . 35 Helmets . . . . . 35 <i>Melee Weapon Table</i> . . . . . 35 Other Armor . . . . . 36 Shields . . . . . 37 <i>Armor Table</i> . . . . . 37 Other Equipment . . . . . 38 Medical Gear . . . . . 38 Fighting Kit . . . . . 38 <i>Custom Equipment</i> . . . . . 39	 <b>GLOSSARY . . . . . 48</b> <i>Pronouncing Latin: A Quick and Dirty Guide</i> . . . . . 48 <b>BIBLIOGRAPHY . . . 50</b> <b>INDEX . . . . . 51</b>

**GURPS** System Design ■ STEVE JACKSON  
**GURPS** Line Editor ■ SEAN PUNCH  
e23 Manager ■ STEVEN MARSH  
Page Design ■ PHIL REED and JUSTIN DE WITT

Managing Editor ■ PHILIP REED  
Art Director ■ WILL SCHOONOVER  
Production Artist & Indexer ■ NIKOLA VRTIS  
Prepress Checker ■ WILL SCHOONOVER  
Marketing Director ■ PAUL CHAPMAN

Director of Sales ■ ROSS JEPSON  
Errata Coordinator ■ WARREN MacLAUCHLAN MCKENZIE  
**GURPS** FAQ Maintainer ■ VICKY "MOLOKH" KOLENKO

*Lead Playtester:* Jeff Wilson

*Playtesters:* Richard Bing, Doug Caruso, Ken Clary, Chris Davies, The Denver **GURPS** Group (Matt Denno, Tod Higman, Christopher Landauer, and Brian McCabe), Leonardo M Holschuh, Dan Howard, Phil Masters, Joseph Reynolds, Hans-Peter Schöni, Emily Smirle, Shawn Stevenson

*Special Thanks:* Phil Dunlap (for reality checking); The Roman Army Talk community at [romanarmy.com](http://romanarmy.com); and Svenja Grosser from Ludus Nemesis (Volker Bach's local gladiatorial group)

**GURPS**, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Martial Arts*, *Gladiators*, *Pyramid*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS Martial Arts: Gladiators** is copyright © 2009 by Steve Jackson Games Incorporated. Some art © 2009 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

# INTRODUCTION

The word “gladiators” immediately conjures up a host of violent images. The net and trident. Fans screaming for blood. Patrician Romans sitting disdainful of the slaves who fight for the crowd’s amusement.

The world of the gladiator is more than just slaves, swords, and death. Gladiators were well-trained athletes competing in a most lethal sport. They were pampered and cared for like racehorses, driven mercilessly like boot-camp recruits, and then sent out to kill and die splendidly for the crowds.

**GURPS Martial Arts: Gladiators** takes you inside the world of the gladiator. You’ll enter the ludus, where raw slaves and desperate freemen were transformed into cunning and artful martial artists. You’ll go inside the arena, where they put on the show they trained for. You’ll travel to the Roman streets and beyond, where gladiators were famed for their fighting skills, envied for their physical prowess, and wooed by their social betters.

Now enter the arena, where the blood-soaked sand reveals the skills of some of the most renowned martial artists in history . . .

## GURPS MARTIAL ARTS AND THIS BOOK

This work is a supplement for **GURPS Martial Arts**. It expands on the descriptions of the gladiators from that book by offering a background history of the arena, several templates and template variations, and the equipment necessary for gladiators.

## PUBLICATION HISTORY

**Gladiators** drew on material in **GURPS Martial Arts** for **GURPS Fourth Edition** and **GURPS Imperial Rome** for **GURPS Third Edition**. Although **Imperial Rome** proved inspirational, the history, the styles, and the templates were generated from the latest research and archaeological data available. Where these books differ, it is intentional, revising out-of-date information about the arena.

## ABOUT THE AUTHORS

*Joey, do you like movies about gladiators?  
– Captain Oveur, **Airplane** (1980)*

Volker Bach is a relative latecomer to roleplaying, starting at age 24, though by now he has accumulated far more experience in it than he will admit to in polite company. He holds a degree in ancient history with a specialization in Roman studies. His personal experience in combat is limited to being bullied in school. Volker has written several articles for **Pyramid** magazine, but this is his first **GURPS** book. He lives in Hamburg, Germany, with numerous books, and he works as an English teacher and translator while pursuing an education degree. Aside from roleplaying, his interests include history (both real and counterfactual), reenacting, reading, and the culinary arts.

