

GLADIATOR: Quest for the Rudis

Wrestling Rules

Wrestling in Ancient Rome


Wrestling in ancient Rome was the least dangerous athletic event that involved some form of combat. As such, while taken seriously, it was also less popular than blood sports, ranking behind chariot races, gladiatorial bouts and boxing.

Quickness, agility and most of all strength were the attributes that determined success as a wrestler. Winning required only that you throw your opponent to the ground 3 times; and unlike other combat events, did not involve submission or debilitating injuries to determine a victor. A wrestler did not have to pin an opponent or induce pain to win.

As a matter of fact, the rules strictly forbid twisting joints, striking blows, kicking and other types of strikes. Those tactics were reserved for a special form of combat called the *pankration*, a truly brutal mix of wrestling and boxing in which eye-gouging and biting were the only forms of attack considered off-limits.

Wrestling during this period had no time limits imposed on the duration of the match nor was it broken into rounds. Opponents were chosen by lot so disparity in the size of the two wrestlers was a common occurrence. When a combatant took a fall, he stood up and the bout continued until he or his opponent hit the ground for the third time during the contest, ending the match.

The Wrestler Card

Gladiator: Quest for the Rudis						
MITHRANDITIS: Wrestler (8)						
GRP	STA	STR	AGI	QWK	BAL	
10	30	9	9	8	7	

Each wrestler card has the name of the wrestler and his overall rating () at the top. Below the designation, you will find 6 rated attributes:

1. GRP: Grapple is the opening attempts by the wrestler to secure a grip and control over his opponent.
2. STA: Stamina determines how long a wrestler can wrestle at peak efficiency. Once a wrestler'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 lower all attributes by -1 for the third and last time.
3. STR: The Strength rating is indicative of the wrestler's pure, physical strength.
4. AGI: Agility is the ability to smoothly shift from one position to the next
5. QWK: Quickness, a close companion to agility, reflects hand-eye coordination and reflexes
6. BAL: Every bit as important as other more recognizable attributes, Balance is the ability to stay centered and to maintain stability.

Gladiator: Quest for the Rudis	
WRESTLING	
Attack: Wrist Grab & Arm Lock (2)	
Attempt to grab a wrist and pull the arm behind the back and "lock it" at a 90 degree angle to control the opponent. Success presents several options. Failing returns to Grapple.	
Original Move	
Wrist Grab/Arm Lock	Qwk+Str
May Attempt (Optional)	
Double Arm Lock	Qwk+Str-2: if successful, add +3 to Drive and Push attempt
Sets Up:	
Hip Toss	Drive and Push

Gladiator: Quest for the Rudis	
WRESTLING	
Attack: Body Slam (3)	
You must have gained control via Grapple and have achieved one of a variety of possible positions. You attempt to lift your opponent off his feet and slam him to the ground.	
Position:	
Front: No arms pinned	Str+Bal-2
Front: 1 arm pinned	Str+Bal+0
Front: 2 arms pinned	Str+Bal+2
Success:	
Behind: No arms pinned	Str+Bal
Behind: 1 arm pinned	Str+Bal+1
Behind: 2 arms pinned	Str+Bal+3

The Attack Card

Each Attack Card consists of all the information needed to determine if, a Move has been successful after the initial Grapple has been determined.

At the top of the card, you will find the type of attack, the **stamina cost** in parenthesis, and a brief definition of the attack. There are two types of Attacks (or Moves): one type attempts to move your wrestler from a tentative grip into a position that leads to a finishing move. The other type of Attack (or Move) is a finishing move that creates a scoring "fall".

It's easy to tell the difference between the two types, even at a glance. The positional attack will have the "Original Move" designation under the definition of the type of attacking move; the "Finishing Move" will indicate "Position" under the definition.

An Original Move Attack Card:

- Original Move: indicates the actual move and its chance of success, which will always be the combination of two attributes.
- May Attempt: (may not appear on all cards) show another control/positional move you may attempt to improve your chances of achieving a Fall, as well as the success chance and any bonus achieved.
- Sets Up: gives you your choices of finishing moves that can be attempted following a successful original move.

A Positional Move Attack Card:

- Position: indicates your wrestler's position prior to attempting the finishing move.
- Success: indicates the chances of the finishing move resulting in a scoring Fall.

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 in parenthesis, and how the defense card can be used and the results of the card's success or lack of success.

