

GLADIATOR: Quest for the Rudis

Boxing Rules

Boxing in Ancient Rome

No ring, no rounds, and no time limit: that was boxing in ancient Rome. No large padded gloves, no backing off a fallen opponent, blood and sometimes fatal injuries: that was also boxing in ancient Rome. However, even though all the above is true, it doesn't mean to imply that boxing was simply a brutal brawl. Boxing was the antithesis of an undisciplined, wild-swinging affair.

Boxing during this period was brutal and potentially deadly because gloves were meant to inflict damage, not help prevent it. At the height of its popularity in Rome, boxing matched two fighters wearing a *caestus* on each hand, facing off and punching each other until one of the two were knocked out or damaged so badly he couldn't continue.

The gloves, or *caestus*, slipped over a boxer's hands and featured a 'knuckleduster' usually made of metal that covered the knuckles; and a companion piece opposite it that fit into the palm to be used for both stability and protection when blocking punches with an open hand. The gloves, by the Imperial period had evolved into a sleeve-type affair that covered the forearm (and sometimes more of the upper arm). The gloves were held in place by leather straps that wrapped around the palm, back of the hand and arm. The fingers protruded through openings and were free to tuck into the palm and make a fist. The thumb, too, was left uncovered.

Stylistically, boxers employed a very orthodox stance, left leg forward, right leg planted for power. Both arms were typically held head-high and away from the fighter's body. The right arm served as offense; the left arm as defense, in most cases. The stance left the body almost completely unprotected; however, body work was greatly de-emphasized and, if the torso was struck, it was usually an accident. The head was the main target of almost every punch thrown


Offensively, straight and overhand punches were much preferred over wide, swinging punches or hooks; although uppercuts are often depicted in presentations found on ancient pottery, vases and paintings. A variant favored by many boxers found the right hand drawn back, almost like it would be if you were an archer, ready to deliver a hard, straight right or downward blow. The nose, jaw, ear and temple were primary targets. The 'downward' blow was a major part of a boxer's arsenal for one simple reason: you could strike a fallen opponent. There was no neutral corner or rules prohibiting blows of that nature, so a boxer who suffered a knockdown had no recourse but to try to cover his head and regain his feet while being pummeled by blows from above.

Defense wasn't ignored, even if that seems to be the case. The left hand was used almost exclusively to deal with incoming punches. It would be held straight out, head high; and the open palm used to "catch" incoming blows, while the padded forearm would be used to block and deflect punches. The extended arm also provided an obstacle that had to be surmounted by an opponent who wanted to move inside or at least closer to his foe, in order to launch punches.

Beyond using the left hand and arm to defend himself, a fighter relied on movement to keep him out of harm's way and to create openings for his own offense. With no ring to limit movement and no chance of being pinned in a corner or against ropes, many smaller fighters who were randomly matched (by lot, as with wrestling against much bigger and stronger opponents had to rely on quickness and movement to survive. In truth, the most revered fighters were those who delivered the most damage but also emerged unbloodied or close to it.

In the final analysis, however, boxing was a deadly, debilitating 'sport', featuring fractured skulls, broken facial bones, and disfigurement via accumulated scar tissue and cauliflower ears.

The Card

Gladiator: Quest for the Rudis						
ANKELES: Boxer (8)						
CA	MOV	HP	STA	ACC	POW	
7	2	35	32	10	9	
QWK	CHIN	INT				
8	10	10				

Each boxer card has the name of the boxer and his overall rating () at the top. Below the designation, you will find 9 rated attributes:

1. CA: Control Attribute indicates the boxer's ability to control the tempo of the bout and the action taking place.
2. MOV: Movement is the number of hexes that a boxer may move on a given turn.
3. HP: Hit Points equal the amount of damage a boxer can take before falling unconscious and losing the bout. When a boxer's Hit Points reach or fall below 0, the fighter is considered unconscious and slumps to the ground, bereft of his senses, a loser.

4. STA: Stamina determines how long a boxer can fight at peak efficiency. Once a boxer's Stamina first reaches 0 or becomes a minus number, lower all attributes by -1. At -4 lower all attributes by -1 again. At -8, if the boxer is still conscious, lower all attributes by -1 for the third and last time. NOTE: Movement can never be lower than 1.
5. ACC: Accuracy indicates how frequently a fighter can land his punches where aimed.
6. POW: Power indicates 1-punch power and is used to determine knockdowns and knockouts.
7. QWK: Quickness will determine how successfully a boxer can throw a counter-punch.
8. CHIN: Indicates how well a boxer can take a punch and directly affects whether or not a boxer gets knocked down and knocked out.
9. INT: Intelligence will be used solely to determine whether or not a boxer falls for a Feint.