Peter V. Dell’Orto started roleplaying in 1981, with **Dungeons & Dragons**, and has played **GURPS** since **Man to Man**. He has been active as a **GURPS** playtester, editor, and contributing author since 1996, and he has written many **GURPS** articles for **Pyramid** magazine. He is also the co-author of **GURPS Martial Arts** with Sean Punch. Peter is an enthusiastic martial artist. He currently fights amateur MMA, holds a *shodan* rank in Kendo, and trains Kachin Bando. His other hobbies include fitness, reading, painting miniatures, Japanese culture, and music. Peter likes movies about gladiators.

## About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*New supplements and adventures.* **GURPS** continues to grow – see what’s new at [www.sjgames.com/gurps](http://www.sjgames.com/gurps).

*e23.* Our e-publishing division offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to [e23.sjgames.com](http://e23.sjgames.com).

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from e23!

*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at [forums.sjgames.com](http://forums.sjgames.com). The **GURPS Martial Arts: Gladiators** web page can be found at [www.sjgames.com/gurps/books/martialarts/gladiators](http://www.sjgames.com/gurps/books/martialarts/gladiators).

*Bibliographies.* Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

## EXOTIC TYPES

In addition to the more common gladiator styles, a number of exotic ones also fought in the arena.

### Andabata

#### 2 points

Little is known about the equipment of this armatura except that they, uniquely, fought blind. Very likely, their helmets shut off all vision. Cicero mentions that andabatae used swords, but gives no further detail. They may have fought unarmored, for the bloody spectacle, or *heavily* armored, to encourage their wild swinging.

Andabatae are greatly handicapped by their helmets. Stylists move about, attempting to hear their opponent – a challenging prospect in a crowded arena – and probe the darkness with quick attacks, trying to locate a target. Defensive Attacks are the rule, and Wait, simultaneously listening with Hearing rolls (see p. B394 for details on combat Hearing rolls). Andabatae who sense their opponent go for a quick, hard, crippling strike to win their fights.

Cinematic andabatae are masters of Blind Fighting. Using their honed senses, they locate their opponents and then launch a spectacular Power Blow to finish them off. Unlike the realistic stylists, cinematic andabatae will be far from potentially bloody comic relief. Instead, they will be masters of a very specialized style.

*Skills:* Shortsword.

*Cinematic Skills:* Blind Fighting; Power Blow.

*Perks:* Style Adaptation (any gladiator style); Sure-Footed (Sand).

#### Optional Traits

*Secondary Characteristics:* Improved Per.

*Advantages:* Acute Hearing; also see *Typical Gladiator Advantages* (p. 18).

*Disadvantages:* See *Typical Gladiator Disadvantages* (p. 19).

*Skills:* Brawling; Performance; Wrestling.

*Perks:* Naval Training; Off-Hand Weapon Training (Shortsword).

### Crupellarius

#### 3 points

Crupellarii are mentioned in the first century A.D. as a specifically Gallic armatura, notorious for their extremely heavy armor. A statuette from France shows a pot-shaped helmet and what appears to be segmented metal armor over the upper torso, arms, and legs. The crupellarius probably carried a shield, though the type is unknown. Tacitus mentions crupellarii fighting in a Gallic revolt in 21 A.D. where Roman soldiers used pickaxes to break through their armor. He also writes that the soldiers pushed over their enemies to render them helpless, but that may be hyperbole. However, putting a crupellarius off balance, disarming him, or knocking him over to make him vulnerable to an attack in the abdomen seems a promising approach.

Crupellarii depend on their extremely heavy armor, which covers everything except the abdomen. Much like the Murmillo, stylists center their tactics on their overwhelming armor advantage. Fighters work to protect their vulnerable abdomen from opponents with longer-reach weapons or

lighter armor, but they use their heavy armor to allow them to attack with a degree of impunity. These strikes are typically Attacks and Committed Attacks.

