

HOUSE OF GLADIATORS



Welcome to House of Gladiators, where rival Houses will compete to build the most successful Ludus. Grow a collection of Gladiators. Train them in the ways of the arena. Destroy your opponent. Will you bring Glory to your House?

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SET - UP

- Each player needs to name the House in charge of their Ludus. For example: "House Ludwig."
- Each House starts with 10 coins.
- Each House will receive each of the following Combat Cards: *+ 1 Speed, + 1 Strength, and + 1 Endurance.*
- 5 Gladiator Cards are drawn and revealed from the "Tiro" Deck. Starting with the thirstiest player, Houses will take turns selecting two gladiators to add to their House.
- Each player then draws 3 random cards from the bottom of the Market deck (players do not need to reveal anything about the cards that they drew).
- Finally, each player is given two random task cards. Choose one and place the other back into the deck. (These do not need to be revealed to your opponent unless otherwise stated) When a player completes a task, they will repeat this process.

OBJECTIVE

The objective is to destroy your opponent and create a Legacy for your House. This is done by training Gladiators that will become legend. Legendary Gladiators will live on, far after the games in the Arena are concluded.

To defeat your opponent you must be the first player to complete 3 Victory Tasks, or kill all of your opponent's gladiators. The game follows a round cycle until one of the players earns victory in the Arena.

PHASES OF THE GAME

The game follows a round cycle until one of the players earns victory in the Arena. Each round will consist of 4 phases:

- Phase 1 - The Market
- Phase 2 - Training
- Phase 3 - The Arena
- Phase 4 - House Duties

PHASE 1 - THE MARKET

Resources (Odd Rounds):

- One by one, Resource cards will be auctioned off from the bottom of The Market deck. The bottom 5 cards in the deck will be auctioned off, one at a time. Without revealing the details of the card. **cards will remain face down the entire time**, only allowing the players to know the type of resource they are bidding on. If no one wants the card, it will be placed in the discard pile. The second card should not be seen until the first card's auction is resolved. Players cannot have more than 7 resource (non-gladiator) cards in their hand, and must discard a card if winning a bid for an 8th card.

The Catasta - Tiro (Even Rounds):

- The bottom 5 cards in the deck will be auctioned off, one at a time. Reveal the bottom card on the deck, this way players can evaluate the potential gladiator being auctioned. Players will bid for the card. If no one wants the card, it will be set aside and shuffled back into the deck at the end of the round. Players cannot have more than 6 Gladiators in their House's Ludus.

After the market commences, put discarded cards back into their respective decks and quickly shuffle.

- Non-Gladiator cards can be discarded at any point to make room for a newly acquired card. Any used cards will also be placed in the discarded pile unless otherwise stated.
- Gladiators can be sold to the market at the following values:
 - Full Health: 5 Coins
 - Over Half Health: 3 Coins
 - Less Than Half Health: 1 Coin
 - Double these values for a Gladiator who upgrades to a new development level.

PHASE 2 - TRAINING

This phase is used to prepare for The Games and assign Gladiators. Players can heal, upgrade, sell, and manage their gladiators during this stage.

- To upgrade a Gladiator, they must be at full health and meet all requirements on the card to upgrade. Any resources spent to upgrade a gladiator are discarded. Discarded Cards will be shuffled back into the deck at the end of the next Market phase. Coins and Rations will be placed back in their respective reservoirs. *More on "Upgrading Gladiators" can be found on the next page.*
- Gladiators can be healed in 3 ways:
 - A Gladiator returns to full health by resting (skipping the arena for one turn).
 - Players can spend rations to heal Gladiators. (1 ration = 1 HP)
 - Players can use certain Blessing Cards to heal Gladiators.

Assigning Gladiators to The Arena

The objective of the game is to prepare the best collection of gladiators and earn victories in the arena to accomplish your victory tasks.