Gladiator: Quest for the Rudis				
BOXING				
Attack: Straight Right Hand				
Hard, quick punch delivered with either the right hand forward or back by the head.				
	To Hit	KD	Sta Cost	Dmg
Reg	ACC+4	20	-1	1d4
Pow	ACC+2	19-20	-2	1d6
Ctr	-3	NA	-1	NA
SPECIAL: The Straight Right Hand was a jolting punch and the quickest most accurate blow in a boxer's arsenal. There are no limitations on how often it can be thrown.				

The Attack Card

Each Attack Card consists of all the information needed to determine if, in conjunction with the Defend Card, a punch lands or misses. It also will indicate how much damage a punch that lands causes, if a counter-punch is modified, the stamina cost to throw the punch, if there is a chance for a knockdown and knockout, and any 'special' instructions in effect when using the card.

At the top of the card, you will find the type of attack, and a brief definition of the attack. When selecting your attack, you must decide and announce when you reveal the attack if you are going to throw the punch is a (Reg)ular fashion or load up on the punch and attempt to throw it with added (Pow)er.

- To Hit: this is the unmodified chance of landing a punch.
- KD: shows the number that must appear to have a chance at a knockdown.
- Sta Cost: indicates how much you must deduct from your stamina to throw the punch.
- Dmg: indicates how much damage the punch does if it lands but fails to produce a knockdown.
- Ctr: show the modifier applied to any counter-punch attempt by your opponent.
- Special: will indicate any restriction placed on the use of the card.

Gladiator: Quest for the Rudis		
BOXING		
DEFEND: LEFT HAND CATCH		
With the left arm extended and palm open with fingers pointing up, you attempt to 'catch' or deflect the punch with the reinforced palm of your hand.		
Stamina Cost: -1		
Attack Type:	AccMod	Counter
Straight Right	-4	Qwk+4
Overhand Right	-2	Qwk+1
Right Hook	0	NA
Right Uppercut	+2	NA
Chest Punch	-4	Qwk+2
Feint	NA	NA
Move	NA	NA

The Defend Card

The Defend Card bears certain similarities to the Attack Card, in that it holds all the information needed to employ it.

At the top you'll find the type of defense being used, along with a brief description. Under the general information, you'll see the Stamina Cost to use the Defend Card and how it affects each possible punch type and the chance of countering the attack.

- Stamina Cost: shows the amount to deduct from the defending boxer's stamina when using the particular Defend Card.
- Attack Type: is used to determine the accuracy modifier for the punch being thrown by the opponent.
- AccMod: is the actual modifier added to or deducted from the opponent's chance of successfully landing a punch.
- Counter: provides you with the unmodified range for successfully landing a counter-punch, if your opponent misses with his own blow.

Fighting a Boxing Match

Boxing in Gladiator: Quest for the Rudis uses many of the same rules used in an actual gladiatorial contest and was almost as deadly.

Setting Up:

Step 1: Shuffle the Arena Action Deck thoroughly. Then shuffle the 6 boxer/wrestler cards, making sure that the correct side (boxer) is facing down.

Step 2: Select the top card from the Arena Action Deck and check the 1d6 under Random Numbers. Take the number indicated and count from the top down until you reach the number and that becomes Boxer #1. Repeat the process, this time subtracting -1 from the Arena card result (a 0 result is treated as 1) and counting from the top down to arrive at the randomly selected opponent. *(You may use any other method to randomly choose two boxers or you can simply match whomever you wish)*

Step 3: Give each participant one of each of the following Attack cards: Straight Right Hand, Overhand Right, Right Hook, Right Uppercut, Chest Punch and Feint. On the back of each are the six basic Defend cards.

Step 4: Place the two communal cards in a convenient place for both players. These cards are Knockdown/Knockout Table and Injury Table. On the back of the Knockdown/Knockout card, you will find a special Defend card, entitled Stand Up. This Defend card is the only one you may select if you have been knocked down until you regain your feet.

Fighting:

Once the two fighters have been selected, the decks prepared and Attack/Defend cards provided to the two combatants, it's time to start trading punches.

Step 1: Determine which fighter is in control to begin the match. Each fighter has an overall rating following his name and sport designation (boxer or wrestler). The higher of the two is in control when the match starts. If the numbers are equal, then the fighter with the highest CA value is considered in control. If the two fighters are still tied at that point, cut cards or select the top 2 cards from the Arena Action deck and check the 1d20 random number, with the highest going first.