Even cinematic crupellarii will be slow and ponderous, but they should make up for it with high ST and HP and by pouring points into Immovable Stance. Lifting ST is also useful to carry the extra weight of the armor!

*Skills:* Shield; Shortsword.

*Techniques:* Feint (Shield or Shortsword).

*Cinematic Skills:* Immovable Stance; Power Blow.

*Perks:* Special Exercises (Lifting ST 1); Style Adaptation (any gladiator style); Sure-Footed (Sand).

#### Optional Traits

*Secondary Characteristics:* Improved ST.

*Advantages:* Lifting ST; also see *Typical Gladiator Advantages* (p. 18).

*Disadvantages:* See *Typical Gladiator Disadvantages* (p. 19).

*Skills:* Brawling; Performance; Shield Art; Shortsword Art; Wrestling.

*Perks:* Naval Training; Off-Hand Weapon Training (Shortsword).

*You stab in the dark like an andabata!*

– Cicero, *Virgilio Maronis* 5.210

### Dimachaerus (“Two-Sword Fighter”)

#### 2 points

The dimachaerus is poorly documented and may not have been a specific type at all. A relief from Turkey that shows a fighter with a round, enclosed helmet, short greaves on both legs and curved short swords in both hands. Little is known about the fighting style of the dimachaerus.

Equipped with two swords but no shield, dimachaeri use both blades for attack and defense. Stylists emphasize mobility and seeking openings in an opponent’s defenses. Close-in combat with two blades and no torso armor is too lethal to be dramatically satisfying to the crowd! Instead, dimachaeri rely on Defensive Attacks and Evaluate. Feints are also popular, and fighters use retreats to move away from opponent’s attacks, only to try to sweep back into range and Counterattack. Cinematic stylists apply Dual-Weapon Attack to strike their foes, using one sword to Feint and the other to Attack!

*Skills:* Shortsword.

*Techniques:* Feint (Shortsword).

*Cinematic Skills:* Power Blow.

*Cinematic Techniques:* Dual-Weapon Attack (Shortsword).

*Perks:* Off-Hand Weapon Training (Shortsword); Style Adaptation (any other gladiator style); Sure-Footed (Sand); Unusual Training (Dual-Weapon Attack; Both attacks must target the *same* foe).

## Shifting Sands

The arena surface was sand. Whether it was hard-packed and solid like a bullfighting ring or shifting and treacherous like a desert is unknown. The former is more likely; the latter can make for an entertaining fight.

By default, *Martial Arts: Gladiators* assumes that the ground was hard-packed and/or damp sand, meant to give solid and sure footing to the gladiators. If the GM chooses, the area may be bad footing (see pp. B547-548), giving -2 to attack and -1 to defend. This penalty is eliminated by Sure-Footed (Sand) (see pp. 18-19). If every arena is like this, all gladiators who live to be veterans will have this perk! However, perhaps only poorly maintained arenas in the provinces have this problem . . . or the locals may consider it a feature.

In an ahistorical, fantasy, or science fiction gladiatorial campaign, the fighting surface may be much more bizarre or dangerous. Shifting surfaces, pits, slick floors . . . the possibilities are limitless.

## THE CROWD'S REACTION

The crowd is an important element in a gladiatorial match. It is fought for their entertainment, and fighters who don't make the crowd happy can pay for it in the end.

At the beginning of each match, make a reaction roll from the crowd for *each* fighter. Roll for the crowd as one entity. This is how the audience feels about each gladiator from the start of the match. During the fight, gladiators can attempt to influence the crowd through their actions. As the match progresses, modify the reaction roll for each fighter with the modifiers below and keep a running total. The GM may wish to calculate the final reaction roll only at the end of the match, but it's usually more fun to describe the cheers and boos of the mercurial crowd.

*Modifiers:* During the match, keep a running total of each gladiator's coups and fumbles. Each time an attack ultimately results in either warrior being disarmed, knocked down, or crippled (even only temporarily) – whether through injury, a noninjurious blow (e.g., a successful attempt to disarm or trip), a special critical hit or miss result, or a failed HT or DX roll – the *other* fighter gets +1 to the crowd's reactions for this fight. Should a combatant somehow manage to inflict such a result or any injury on *himself* when not engaged (e.g., he critically fails his Fast-Draw roll and disarms himself, or tries Jumping to get up on a piece of scenery and falls down), add -1 to the running total.