- The Arena consists of **Morning, Afternoon, and Evening Games** between you and your opponent.
- During the first round, Houses can only participate in the Morning "Opening Round" of The Games.
- During the second round, Houses can participate in the Morning and Afternoon rounds of The Games.
- Beginning in round three, Houses can participate in all time slots of The Games.

Each House is to select a different Gladiator to fight in all time slots available. This means you may select up to 3 of your Gladiators, one for each time slot, to fight in these battles. (Note: The first two rounds are limited to allow players to get a feel for the arena, and develop their Ludus before experiencing the full beast of The Arena).

Place Gladiator cards face down in their designated time slot. This place is known as **The Hypogeum**. Typically it's located underneath the arena, and it's where the Gladiators will equip their gear before they enter The Arena.

You may select one Battle Card to equip each of your gladiators with. The card should be placed face down, underneath the Gladiator that it's assigned to. Cards stacked underneath the Gladiator are considered "equipped." You may also equip each Gladiator with a Special Card if applicable.

Each Gladiator can go into battle with one Combat Card and one Special Card equipped. Cards without the "wheel" symbol must be discarded after use in The Arena. (To be shuffled back in after the next Market Phase)

Penalty for Forfeiture

If a House cannot (or does not) assign a gladiator for a scheduled round, it will count as a forfeiture.

The House that does submit a Gladiator has two options:

Option 1: The House that was able to assign the Gladiator wins outright.

- They receive all Coins and Grain awarded by the round, but their Gladiator DOES NOT receive the victory points.
- The forfeiting player is penalized the amount of Coins and Grain awarded by the round.
- The forfeiting player's Gladiators do not regain health if they are on a "rest."

Option 2: House Substitution

- The House that was able to assign their Gladiator can choose to pit two of their own Gladiators against each other. (There must be an available Gladiator resting in the Ludus)
- Gladiators will play the full round as outlined in the rules.
- The forfeiting player will roll for the substitute Gladiator, however all of the Glory will go to the House that supplied the Gladiators.
- Choosing this option gives the player all of the rewards indicated by the round, including the Glory points, as well as the option to collect two Resource Cards from the discard pile. (*Resource Cards include all cards except Gladiators.*)

Rewards For Victories in The Arena

Rewards are determined by time slots, as follows:

- **Early Games:** The Gladiator is awarded 3 Glory points. The House receives 3 coins and 1 Ration.
- **Afternoon Games:** The Gladiator is awarded 5 Glory points. The House receives 5 Coins and 2 Rations.
- **Evening Games:** The Gladiator is awarded 7 Glory points. The House receives 7 Coins and 3 Rations.

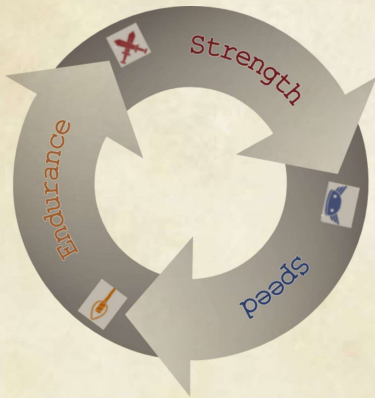
Note: (Glory points earned by Gladiators are used to distinguish themselves from Gladiators all around the world. They are also useful for determining Houses from their rivals. A House's position can be determined by adding up the Glory Points of all Gladiators in their Ludus.)

When a Gladiator is killed, sold, or freed, their Glory Points leave the House as well. You would be wise to protect your investments.

