

# ARE YOU NOT ENTERTAINED?!

## FAST PLAY GLADIATORIAL RULES

By Tom Hinshelwood

*Are you not entertained!* is a gladiator skirmish game for two or more players in which each player takes control of one or more gladiators, fighting it out in an arena of death until a champion emerges. The game uses very simple mechanics but allows players to use tactics and strategy to attempt to gain the upper hand for their gladiator.

### WHAT YOU NEED

In short, just figures, dice (D6's), something to write with and something to write on. The miniatures can be of any scale, but as this is a skirmish game bigger is better. We played the game with some 54mm plastic Italeri gladiators, which only cost about £8 for 12 gladiators (2 of each type) and 4 animals (2 x lion and 2 x bear) which are excellent quality plastic figures, especially for such a low price..

As for the playing area, this can be as simple as just a table, or as elaborate as a fully detailed model arena. For 28mm gladiators you can't really beat the excellent arena from Steve Barber, but for our 54mm's we just used a simple 2' x 2' desert tile.

### THE GLADIATORS

At the end of this article are sheets for eight different gladiator archetypes based on the Italeri miniatures, although the statistics can be used with any comparable gladiators.

The Italeri models are early gladiators and so differ slightly from the classic gladiator types that fought in the Coliseum. There are six different human gladiators (Myrmillo, Provocator, Gall, Scissore, Retarius, and Secutor) and two animals (Bear and Lion).

Each gladiator has his own advantages and disadvantages and their success on the sand will depend on both the luck of the dice and how they are played. All the necessary information needed to control the gladiators can be found on their respective sheets for easy reference. The gladiators are roughly balanced in abilities and fight in different ways.

The double-handed axe-armed Celt or German, for example, has little chance of regularly hitting with his weapon, but when he does he causes horrific damage. The trident-armed Retarius, by contrast, finds it easier to hit consistently with his long trident, but each hit will cause little damage.



## TYPES OF GAME

You can play a simple one vs one duel or one team against another team, or multiple teams against each other, or every man for himself, in fact any variation you like. Just decide what kind of game you want to play and divide the gladiators

## INITIATIVE

To determine initiative each player rolls a D6, adding +1 if the gladiator is wearing Light armour, or subtracting -1 if they are a Heavily armoured gladiator. Medium gladiators have no bonuses or penalties. The highest roll goes first, the second next and so on. Re-roll any draws that occur between those players who drew.

## MOVING

Each gladiator can move a number of "Steps" depending on whether the gladiator is wearing Light, Medium or Heavy armour. The term Step is used to take into account the different scales this game can be played

with. The below table shows how many inches equal a Step depending on which scale you are using. If you are using a scale that is not in the table just select the closest scale on the table to your own.

Scale	Step =
28mm	1 inch
40mm	2 inches
54mm	3 inches

Gladiator Armour	Movement
Light	5
Medium	4
Heavy	3

A gladiator can move up to the number of steps shown in a single turn, and can move both before and after he has attacked. To be able to attack the gladiator must be in base contact with his foe, or within range if he is using a spear or trident.

Once a gladiator has attacked he can only move backwards from his enemy, so that he remains facing his foe. To move backwards 1 Step costs 2 Steps from his Movement allowance. If the gladiator only has 1 Step left of his movement, he cannot move backwards.

## ATTACKING

A gladiator either within weapon range or in base contact with another gladiator can make an attack. On the gladiator sheets each gladiator has three different attacks they can choose from, each of which has their own advantages and disadvantages. The attacks

up appropriately, either by taking turns to select them, or choosing randomly.

## THE RULES

This game uses tables to determine the outcome of fights between gladiators. In short, a player selects which attack his gladiator is to perform and his enemy selects which defence he is to attempt. Both players then roll on the appropriate tables to determine what, if any, damage is caused. The wounded gladiator then rolls for how much damage his armour absorbs and the remainder is taken from his hit points. Once he has reached zero, the fight is over. Either he is killed, incapacitated or yields.

At this point it's best to browse over the gladiator sheets at the end of the article as this will make it easier to understand the rules as they are described.

## THE TURN

A game is divided into turns, and within a turn each gladiator can move and attack once, but they can defend multiple times depending on how many times they are themselves attacked. Once the order of play has been determined (see below) the first player moves and attacks with his gladiator (selecting one, if he is controlling more than one), then the next player and so on.