*Complementary Skills* (see p. 23) may be used to modify this roll. Gladiators may try to make an especially stirring plea for mercy (Performance), demonstrate their skill at arms during the fight to impress the crowd (by using Combat Art instead of the usual combat skill), or even draw on their powerful physicality to impress the crowd (Sex Appeal). These rolls can be made during combat; a success garners a +1 to the crowd's reactions for the fight, and a critical failure results in a -1 to the running total. Each skill can only be used once per fight, and the attempt is generally treated as a Concentrate maneuver. These rolls can also be done during lulls in the action (see *Detailed Method, Martial Arts*, p. 134).

The final reaction roll also helps determine if the crowd spares a defeated gladiator – see *Asking for Mercy* (below). Should the fight continue for too long, the crowd may ask for both fighters to be spared – see *Stans Missus* (p. 23).

If, at the end of the fight, the total reaction roll for any gladiator is 18 or more, the fighter may find his heroism has increased his reputation with the crowd. The gladiator will gain a temporary Reputation (+1, from all gladiator games fans) for 1d months. After that, the fighter must pay character points if he wishes to make it permanent. This applies to both winners *and* losers, if the loser is spared.

GMs who play out the pompe and prolusio for each fight may wish to allow the fighters to try to influence the crowd then. In that case, make the initial reaction roll during the pompe. The fighters may need to start warming the crowd up to them before the match starts.

## ASKING FOR MERCY

Some gladiatorial combats end with a clean kill – a fatal sword thrust, vitals pierced by a trident, a neck or skull broken from a blow. In many cases, one fighter is defeated without suffering a fatal injury. The defeated fighter may ask for a merciful death . . . or mercy.

First, the defeated fighter must pose with aplomb. Roll Will.

*Modifiers:* Fearlessness gives +1 per level; a fearless fighter is more likely to face death without flinching. Fearfulness gives -1 per level. Gladiators with Unfazeable still roll, but all results are a full step better: critical failure counts as a mere failure, failure as success, and any success as critical success.

On a success, the gladiator faces death bravely; there is no penalty or bonus to the crowd's reaction roll. On a failure, the gladiator flinches or otherwise betrays fear; this results in -1 to the reaction roll (see *The Crowd's Reaction*, above). On a critical failure, he shakes visibly, cries, breaks down, and begs for his life (or something similar) – crowds react at -2. On a critical success, he manages to project such bravery in the face of death that he gains +1 on the audience-reaction roll. An *unconscious* gladiator does not need to make this roll, but he still must consult the reaction roll results.

## Got You Covered

Gladiators usually fight alone, but teams of gladiators may wish to help one another. In a situation where some heroes lack a vital skill, skilled PCs can sometimes cover for unskilled ones. When making a single roll for the entire team, start with the group's best skill level, add a bonus equal to the number of people who *know* the skill (no defaults!), and subtract a penalty equal to group size. For example, a team of experienced gladiators could use their Combat Art skill to help a young tiro look good during a group melee. While it's possible for gladiators to do this for their opponents, it's not common.

# CHAPTER FIVE

# EQUIPMENT

The gladiators relied on many unique sorts of equipment to fight and train. They had special weapons, armor, and other items to make their work look more spectacular.

Some weapons may be ornately decorated (see p. 39), although this is much more common for armor.

## WEAPONS

Gladiators used a variety of weapons. Some of these are the typical weapons of the Roman military (with the conspicuous absence of the pilum). Others are more unusual, giving the audience the treat of watching a real combat with exotic weaponry. Weaponry is listed along with the gladiators who used it most.

Page references marked MA refer to the appropriate page in *Martial Arts*; thus, MA225 is p. 225 of *Martial Arts*. Names in small caps refer to a functionally equivalent weapon that can be referenced for statistics.

**Bow** (pp. B275, MA213) – *Venatores*. Venatores (and sometimes gladiators, though not as a regular class) used composite recurve bows. Treat as a COMPOSITE BOW.