PHASE 3 - THE ARENA

Combat Instructions

Combat is decided by a cycle of rolls where each Gladiator will add up values for a specific attribute and compare it to their opponent. Unless otherwise stated, rolls will go in order in the following cycle:



- Starting with the Early Games, the two Gladiators pitted against each other will enter The Arena and reveal themselves. Anything equipped by the Gladiators will also be revealed when the Gladiator enters The Arena.
- Players will determine which Gladiator has advantage. The Gladiator with advantage will decide the starting roll in the cycle to be begin battle. (*Speed, Strength, or Endurance*)
- Advantage is determined by level and class. A higher level Gladiator will always have advantage against a lower level. The class advantage is as follows:
 - First Level Gladiators
 - Thracian: Advantage against Secutor
 - Secutor: Advantage against Laquearius,
 - Laquearius: Advantage against Thracian
 - Second Level Gladiators
 - Dimachaerus: Advantage against Retiarius
 - Murmillo : Advantage against Dimachaerus,
 - Retiarius : Advantage against Murmillo
- If Gladiators are of the same level and neither has the advantage, the player with the fewest Glory points gets to select the start of the cycle. All things equal, the last player to go first will continue to do so.
- Both Gladiators will then roll 1 die (unless otherwise stated). They will add the result to the Gladiator's base stat, as well as any Special / Combat Cards that are equipped to determine the score for each roll.
- The difference in value during the roll is taken from the losing sides hit points.
- This will happen for each roll, until the cycle is completed. Advantage applies each time a new battle cycle is begun.

Early Games

- Consists of three rolls, resulting in one complete battle cycle. The three possible scenarios being:
 1. *Strength* → *Speed* → *Endurance*
 2. *Speed* → *Endurance* → *Strength*
 3. *Endurance* → *Strength* → *Speed*

Afternoon Games

- Consists of four rolls. In this matchup the Gladiator with advantage gets to select the start of both battle cycles (*Rolls 1 and 4*). For example, a Gladiator may choose to start the first battle cycle with Speed, and the second cycle with Strength. In which case the rounds would be played as such:
 - Roll 1: Speed
 - Roll 2: Endurance
 - Roll 3: Strength (*End of battle cycle*)
 - Roll 4: Strength (*Start of new battle cycle*)

Evening Games

- Consists of six rolls. Gladiators will complete two full battle cycles. For example, a Gladiator may choose to start both battle cycles with Endurance.
 - *First Battle Cycle*
 - Roll 1: Endurance
 - Roll 2: Strength
 - Roll 3: Speed
 - *Second Battle Cycle*
 - Roll 4: Endurance
 - Roll 5: Strength
 - Roll 6: Speed

Death

- If the health of a Gladiator reaches 0 during roll 1, the Gladiator automatically dies.
- If health reaches 0 during rolls 2 - 4, the Gladiator dies IF the attacking player chooses.
- If the health reaches 0 during rolls 5 or 6, the Gladiator dies IF the defending player chooses.
- If the health is tied at the end of all rounds, the battle ends in a draw and neither Gladiator is awarded with Glory points. Other rewards will be split between the two Gladiators. (Rewards with an odd number of resources will round down to be split evenly.)

PHASE 4 - HOUSE DUTIES

- Collect the rewards from the battle. Make sure to track the Glory Points received by each Gladiator.
- Clean up your dead and collect reimbursement.
- Replenish and shuffle decks with cards from the discard pile.
- Manage victory tasks if applicable.
- Manage your investments. Each round players earn 1 gold for each Gladiator owned, and the amount of Rations equal to $(6 - X)$ where X is the amount of Gladiators owned.
- Save your game, or get ready for ROUND 2!

ADDITIONAL INFORMATION

UPGRADING GLADIATORS

To level up, Gladiators must be at full health and meet all requirements described on the card. Each Gladiator requires a specific amount of the following:

- Victories
- Coins
- Rations
- When leveling up, the Rations and Coins are spent (discarded) by the player, but the Victories and Glory points earned will remain with the Gladiator.
- When a Gladiator is upgraded:
 - The Gladiator will enter into the new speciality, or class, that is indicated on their card via class symbols.
 - Draw two cards from the specified deck and choose one to keep, discarding the other.
 - You will keep the specialized card along with your starting Gladiator card. They will act as one Gladiator with stacked attributes.