As soon as all players have had a go, the cycle begins again if more gladiators are in play than players. Once all gladiators have acted, the turn is over and the next one begins.



damage and subtract from the total your opponent's defence. Then, finally, your opponent rolls to see how much, if any, damage is blocked by his armour, and the remainder is subtracted from his hit points.

### HIT POINTS

All gladiators begin with 20 hit points and you'll need some way of keeping track of these. A simple pen/pencil and sheet of paper is the easiest way, though a D20 can be used instead. If it's red then so much the better.

### FUMBLES

If a gladiator's attack results in a fumble he makes himself vulnerable to counter attacks. The next time he is attacked, whether in this turn or the next, the attacker gets to pick an *advantage* from the list below. He must declare which advantage he picks before making any Attack roll.

#### Advantages

Deft Attack	Re-roll Attack, selecting best result.
Crushing Blow	Re-roll Damage, selecting best result.
Precise Attack	Add +1 to Attack roll.
Feint	Select which mode of Defence the enemy gladiator must use.
Disarm	The enemy gladiator automatically misses his next attack.

### FLANKING

When you have moved into weapon range or base contact with an enemy gladiator turn that gladiator to face your own. In the arena all gladiators are acutely self aware and won't allow themselves to be flanked. The exception to this is if a gladiator is already fighting another. In this instance the enemy gladiator is not turned and your own model will count as flanking and receive a +1 to hit bonus to his Attack rolls.

### SPECIAL RULES

Each gladiator has one or more special rules which can be used during a game. Unless otherwise stated special rules can only apply once – think of them as signature moves that the gladiators can perform.

that are easier to hit with cause less damage, and the more damaging an attack the more likely it is to fail. A powerful overhead swing can be lethally effective, but it is clumsy at the same time.

Before rolling for the attack tell your opponent which attack you are performing and he then must decide how best to defend against it. Like attacking, each defence has different results. A dodge is generally more likely to fail than a parry, but if it is successful it will reduce more damage.

A gladiator cannot keep performing the same attack over and over again and must vary his offence. Your gladiator cannot perform the same attack type two turns in a row. So, if you are using the Gall and perform a Cleave attack, you must use either a Slash or a Hack in the subsequent turn.

When it comes to defending it's up to the player how the gladiator defends himself and its perfectly alright to use the same defence again and again. However, its best to select your Defence depending on how you are attacked. If you have a better parry than dodge, for example, and your gladiator is on low hit point and your enemy is going to perform a potentially lethal attack, it might be best to try and dodge even though it has less chance of being successful. The parry, though more likely to succeed, will probably not block enough damage to save you.

Once your opponent has stated his defence roll a D6 to determine how successful your attack has been and your opponent rolls to find out how effective his defence has been. Roll the appropriate dice for

## RE-ROLLS AND BONUSES

Many of the special rules provide either re-rolls or bonuses, as do the advantages gained from an opponent's fumble. You cannot combine re-rolls with re-rolls or stack these bonuses. So, you cannot select Deft Attack to re-roll an Attack and then use a gladiator's own special rule to re-roll the same Attack.

## ADVANCEMENTS

As an optional rule gladiators can progress and advance in skill as they win fights. For each opponent a gladiator defeats he can choose one advancement. You'll need to make a note of these as you play. An advancement is either an increase of 4 extra hit points or the ability to use one of his special rules twice per game instead of just once.

There is no upper limit as to how many advancements a gladiator can have, but because of the nature of the game, sooner or later the gladiator is going to be killed which tends to make sure no single gladiator becomes unbeatable.

## THUMB UP OR THUMB DOWN?

If you decide to include advancements in the game

then it is necessary to decide whether a gladiator who loses a fight is killed or not. To do this roll a D6, if you get a 6 then the gladiator in question is spared. This may seem a little harsh, but the gladiator does receive a modifier to this depending on how well he has fought until that point.

### Modifiers

- +2 For each gladiator who he has defeated.
- +1 For each gladiator he has taken to below half hit points

## THE SPIRIT OF FAIR PLAY

Because the rules are extremely simple they do not cover absolutely every incident that could happen in a game. Therefore players will need to use their own judgement when something not explicitly outlined in the rules occurs.