**Dagger** (pp. B272, B276, MA215) – *Hoplomachus*, *retiarius*. Short, doubled-edged daggers were used as secondary weapons. These were usually quite large. Gladiatorial knives are nonthrowable. Treat as a SMALL KNIFE or a LARGE KNIFE, depending on size.

**Gladius** (p. 34) – *Various*. The typical sword used by gladiators is the same sword used by contemporary soldiers. It is 20-25" long, double-edged, and designed to thrust and cut.

**Javelin** (pp. B273, B276, MA217) – *Essedari*, *venatores*. The javelins relied on by gladiators are the light variety typically used by the cavalry, ranging in length between 4' and 5', and tipped with iron heads. Treat as a JAVELIN.

**Lariat** (pp. B276, MA219) – *Laquearius*. Laquearii likely fought with lariats in the arena, and animal handlers certainly carried them.

**Net** (pp. B276, MA221) – *Retiarius*. A MELEE NET. The retiarius carries a small, lead-weighted throwing net to catch and

entangle his opponent. Striking with the weights can distract and confuse an opponent; treat this as a Beat or Feint. It can also be used to block at 3+(skill/2). It provides no DB, and as it is Diffuse (p. B380), it will only stop 1-2 points of damage if used to block a missile.

**Quadrens** (p. 34) – *Various*. An unusual four-spiked weapon that replaced the dagger at times. Instead of a single blade, it has four thin thrusting spikes arranged in a square pattern. Used with Jitte/Sai skill, it can disarm like a jutte (p. MA217). Larger quadrentes sometimes replaced the gladius (above) or sica (below) as the main weapon of sword-armed gladiators. It was long assumed to be a ceremonial device, but recent excavations prove it was used in the arena.

**Scissor Glove** (p. 34) – *Scissor*. The scissor's glove combines defense and attack. Its metal tube encloses the lower arm and can be used for parrying. The blade that protrudes from it is crescent-shaped and can be used to thrust or slice. The tube provides DR 5 to the forearm of the wielder.

**Sica** – *Thraex*. The sica is a sword blade about 20-25" in length and curved or angled. It is designed to thrust around the edge of the opponent's shield, but it can be used to cut and thrust like a regular sword blade. Treat it as a FALCHION (pp. MA215, MA227), or for smaller versions, as a KUKRI (pp. MA219, MA228).

**Spear** (pp. B276, MA225) – *Eques*, *hoplomachus*. A gladiator spear has a short thrusting point. They are designed for use with one hand.

**Trident** (pp. MA225, MA229) – *Retiarius*. The trident carried by the retiarius is about 6' in length and ends in three metal thrusting tips. They are designed to deliver thrusting blows, but they can also hook the top of a shield.

*Equal in the fight, the men ended the bout as equals. To both, the Caesar granted the wooden sword of freedom and the palm of victory. Thus were bravery and prowess rewarded. Under no emperor before you has this occurred: two men fought, and both were victorious!*

