

## GLIDER-PIT GLADIATORS CAMPAIGN GAME

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Expansion Rules, Revision 2.0, December 1999

### INTRODUCTION

**Description:** This set of Expansion Rules allows you to play a continuing character in Glider-Pit Gladiators. The new rules address survival, experience, and special abilities/advantages.

Each fight your gladiator survives promises growing experience and a chance to gain new abilities. In addition, if your character was victorious, your chance of acquiring new abilities is increased!

These Expansion Rules also provide for the creation of random experienced gladiators. Finally, an Optional Rule for fumbled Throwing Attacks is included.

**Component Summary:** The Glider Pit-Gladiators Campaign Game Expansion includes these rules and a sample Character Sheet.

**Die Rolling Conventions:** The same abbreviations referred to in the Basic Rules (1d6, 2d6, 2d66) are also used in the Expansion Rules.

**Character Sheet:** The sample Gladiator Character Sheet includes spaces for recording the player's name, the name of the gladiator, the number of fights survived, and the special abilities or advantages of the gladiator. It is recommended that both the number and name of an advantage be written on the Character Sheet to aid in finding the rule regarding the advantage during play. You may also use the front or back of the Character Sheet to briefly summarize the effects of your advantages.

**Kills:** Players may wish to record their *kills* on the Character Sheet. Kills reflect the number of opponents the gladiator has eliminated or knocked to the ground. Although this statistic is not used in the Campaign Rules, it adds to the gladiator's prestige and the player's bragging rights.

### SURVIVAL

Whether a gladiator is killed or survives to fight another day depends on the manner in which the gladiator was knocked out of the game. Determine the fate of your gladiator character as follows:

1. Eliminated by double stun

When a gladiator is eliminated from the game by suffering a stunned result while already stunned, the gladiator is considered crippled or mortally wounded and **may not fight again**. This

includes a gladiator who is eliminated by colliding with the pit wall at speed 4 or 5 while stunned.

2. Downed by diving ramming attack

When a gladiator is knocked to Floor level by a diving ramming attack, **roll 1d6**. If the result is less than the altitude level of the gladiator before the attack, then the gladiator has been killed or crippled and **may not fight again**.

3. Downed by striking/throwing attack

When a gladiator is knocked to Floor level by a striking or throwing attack, **roll 2d6**. If the result is less than the altitude level of the gladiator before the attack, then the gladiator **may not fight again**.

4. Downed by spin

When a *stunned* gladiator drops to Floor level as the result of a spin, use the same procedure specified above for ramming attacks. If the gladiator was *not* stunned, use the procedure specified for striking/throwing attacks.

5. Downed by roll on Stun Recovery Table

When an "Altitude-1" result on the Stun Recovery Table causes a gladiator to drop to Floor level, **roll 1d6**. If the result is less than the speed of the gladiator, then the gladiator **may not fight again**.

6. Downed by voluntary maneuver or dive

When a player voluntarily performs a maneuver or dive that results in an altitude drop to Floor level, the gladiator survives.

7. Airborne at game end

Gladiators airborne at the end of the game *always* survive.

### FIGHTS AND EXPERIENCE

**Fights:** Gladiators become more experienced with each fight they survive. The Fights rating gauges this progress. A gladiator's Fights rating is increased by one for each game the gladiator survives. **EXCEPTION:** When playing an optional Shorter Game, add 1 to the Fights rating if the Floor level was 5 or less; only add 1/2 if the Floor level was between 5 and 11; and add nothing if the Floor level was 11 or higher.

**Experience Roll:** After modifying the gladiator's Fights rating, the player makes an Experience Roll to determine if the gladiator gains any Special Abilities or Advantages. The roll is based on the gladiator's Fights rating as follows:

#### 1 to 6 Fights

Roll 1d6. If the result is *equal to* or *lower* than the number of fights survived, then the gladiator may roll for a new advantage on the Special Abilities and Advantages Table. Subtract one from the roll if the gladiator was *airborne* at the end of the game.

#### 7 to 10 Fights

Roll 2d6. If the result is *equal to* or *higher* than the number of fights survived, then the gladiator may roll for a new advantage on the Special Abilities and Advantages Table. Add one to the roll if the gladiator was *airborne* at the end of the game.

