

## RULES FOR COMBAT VERSUS BEASTS

The introduction of beasts into Gladiator: Quest for the Rudis coincides with the appearance of the noxii, criminals condemned to die as part of a spectacle in the arena. These criminals were sentenced to either *damnatio ad bestias* or *damnatio ad gladium*.

Regardless of whether or not they faced a beast or a trained gladiator, the noxii were given no armor and damaged weapons . . . if they were lucky. However, they were expected to fight for their lives and put on a good show in the process.

### General Rules:

1. Beasts may fight other beasts.
2. Beasts may fight noxii.
3. Beasts may fight *bestiarii* (trained beast fighters, who will be introduced at a later date)
4. Noxii may fight gladiators.
5. Noxii may fight other noxii.

### Using Beasts:

1. The beasts may not be controlled, other than arbitrarily moved.
2. The beast cards are a form of A.I. and dictate what the beast will do when in Control.
3. Beast attacks are based on relative position to opponents and follow a step-by-step procedure, dictated on the individual cards.

### The Beast Card:

1. **Move** ratings are read like this: the first number indicates slow movement, away from an opponent. The number after the slash indicated how far it will move on a Charge. The Lion has a 5-2 which means it will charge up to 5 hexes and leap 2 more. The leap of 2 requires that the lion move at least 1 hex, meaning that it won't leap if adjacent.
2. **Stamina** is only used when one best fights another.
3. A beast's natural armor is always deducted from any damage done to it.
4. **Charging:** a bull's charge will continue 3 hexes past its target if it fails to hit; a bear's charge will continue 2 hexes past its target; and a lion's leap will continue 1 hex past its target. All beasts will end their move, turning and facing the opposite direction that they charged.
5. On a charge, if another enemy is in one of the hexes beyond the missed original target, they are automatically HIT.
6. An animal cannot Fumble; it scores a Critical on a 20 when check a To Hit chance.

### Using Noxii:

1. The noxii can be controlled by a player or players versus the beast "AI" or against another player's or players' gladiators.
2. The noxii cards are identical to regular gladiator cards except that they have no armor locations indicated because they have no armor. When fighting against beasts this is irrelevant. When fighting against gladiators, H/M/L target areas should still be identified when attacks are made against noxii, but armor checks need not be made due to the lack of armor in any area.
3. Noxii Attack/Defend cards are also the same as regular gladiator Attack/Defend cards. However, you will not find any damage options on noxii cards.
4. When noxii fight beasts, use the Combat Order as specified in these rules.
5. When fight gladiators, use the Gladiator: Quest for the Rudis rules for 2-on-1, 3-on-1, etc.

There are 6 unique Noxii created for the game, each with different ratings and often carrying a different weapon. The Noxii have a "Level Rating" from 1 to 4. This rating is relative to other noxii ONLY! A Level 4 noxii isn't as good as a Level 1 gladiator tiro, for example.

When fighting noxii versus beasts, it is recommended that you randomly select 4 noxii and their appropriate counters.

When fighting noxii versus gladiators, it is recommended that you randomly select 3 noxii and their appropriate counters. However, you may wish to vary this number depending upon the level and style of the gladiator being used.

### **Initial Set Up**

Place the beast or gladiator on Shield Hex on the game board. If you are using two gladiators or more, place each subsequent gladiator 2 hexes to the left or right of the first gladiator.

Against a beast, place the noxii as many hexes away from the beast as the beast's CHARGE rating. To clarify, if the beast charges, it should be able to end up adjacent to a noxii (and be able to attempt to hit with its charge). The noxii should be "in a row" with 1 hex between each noxii and the noxii on his left and/or right.

Against a gladiator or gladiators, use the rules for 2-on-1, 3-on-1 found in the Gladiator: Quest for the Rudis rule book.

### **COMBAT ORDER**

#### ***Round One:***

1. The beast begins the combat in Control and will Charge its closest enemy. If more than one is the same distance away, use any method you wish to determine the beast's target, including making an arbitrary selection. A suggested method is to make a RN (1d-x) check, and then "count" clockwise until you arrive at the number. The counter on which you finish your count is the target. 4 targets (1d4); 3 targets (1d6/2); 2 targets (1d4/2).
2. The target will select a Defense. After the initial attack is resolved, any other enemies may Move but not attack in the initial round.

#### ***Subsequent Rounds:***

1. Make a Control Check unless directed otherwise by prior instructions. When checking Control for the enemy, use the enemy with the HIGHEST Control rating to make the check.
2. If the beast is NOT in control, you may move all or none of the opponents. Once movement is complete, any enemy capable of making an attack does so. The beast has no defense from flank and rear attacks except its natural armor.
3. However, after ALL attacks are made, the beast will respond to any attack that hits by whirling to face the attacker who has done the MOST damage and immediately counter-attack.
4. Once all attacks and possible counter attack has been made, make a new Control Check.
5. When the beast is in Control, it will attack the last enemy with whom it was in combat if the enemy is adjacent. If not, it will Charge the closest enemy.
6. Unless otherwise indicated, the attacked enemy will always be able to pick a Defend card.

Adjacent enemies who were not the target of the attack and who have NOT moved may attack. Enemies who were not the target of the attack but are not adjacent may move

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