– *Martial, Epigrams 31 (with considerable hyperbole)*

# INDEX

- Ad bestias*, 9, 25, 48.  
*Ad judos*, 25, 48.  
 Advancement, 23-24, 26.  
 Advantages, 17-19.  
 Adventure seeds, 42-43.  
 Albanus (gladiator), 6.  
 Andabatae, 48; *helmet*, 35; *loadout*, 38; *style*, 15.  
 Animal handler/trainer, 32.  
 Animal shows, 9-10.  
 Animals, 9-10, 32.  
 Arena surface, 22.  
 Arena-match awards, 24.  
 Armaturae, 5, 6, 12-17, 48.  
 Armor, 35-38; *custom*, 39; *table*, 37.  
 Asking for mercy, 22-23.  
 Auctorati, 25-27, 48.  
 Awards for adventures, 23-24.  
 “Bait and Switch” adventure seed, 43.  
**Banestorm** as setting, 46.  
 Barley crunchers, 27.  
 Bestiarii, 48; *see also Venatores*.  
 Bibliography, 50.  
 “Blacklist” adventure seeds, 43.  
 Blood on the sands, 21.  
 Body weight, 26.  
 Bows, 34.  
 “Brawl Too Far” adventure seed, 42.  
 Build of gladiators, 26.  
 Bustuarii, 4, 48.  
 Campanian tribes, 4.  
 Campaigns, *gladiator*, 40-43; *ludus*, 44-45.  
**Car Wars**, 47.  
 Cena libera, 9, 48.  
 Characters, *example*, 31; *templates*, 28-32.  
 Charioteer; *see Essedarii*.  
 Cheers, typical, 11, 48.  
 Clown, 9, 26, 33, 48.  
 “Cock of the Walk” adventure seed, 42.  
 Code of Honor disadvantage, 19.  
 Colosseum, *see Flavian Amphitheater*.  
 Combat Art skill, 19.  
 Commodus (gladiator), 7.  
 Competitive ludi, 45.  
 Complementary skills, 22, 23.  
 Compositio, 8.  
 Cooperative ludus, 44-45.  
 Corona, 11, 29, 48.  
 Crests on helmets, 35, 39.  
 Criminals as gladiators, 25.  
 Crowd’s reaction, 11, 22, 24, 29, 39, 48.  
 Crupellarii, 48; *helmet*, 35, 37; *loadout*, 38; *style*, 15.  
 Current Affairs skill, 19.  
 Custom equipment, 39.  
 Cutters, *see Scissores*.  
 Daggers, 34.  
 Day at the arena, 8-11.  
 Day-to-day life, 26-27.  
 Death in the games, 4, 9, 11, 22, 23, 25, 40, 49; *armor and*, 36.  
 Decline and fall of the games, 6.  
 Defending the bridge, 11.  
 “Diabolus Ex Machina” adventure seed, 42-43.  
 Diet of gladiators, 27.  
 Dimachaeri, 48; *loadout*, 38; *style*, 15-16.  
 Disadvantages, 19.  
 Doctores, 4, 26, 27, 45, 48; *template*, 28-29.  
**Dungeon Fantasy** setting, 46.  
 Duty disadvantage, 19.  
 Dystopian futuristic settings, 47.  
 Economics of munera, 45.  
 Editores, 5, 9, 44, 45, 48; *fate of loser and*, 11, 22-23.  
 Elephants, 10.  
 Equipment, 34-39; *custom*, 39.  
 Equites (sing. eques), 48; *loadout*, 38; *style*, 16; *tunic*, 38.  
 Esoteric Medicine skill, 20.  
 Essedarii, 12, 48; *loadout*, 39; *style*, 16-17.  
 Example character, 31.  
 Executions, 9-10.  
 Exotic fighting styles, 15-17.  
 Exotic Weapon Training perk, 18.  
 Extra Option perk, 18.  
 Failure awards, 24.  
 Families, 26, 27, 41.  
 Famous gladiators, 6-8.  
 Fandom, 4, 8, 9, 12, 22, 26, 29.  
 Fantasy settings, 45-46.  
 Feat awards, 24.  