Step 2: The boxer in Control can either move or attack by throwing a punch.

Step 3: A boxer can move in any direction and may move all or part of his Movement allowance.

Step 4: A boxer may only throw a punch (or feint) if he is adjacent to his opponent.

Step 5: Unlike a gladiatorial match, where the Attacker reveals his attack and then the Defender reacts and selects an appropriate defense, when boxing, the player in control selects an attack and the player defending tries to anticipate what it will be and simultaneously selects his defense.

Step 6: Both players reveal their choice at the same time and obtain a result.

Step 7: The result can be a punch landed, a punch missed, a counter-punch thrown, or an injury. If a punch lands, it can lead to a knockdown and if a knockdown occurs, it can lead to a knockout.

Step 8: Once all possible actions have been resolved, a new Control check is made and the boxer in control repeats Step 2 through Step 8.

Landing a Punch:

A fighter lands a punch by obtaining a RN (1d20) and applying the result to a range established by combining the Acc Mod (accuracy modifier) found on the Defend card opposite the punch type being thrown to the To Hit on the Attack card chosen. Be sure to use the correct type of punch: Reg or Pow.

Example: the boxer in control chooses the Attack card above: Straight Right and decides to load up and throw it with extra power behind the punch (Pow). His opponent reveals his defense and it is Left Hand Catch, which just happens to be one of the best defenses against a straight right punch. Finding the attack type on the Defend card, we see a -4 Acc Mod. The Straight Right To Hit with power is Acc+2 so if the boxer had an ACC rating of 8, the final result would be 1-6 (8+2-4).

Flip the top card on the Arena Action deck and apply the 1d20 result to the range established; in this case 1-6. If the number is equal to or less than a 6, it lands. If it is higher than a 6 it misses. The exceptions to this simple process occurs if the number 1 is drawn or an exceptionally high number (17 through 20) occurs.

A 1 always indicates an injury, which must be checked immediately. If a high number is drawn, a possible knockdown has occurred.

When a Punch Lands:

A punch that lands does damage. To find out how much, consult the Attack card and look at the possible results following the appropriate To Hit entry. Assume that neither a 1 nor an exceptionally high number didn't occur on the draw. Find the notation under

Dmg (damage). In this case, it would be 1d6 because the punch was thrown with power. Flip the next card on the Arena Action deck and check the RN: 1d6. The number there indicates how much damage was done by the punch.

Knockdown:

When you select the card to determine if a punch lands, the number can result in a knockdown, which can lead to a knockout. The process begins when the RN (1d20) lands not in the To Hit range but the KD (Knockdown) range. Each type of punch, and each sub-type – Reg or Pow – has a number or range of numbers assigned to it. If the random number drawn lands in that range, a possible knockdown has occurred.

- To determine if a knockdown has occurred, you must first determine the difference between the attacking boxer's Pow Attribute and the defending boxer's Chin Attribute. To arrive at the number to be used subtract the boxer's CHIN rating from his Opponent's POW rating. The difference will be anywhere between a +9 and a -9.
- Next obtain another RN (1d20). If the number lands between the range listed on the table, opposite the POW-CHIN result, a knockdown has occurred. If not, a punch has landed but it hasn't scored a knockdown.
- A knockdown scores -10 damage to the victim's Hit Points and -5 to the fallen boxer's Stamina. If a knockdown isn't scored, the punch does -6 damage to the defending boxer's Hit Points.

Knockout:

If a knockdown has been scored, immediately draw another RN (1d20) and apply it to the same range previously established. If it once again falls between the numbers in the range, the boxer who suffered the knockdown has been knocked out.

Example: Boxer A has a Pow rating of 9 and Boxer B has a Chin rating of 7. Boxer A lands an Overhand Right and the resulting random number check comes up a 19, which lands in the KD Range of an Overhand Right. Subtracting Boxer B's Chin (7) from Boxer A's Power (9) equals a 2. Looking at the Knockdown/Knockout card, we find a 1-8 at the "2" result. Boxer B draws a card and applies a RN (1d20) to the 1-8. It's a 12 so no knockdown has been scored. Boxer B takes 6 damage but stays on his feet.

