

GLADIATOR: QUEST FOR THE RUDIS ERRATA

Rule Changes and Clarifications

1. Minor changes were made to the contents of the game between the printing of the rulebook and the production of the other components. For example, there are far more counters than indicated.
2. When looking at the “secutor” diagram on Page 9, the DEF-1/-2 penalties apply to the secutor, not his attacker; conversely the ATK+1/+2 benefits apply to the attacker, not the secutor.
3. The Shield Foot Slam Attack/Defend card may be used either way, as stated. However, if used in defense: (1) a medium location changes to high; a low location becomes medium due to bending over to deliver the slam. If the Attack card is used for resolution, there is no modification to the attack.
4. While Stamina and its loss is addressed in multiple areas in the rule book, it is worth stating once again that regardless of which card is used to resolve an attack (Attack Card or Defend Card), the respective Stamina cost is subtracted from the gladiator attempting to employ the card. (Example: Gladiator selects and Attack Card that costs -3 Stamina; his opponent selects a Defend Card that costs -1 Stamina. Regardless of which card is determined by the Card Check, the attacker will lose -3 stamina and the defender will lose -1 stamina)
5. Kneeling or Prone, found on Page 10 is correct as stated but regarding the game counters, gladiator counters indicate ‘standing’ on one side and ‘kneeling’ on the other. There are “prone” counters if you wish to use them, printed on the back side of Noxii counters. The Noxii counter was chosen at this time because, until an expansion employing them is released, they will not be used with frequency.
6. A clarification when attempting to Regain Feet via the Common Defend card found in the Universal deck: while the card is labeled “Defend” because that is the primary concern, it doesn’t preclude an attack if the gladiator attempting to regain his feet is in Control. Note that the conditions listed on the card indicate your options, dependent upon whether or not you are in Control. What may not be clear is that the -1 Stamina is the cost for the Regain Feet card; and any other choice you make uses an Attack or Defend carries its own Stamina cost.
7. You do not have to select an Attack card when you are in Control. While this has been mentioned in the rules, a specific case where you might wish to choose a Defend card would be when in Control but attempting to Break Away (a Common Defend card in the Universal Deck).
8. Unless specifically stated, you never have to make an “armor check” against damage done via a Critical.
9. The rule dealing with a failed “feint” says that you give a +3 bonus to the defense chosen. The plus/minus thing is always confusing because often a minus CAN actually be a positive (plus) in use. The defensive bonus means, of course, to improve the defend number by 3, so that a -2 becomes a -5 or a 0 becomes a -3.
10. There are two ways that the *Summa Rudis* can halt combat, one being a quick break and the other a much longer one. A gladiator does not get to pick up or replace equipment lost during a quick break, nor does the card mention doing so. Only the card calling for a *diludium* allows for a return of lost gear.

11. Tiro or tyro? Murmillo or Myrmillo? These spellings and that of their plurals are all considered correct, with one or the other possibly considered “more” correct by strict etymologist, due to when it was determined the origin of the word.

New Rules

1. Concerning the game board, you cannot move into a solid gray hex, but you can move into a partially grayed hex.
2. If you are pinned against the wall, defined as having an opponent directly in front of you and a solid gray hex behind you, your movement is lowered by -1 until you move off the wall. Movement can never be lowered below 1 unless you are completely fatigued.
3. When attempting to Gain a Flank, any action that results in the opponent having been stunned or being hit in the head hard enough to lose a helmet adds +3 to the success chance of successfully gain a flank position.
- 4.

Card Corrections and Clarifications

1. On the *Summa Rudis* cards that stats: “Play this card immediately upon your opponent gaining Control: “As the *Summa Rudis* halts the bout to reprimand your opponent . . .” the wording is very confusing. To rectify this, please change “your opponent” to “you”. The benefit is meant for the gladiator who plays the card on the opponent; the negative applies to the opponent on whom the card is played.
2. The “Trident Intercept” is designated as an Attack card but it should be either Attack/Defend or Defend. Its real purpose is simply to interrupt a charge and help the light gladiator maintain distance.
3. If you have the Famous Gladiators expansion, both of Flamma’s special Defend Cards have the same name: the defend card that deals with a net thrown by an opponent should be title “Net Capture” not “Scutum Lift and Thrust”.
4. On the Thraex Defend Card “Deflect and Move”, the Success should be AGI+6, not AGI-STR.
5. The “Trident Intercept” is designated as an Attack card but it should be either Attack/Defend or Defend. Its real purpose is simply to interrupt a charge and help the light gladiator maintain distance.
6. Please note that the boxed version of the game includes an Injury Table in the rule-book. If you purchased the Universal Deck as part of an expansion, there is an Injury Card included, as well.

Creating and Advancing a Gladiator

1. A "Control" and "Movement" attribute costs 8 points, not 4 points after the gladiator's original creation in any form (pre-made or self-made).

2. No attribute may exceed the following limits:

<input type="checkbox"/> Control	14
<input type="checkbox"/> Move	5
<input type="checkbox"/> Hit Points	50
<input type="checkbox"/> Strength	14
<input type="checkbox"/> Agility	13
<input type="checkbox"/> Stamina	45
<input type="checkbox"/> Accuracy	13
<input type="checkbox"/> Intelligence	15
<input type="checkbox"/> Intimidation	20
<input type="checkbox"/> Fate	3