 Female gladiators, 10.  
 Fighting kits, 38-39.  
 Fine-quality equipment, 39.  
 First fight, 27, 40.  
 Flavian Amphitheater, 5, 6, 9, 11.  
 Focused defense, 21.  
 Food, 27.  
 Free men as gladiators, 25-27, 48.  
 Freedom, 49; *gaining*, 25-27, 40.  
 “Friends Like These” adventure seed, 42.  
 Galen (physician), 7-8.  
 Galeri, 36, 37, 48.  
 Games skill, 20.  
 Games, gladiatorial; *see Matches, Munera*.  
 Gladiator belt, 38.  
 Gladiator Rank advantage, 18.  
 Gladiator template, 28.  
 Gladiators, *famous*, 6-8; *female*, 10; *modern*, 7.  
 Johnson’s Rome, 47.  
 “Justice Before Dawn” adventure seed, 42.  
 Killing in the games; *see Death in the Games*.  
 Lanistae, 5, 11, 17, 25-27, 48; *rewards*, 24; *template*, 29-30; *see also Ludi*.  
 Lariats, 34, 48.  
 Latin, pronouncing, 48.  
 Linothorax, 36, 37.  
 Loadouts, 38-39.  
 A good body with a dull brain is as cheap as life itself.  
 – Batiatus the Lanista, **Spartacus** (1960)  
 Gladiatrices, 10, 48.  
 Gladii, 34, 35, 48.  
 Glossary, 48-49.  
 Good-show awards, 24.  
 Got You Covered rule, 22.  
 “Great Escape” adventure seed, 42.  
 Greaves, 36, 37.  
 Guards, 27, 32.  
**GURPS**, 24; **Banestorm**, 46; **Dungeon Fantasy**, 46; **Fantasy**, 46; **Imperial Rome**, 3; **Low-Tech**, 20, 36; **Martial Arts**, 3, 12, 14, 18, 20-22, 24, 29, 30, 34, 41; **Power-Ups 2: Perks**, 18.  
 Habet, 48.  
 Harenarii, 26, 32, 48.  
 Hellenistic military helmet, 36, 37.  
 Helmets, 35-37; *custom*, 39.  
 Helping other gladiators in fights, 22, 23.  
 Historical overview, 4.  
 Hoplomachi, 48; *loadout*, 39; *shields*, 37; *style*, 12.  
 Horror settings, 47.  
 Horseman, *see Eques*.  
 Hunts, 10.  
 Ignominious-failure awards, 24.  
 Imperial patronage of the games, 4-5.  
 Impressive-feat awards, 24.  
 Infamia, 25, 48.  
 Infinite Worlds settings, 47.  
 Iugula, 48.  
 Javelins, 34.  
 Loincloth, 38.  
 Lorica, 36, 37.  
 Lorica squamata leggings, 36, 37.  
 Losing a match, 11, 22-23.  
 Ludi, *as character equipment*, 30; *campaigns in*, 44-45; *definition*, 4, 48; *life in*, 26-27; *security of*, 27, 32.  
 Ludus guards, 32.  
 Manicae, 36, 37, 48.  
 Marcus Licinius Crassus, 5.  
 Mass fights, 11.  
 Match awards, 24.  
 Matches, 10-11, 21-23, 40, 41, 44, 45; *awards for*, 23-24; *see also Munera*.  
 Medical gear, 38.  
 “Meet Daddy at the Games” adventure seed, 43.  
 Melee weapons, 34, 35.  
 Mercy for losers, 11, 22-23.  
 Missus, 11, 48.  
 Modern gladiators, 7.  
 Monetary awards, 27.  
 Morning program, 9-10.  
 Munera, *format of*, 8-11; *history of*, 4-6; *see also Matches*.  
 Murmillones, 48; *helmet*, 36, 37; *loadout*, 39; *styles*, 12-13.  
 Musicians, 8, 26, 32-33, 48, 49.  
 Naumachiae, 6, 11, 48.  
 Naval Training perk, 18.  
 Nets, 34.  
 “New Kid on the Block” adventure seed, 43.