#### 11 or more Fights

Roll 1d6. If the result is *1*, then the gladiator may roll for a new advantage on the Special Abilities and Advantages Table. There is no bonus for being *airborne* at the end of the game.

### **SPECIAL ABILITIES AND ADVANTAGES**

**Special Abilities and Advantages Table:** Roll 2d66. Reroll the dice if the gladiator has previously received the Ability or Advantage specified (other than 66, which may be used whenever it is rolled.) Unless otherwise specified, an advantage *only* applies to the gladiator who has the advantage.

**Caveat:** The Special Abilities and Advantages have not been fully playtested. If the players find that certain advantages *unduly* imbalance the game, they may agree not to use them.

#### Flight Abilities and Advantages

- 11 Quick Bounce During each game, the first time the gladiator reaches Floor level he can bounce back up to altitude level 1 and may then increase speed by one.
- 12 Braking During each Movement Phase, the gladiator may expend one less movement point than required if the player declares "braking" when only one movement point remains.
- 13 Drag In any Dive-Decelerate Phase that the glider does not dive, the player may elect to voluntarily decelerate one speed point rather than rolling the die for Deceleration.
- 14 Dive Brakes The player may choose to not increase speed for one level dived during each Dive Phase.
- 15 Hard Turn When the gladiator performs a Turn maneuver, the glider may turn one additional hexside in the same hex as the Turn (regardless of current speed) at a cost of two additional

Movement Points. The glider may not dive on the same turn it performs a Hard Turn maneuver.

- 16 High Soaring When in a hex row with one or more updraft counters, the glider may gain one additional altitude level at the option of the controlling player.
- 21 Hold Altitude The gladiator may choose to ignore one or more downdraft markers by decreasing speed by one for each downdraft marker to be ignored.
- 22 Power Dive The player may choose to have the glider descend up to four levels in the Dive Phase.
- 23 Slow Flight The player may choose to have the glider not decelerate on a roll of 2 during the Dive-Decelerate Phase.
- 24 Snap Turn The gladiator may perform a Turn maneuver in its first hex of movement even if currently at a speed greater than 2.
- 25 Soaring When in a hex row adjacent to a row containing an updraft marker, the glider may gain one altitude level for each adjacent updraft marker.
- 26 Spin Recovery If the glider spins, it only loses half the number of altitude levels rolled on the die, rounded up (1-3 levels.)
- 31 Steep Climb If the glider performs two consecutive climb maneuvers during the same Movement Phase, the player may choose to have the glider gain one additional altitude level.
- 32 Swift Launch The gladiator may gain one additional speed point at launch without any additional altitude loss.

#### Combat Abilities and Advantages

- 33 Ambidextrous The gladiator may have two weapons on the IN HAND box if they do not exceed a combined portage value of 3. Both weapons are considered IN HAND for all purposes of the rules but the gladiator may still only execute one attack per turn. If the gladiator Fumbles during a Striking Attack, roll 1d6. On a 1-5 only one weapon is dropped (randomly determined.) On a 6, both are dropped.
- 34 Close Range Ram When making a diving ramming attack after a 1 level dive, the glider rolls on the 2 Levels Dived column of the Ramming Attack Results Table
- 35 Deadeye Shift one column to the left on the To Hit Table (cumulative with any other bonuses) when the gladiator makes a throwing attack.

- 36 Evasive When the gladiator is the target of a throwing attack, the attacker shifts one column to the right on the To Hit Table.
- 41 Fearsome If the gladiator makes a successful *armed* attack that results in an altitude loss, the target glider loses one additional altitude level.
- 42 Hurler When checking the range for a throwing attack against a higher target, the first altitude level only adds one to the Range factor (any additional higher altitude levels still add two to the Range.)
- 43 Net Master Shift one column to the left on the To Hit Table when the gladiator attacks with a net.
- 44 Quickness Besides being able to change the IN HAND weapon during the Change Weapon Phase, the gladiator may change weapons once any other time during each turn.
- 45 Ramming Ace The gladiator receives a +1 die roll modifier when making a Ramming Attack.
- 46 Spearman When attacking with a spear, the gladiator gets an adjustment on the Striking Attack Results Table equivalent to the Sword Bonus (unless the target is able to parry.)
- 51 Steadfast If the gladiator is the target of a successful *armed* attack that results in an altitude loss of 2 or more levels, the target glider loses one less altitude level than is called for.
- 52 Strongarm The range of all throwing weapons is increased by one for the gladiator.
- 53 Sure Grip Before removing the gladiator's IN HAND weapon on a Striking Attack Fumble, the controlling player rolls 1d6. If the die roll is not a 1, the gladiator retains the weapon.
- 54 Swordsman The gladiator always receives the Sword Bonus on the Striking Attack Results Table, even when the target is able to parry.