There are two types of Defend Cards, just as there were two types of Attack Cards: (1) the first type of Defend Card is used to prevent an opponent from obtaining a position after the opponent has gained control through Grapple; (2)

the second type of Defend Card is used to escape or thwart an attack once an opponent has already achieved control or position and is ready to attempt a move that will result in a Fall.

Gladiator: Quest for the Rudis WRESTLING Defend: Arm/Hand Block (1)			Gladiator: Quest for the Rudis WRESTLING Defend: Break Free (3)																												
Using your hands and/or arms, you attempt to block or deflect your opponent's offensive move. If the Attack card is used to resolve the move, apply the Atk Mod to the Success Chance. If this card is used to resolve the move, simply use the Success On opposite the Attack Type. Do not use the Atk Mod in that case. If Defend is successful return to Grapple.			Using your strength to break a grip and quickness to move away, you attempt to free yourself. If successful, return to Grapple. If unsuccessful, you remain in the hold and your opponent gains a +2 to the success chance of his next offensive move.																												
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There are no clear delineators between the two types of Defend Cards besides common sense and the title of the card. It should be obvious which card is to be used for what purpose. However, one giveaway is that preventative defenses have an Atk Mod (attack modifier) and in-the-grip defense cards do not.

- Attack Type: is used to determine either the modifier for the Attack move being attempted or being thrown by the opponent.
- AccMod: is used to modify the success of an Attack if the ATTACK card is used! It is NOT used if the DEFEND card is used.
- Success On: provides the chance of a successful defense if the Defend Card is used rather than the Attack Card.

The Grapple

Each match begins with the Grapple procedure. Neither wrestler is considered to be in "control" or "in the grip" of the other opponent at this point.

Both Wrestlers begin facing each other, bent at the waist and jostling for both position and a grip:

1. Flip an Arena Action card for each Wrestler and check the 1d20 number.
2. If the both numbers are within the Wrestler's respective GRP rating OR both are higher than each Wrestler's own GRP rating, they are still maneuvering. Repeat Steps 1 and 2 until you achieve No. 3 below.
3. When one Wrestler's RN is within his GRP range and his opponent's is out of his GRP range, the Wrestler whose RN was within the GRP range has achieved an "Under hook" on the opponent and can select an Attack Move.

Wrestling Procedures

1. The Wrestler who won the Grapple sage selects and reveals his Attack Card.
2. The opponent selects an appropriate Defend Card.
3. Select an Arena Action card to determine which card is used by checking to see if ATTACK or DEFEND is indicated.
4. If ATTACK appears, you'll be using the Attack Card chosen. If DEFEND appears, you'll be using the Defend Card selected.

5. When using the Attack Card, follow any rules stated and then determine if the move Succeeds by using the Attributes cited plus or minus any modifiers, including any listed under Atk Mod on the defend card.
6. When using the Defend Card, determine if the defense succeeds by using the Attributes cited plus or minus any modifier listed. There is no need to reference the Attack Card.
7. If an Attack move succeeds follow the results on the card and either attempt to perform a follow-up move or attempt a take-down move.
8. If an Attack move fails, what happens next varies depending upon the defense selected.
9. Unlike Gladiator, where a failure when using an Attack or Defend card results in an automatic success for the opposition, a failure when wrestling does not mean an automatic success, in either case. When there is a failure using an Attack card, the assumption is that the attacking wrestler remains in control and in the same position and chooses the same or a new offensive move. If there is a failure when using a Defend card, the opponent remains in control but often with a bonus to his next move.
10. Only a success on a Defend card results in freeing the wrestler from a grip, reversing the hold or gaining a fall from a defensive posture.
11. A Result of 1 on any check other than Grapple indicates a possible injury which should be check for immediately. The injury check temporarily halts the contest. If there is no injury or if there is an injury but the injured wrestler can continue, start at the Grapple stage.
12. A Result of a 20 on any check other than Grapple indicates an automatic success at whatever is being attempted.

Dealing with Injuries:

If a RN 1 occurs, a possible injury may have taken place.

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 wrestler will not fight again until his injury has healed.

Tracking a Wrestling Match

Players must track all of the following:

- Stamina loss which occurs with each Attack Card and each Defend card chosen, regardless of which is used.
- Attribute reduction that can occur when an injury takes place.

Ending a Wrestling Match

A wrestling match can end in one of two ways:

- A wrestler suffers 3 falls
- A wrestler cannot continue due to an injury