Example: The situation is identical to the previous example except this time, the RN comes up a 4, which falls into the 1-8 range. Fighter B has been knocked down. Another RN (1d20) is obtained by flipping up the top card on the Arena Action deck and checking the result. Still using the 1-8 range, if the new random number falls within the range, Fighter B has been knocked out and the bout is over. Boxer A has won. If the number is outside the 1-8 range, Fighter B is down but not out. He loses 10 HP and 5 STA and must now attempt to Stand Up and continue to fight.

Missing a Punch:

When a punch misses by not landing in the To Hit range or the KD Range on an Attack card, the defending boxer may have a chance to throw a counter-punch. Check the Defend Card and cross reference the punch type with the Counter column. If the result is N/A (not applicable), then no counter-punch can be thrown. However, if the result is QWK (quickness)+ or – a number, then a counter-punch may be possible.

- First, determine the number resulting from Qwk+/- (#)
- Next, check the Attack card that had been selected and check the number appearing after CTR and either add or subtract it from the number at which you previously arrived.
- Finally, obtain a RN (1d20). If it lands in the established range the defending fighter has landed a counter-punch for 4 damage. If it doesn't the counter-punch has missed.
- In either case, make a new Control check.

Dealing with Injuries:

If a RN 1 occurs when checking to see if a punch lands, an injury has occurred. Injuries happened frequently in boxing matches and had a serious effect on the outcome of the fight.

When you see a "1" come up, it isn't a matter of whether or not there has been an injury; there has and it is just a matter of finding out how bad it is and what effect it has on the injured fighter's Attributes.

Obtain a RN (1d2) and apply it to the Injury Table card. The result will tell you not only what has happened (bad cut, broken nose, etc.) but also the ramifications of the injury. All injuries are applicable to the bout being fought. There is no carry-over to another bout, the assumption being that the boxer will not fight again until his injury has healed.

Tracking a Boxing Match

Players must track all of the following:

- Hit Point reduction done by being hit by punches and any resulting effects, like being knocked down or injured.
- Stamina loss which occurs with every punch thrown, every defense chosen and (important!) every counter-punch thrown and defense made against the counter.
- Attribute reduction that can occur when an injury takes place.

Ending a Boxing Match

A fight can end in one of four ways:

- A boxer is knocked out
- A boxer loses consciousness by running out of Hit Points
- A boxer is killed
- A boxer is injured so severely that he can't continue

A boxing match in Ancient Rome cannot end in a decision or a draw. There is no scoring of a bout, no rounds, no time limit. The winner is the boxer who is standing at the end of the fight. The loser is the boxer on the ground.

BOXING TABLES

The following Tables and Reference cards are needed to conduct a boxing contest:

Gladiator: Quest for the Rudis		Gladiator: Quest for the Rudis				Gladiator: Quest for the Rudis		
BOXING: Injury Table		BOXING				BOXING		
All injuries do 4 dmg; Kd does 6 dmg		KNOCKDOWN/KNOCKOUT				STAND UP AFTER KNOCKDOWN		
1-3 Broken nose; inability to breath easily results in -5 Stamina		Subtract CHIN from POWER and apply the result to the table below to determine the 1d20 range. If a RN (1d20) falls within the range, you are knocked down. Repeat the process to see if you are knocked out!				You must select this card if you have been knocked down but not knocked out. You attempt to stand, defending yourself as best you can while doing so. You may successfully stand, even if you are hit. You automatically regain your feet on any miss. On a hit, apply a 1d20 to the Stand column.		
4-6 Two teeth knocked out; swallowing blood: -2 HP; -2 STA		9	1-15	-1	1-5	Stamina Cost: -3		
7-9 Fractured jaw; +1 damage to all future head punches received.		8	1-14	-2	1-4	Attack Type:	AccMod	Stand
10-12 Stunning shot to the temple. Reduce CHIN by -2.		7	1-13	-3	1-3	Straight Right	0	1-10
13-14 Uppercut drives teeth through upper lip. Blood loss: -2 STA		6	1-12	-4	1-2	Overhand Right	+2	1-8
15-16 Concussive shot to the ear causes bleeding and dizziness. -1 CA		5	1-11	-5	1	Right Hook	+2	1-8
17-19 Bad cut above the eye that runs into it, reducing vision: -2 ACC		4	1-10	-6	1/1-5	Right Uppercut	-2	1-12
20 Knocked down. If this is the 2 nd knockdown suffered, it results in a brain hemorrhage. FATAL		3	1-9	-7	1/1-4	Chest Punch	0	1-10
		2	1-8	-8	1/1-3	Feint	NA	NA
		1	1-7	-9	1/1-2	Move	NA	NA
		0	1-6	KD = -10 dmg; -5 Sta				