#### Miscellaneous Abilities and Advantages

- 55 Divine Intervention Once each game, the player controlling the glider may request that a die result be rolled over. The first result is ignored and the second result must be used (unless another advantage is invoked to change it!) This advantage may be used on one's own die rolls or on the roll of another.
- 56 Escape Artist The gladiator receives a +1 die roll modifier (cumulative with any other modifiers) on the Escape Net Table.

- 61 Hard Headed Before applying a Stun result to the gladiator, the controlling player rolls 1d6. On a die roll of 1, the gladiator does not suffer the Stun.
- 62 Lightweight The glider may carry 7 portage points in weapons.
- 63 Luck Once each game, the player controlling the glider may reroll a die roll and use the more favorable of the two rolls. This advantage may only be used when the result of the die roll affects the player's own glider or another glider on the team.
- 64 Personal Armament The player controlling the glider openly selects a full load of weapons for the glider before any other players choose their weapons (if more than one player has this advantage, use a die roll to determine who chooses first.)
- 65 Sheath At the conclusion of the weapon selection procedure, if there are any daggers that were not assigned to a glider, one may be added to the glider's load despite the portage points otherwise carried.
- 66 Free Choice This result allows the player to choose which advantage is gained by the gladiator.

### **RANDOM EXPERIENCED GLADIATORS**

Rather than starting a game with inexperienced gladiators having no abilities or advantages, the players may decide to randomly generate experienced gladiator characters for use in a single game. Here are three suggested methods for generating experienced gladiator characters:

1. Fixed Number of Advantages  
This is the simplest method for generating experienced characters. The players agree on how many advantages each gladiator will have (a range of 1 to 6 is suggested.) Roll that many times on the Special Abilities and Advantages table for each gladiator to determine the advantages for the gladiator.
2. Random Number of Advantages  
For more variety, the number of advantages for each gladiator can be randomly generated. Roll 1d6 for each gladiator to determine how many advantages the gladiator will have. Roll that many times on the Special Abilities and Advantages table to determine that gladiator's abilities and advantages.
3. Random Number of Fights  
This method for generating random gladiators is a little more involved. However, using this method will produce a fully described gladiator character that can also be used on a

continuing basis under the Campaign Rules.

Roll 2d6 for each gladiator to determine how many fights the gladiator has survived. An Experience Roll is then made for each of these fights (use the appropriate die roll based on the number of the fight being rolled for.) If the Experience Roll is successful, the player then rolls for an advantage on the Special Abilities and Advantages table.

#### OPTIONAL RULE

**Throwing Attack Fumble:** If a Throwing Attack misses on a die roll of 11, the thrown weapon may hit another gladiator on the same team as the attacker. A friendly gladiator will be hit by a Fumble when it is located within two hexes of the target or directly in the shortest line of hexes connecting the attacker and target. The friendly glider must also be at an altitude level lower than the attacker. (If two or more gladiators on the attacker's team meet these criteria, the highest is hit.) Roll on the Throwing Attack Results Table (unless the attack was made with a net) and immediately apply the results to the friendly glider. If the attack was made with a net, the effected glider should be marked as netted.

**SAMPLE CHARACTER SHEET**

Gladiator Name \_\_\_\_\_ Fights \_\_\_\_\_

Advantages

- |          |           |
|----------|-----------|
| 1. _____ | 7. _____  |
| 2. _____ | 8. _____  |
| 3. _____ | 9. _____  |
| 4. _____ | 10. _____ |
| 5. _____ | 11. _____ |
| 6. _____ | 12. _____ |

Kills \_\_\_\_\_ Times Downed \_\_\_\_\_ Player \_\_\_\_\_

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