- “No Heart of Stone” adventure seed, 42.  
 Oath of gladiators, 26, 30.  
 Off-Hand Weapon Training perk, 18.  
 Ornate equipment, 39.  
 Paegnarius, *see* *Clown*.  
 Palus, 48; *ranking system*, 29.  
 Parmae, 48; *equestris*, 37, 48.  
 Parmularii, 9, 12, 49.  
 Patron advantage, 17.  
 Patronage of the games, 4-6.  
 Performance skill, 20.  
 Perks, 18-19.  
 Physicians, 7-8, 20, 26, 27, 33.  
 Plumes on helmets, 35, 39.  
 Politics of the arena, 4-6.  
 Pompe, 8, 49.  
 Pons fights, 11.  
 Post-apocalyptic settings, 47.  
 Prices of gladiators, 24.  
 Primus palus, 29, 45, 49.  
 Prisoners as gladiators, 25.  
 Progress of a gladiator, 23-24, 26.  
 Prolusio, 9, 11, 23, 40, 49.  
 Pronouncing Latin, 48.  
 Provincial games, 5-6.  
 Provocatores, 49; *helmet*, 36, 37; *loadout*, 39; *style*, 13.  
 Publication history, 3.  
 Pugilist, 30, 49.  
 Quadrentes, 34, 35, 49.  
 Ranking system, 29.  
 Reaction of crowd, 11, 22, 24, 29, 39.  
 Records of fighting results, 29.  
 Referees, 10, 33, 49.  
 Republican military helmet, 36, 37.  
 Reputation advantage, 20, 22, 40.  
 Retiarii, 12, 48; *loadout*, 39; *style*, 14.  
 Retirement, 27.  
 Roleplaying tips, 41.  
 Roma Arcana, 46.  
 Rome Aeterna, 47.  
 Rome-7, 47.  
 Rudarii, 29, 49.  
 Rudes (staff), 27, 49; *see also* *Summa Rudis*.  
 Samnites, 12, 49; *loadout*, 39; *style*, 13.  
 Savoir-Faire (Ludus) skill, 20.  
 Science-fiction settings, 46-47.  
 Scissores, 49; *gloves*, 34, 35; *loadout*, 39; *style*, 17.  
 Scuta (sing. scutum), 37, 49.  
 Scutarii, 9, 12, 26, 49.  
 Secunda rudis, 10, 49.  
 Secundus palus, 29, 49.  
 Security, 27, 32.  
 Secutores, 12, 49; *helmet*, 36, 37; *loadout*, 39; *style*, 13.  
 Selection process, 25-26.  
 “Sergeant Whatsisname” adventure seed, 43.  
 Servile wars, 5.  
 Settings for the games, 45-47.  
 Sex Appeal skill, 20.  
 Sexual prowess of gladiators, 9, 41.  
 Shields, 37-38.  
 Shifting sands, 22.  
 Shoves and Tackles perk, 18.  
 Sicae, 34, 49.  
 Signals from crowd, 11, 48.  
 Sine missione, 11, 49.  
 Size of fighting area, 21.  
 Skills, 19-20, 23.  
 Slaves as gladiators, 25.  
 Social Stigma disadvantage, 19.  
 Spartacus (gladiator), 4-6, 8.  
 Spears, 34.  
 Spongiae, 36, 37, 49.  
 Sponsors of games, *see* *Editores*.  
 Stage engineer, 33.  
 Stans missus, 11, 22, 23, 49.  
 Starting characters, 41.  
 Style Familiarity perk, 18.  
 Style Perks, 18-19.  
 Styles of gladiator fighting, 5, 6, 48; *descriptions*, 12-17, .  
 Sufficient space to die, 21.  
 Summa rudis, 10, 33, 49.  
 Supers settings, 47.  
 Supporting cast, 26, 32-33; *see also* *Ludi*.  
 Sure-Footed perk, 18-19, 22.  
 Surgeon’s kits 38.  
 Surgery skill, 20.  
 Targeted Attack technique, 20.  
 Teamwork, 22, 23.  
 Techniques, 20.  
 Third Servile War, 5.  
 Thraeces (Thracian), 12, 49; *helmet*, 36, 37; *loadout*, 39; *shield*, 38; *style*, 14.  
 Timeline, 6.  
 Tirones, 26, 27, 29, 40, 41, 49.  
 Titles and reputation, 29.  
 Training, 26, 41; *see also* *Doctores*.  
 Transplanting the games, 45-47.  
 Tridentes, 34, 49.  
 Two-Sword Fighter, *see* *Dimachaeri*.  
 Typical gladiator advantages, 18.  
 Typical gladiator disadvantages, 19.  
 Venatio, 9-10, 49.  
 Venatores, 16, 49; *loadout*, 39; *shield*, 38; *template*, 30-32.  
 Victory crown, 11, 29.  
 Vindex the Murmillo, 31.  
 Virility of gladiators, 9, 41.  
 Weapons, 34-35; *custom*, 39.

## Stuck for an adventure? No problem.

**e23 sells high-quality  
game adventures  
and supplements  
in PDF format.**



- Get complete sample adventures free!
- PDFs from the major players in online publishing – plus gems from the up-and-comers, and digital editions of out-of-print classics.
- See the ratings other users have given . . . and add your own ratings.
- Buy it once, have it always. Download your purchases again whenever you need to.

**Download ● Print ● Play**

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at [www.warehouse23.com](http://www.warehouse23.com) for all your game STUFF!