When such an incident takes place agree a simple mechanism to resolve it, or if that isn't possible just roll a dice to see who gets their way. Just remember the game is supposed to be fun, so be ready to compromise.

Happy Hacking!

*Arena by Steve Barber and pre-painted figures from EM4 Miniatures.*



# SCISSORE



In Latin scissores translates as the carvers, and this scissore is a heavy gladiator who is often paired with other heavy gladiators in battles of strength against strength. This scissore is a brutally strong Nubian who is well armoured and uses a gladius and shield.

## SPECIAL RULES

Shield Bash	Make additional Attack, counts as a Slash
Fast Attack	Re-roll Attack dice for Slash or Thrust
Precise Stab	Add +1 Attack to Thrust or Lunge

## Attacks

### Slash

D6	Result	Damage
1-2	Miss	0
3-5	Minor Hit	1D3
6	Hit	1D6+1

### Thrust

D6	Result	Damage
1	Fumble	0
2-3	Miss	0
4	Minor Hit	1D3
5-6	Hit	1D6+1

### Lunge

D6	Result	Damage
1-2	Fumble	0
3-4	Miss	0
5	Hit	1D6+1
6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1D3-1
6	Dodge	-1D3

### Parry

D6	Result	Damage
1-2	Failure	0
3-4	Parry	-1D3
5-6	Parry	-1D6

## Armour

### Heavy Armour

D6	Damage
1-2	0
3-4	-2
5-6	-4

# GAUL



The Romans conquered vast swathes of Europe and in doing so enslaved the warriors many different peoples. Some of these captives were made to fight in the arena with their native weapons and this gladiator is one of that kind. He is a Gaul armed with a deadly double handed axe which, though clumsy, can smash through any armour.

## SPECIAL RULES

Killing Blow	Re-roll Damage Dice, taking best result
Frenzy	Make free Slash Attack.
Berserk	Add +1 to all Attacks when on 5 hit points or less

## Attacks

### Slash

D6	Result	Damage
1	Fumble	0
2-3	Miss	0
4-5	Minor Hit	1D3+1
6	Hit	1D6+3

### Hack

D6	Result	Damage
1-2	Fumble	0
3-4	Miss	0
5	Hit	1D6+3
6	Critical	2D6+6

### Cleave

D6	Result	Damage
1-4	Fumble	0
5-6	Critical	2D6+6

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1D3
6	Dodge	-1D6

### Parry

D6	Result	Damage
1-3	Failure	0
4-5	Parry	-1D3-1
6	Parry	-1D6-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-2
6	-3

# BEAR



Animal fights often took place in gladiatorial games as warm up acts before the main gladiator fights. Typically only special animal fighting gladiators called bestiarii fought wild beasts, but this bear is ferocious enough to fight as a main attraction against conventional gladiators. It is a massively strong but clumsy animal that uses brute strength to overpower its enemies. Though not armoured, its thick layer of fat and fur offers excellent protection.

## SPECIAL RULES

- Berserk** Add +1 to all Attacks when on 5 hit points or less
- Savage Attack** Re-roll Attack dice for Bite or Maul
- Bear Hug** Make additional Attack, counts as Claw or Lunge

## Attacks

### Claw

D6	Result	Damage
1	Fumble	0
2-4	Miss	0
5	Minor Hit	1D3+1
6	Hit	1D6+1

### Bite

D6	Result	Damage
1-2	Fumble	0
3-5	Miss	0
6	Critical	2D6+2

### Maul

D6	Result	Damage
1-4	Fumble	0
5-6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1D3-1
6	Dodge	-1D3

### Parry

D6	Result	Damage
1-4	Failure	0
5-6	Parry	-1D3

## Armour

### Heavy Armour

D6	Damage
1	0
2-3	-1
4-5	-2
5-6	-4

# LION

Animal fights often took place in gladiatorial games as warm up acts before the main gladiator fights. Typically only special animal fighting gladiators called bestiarii fought wild beasts, but this lion has been trained to fight against all kinds of gladiators. It is fast and lethally accurate on the attack, but vulnerable at the same time.



## SPECIAL RULES

Pounce	Add +1 to Attack dice
Tear	Re-roll Damage dice, taking best result
Rake	Make additional Attack, counts as Claw

## Attacks

### Claw

D6	Result	Damage
1-2	Miss	0
3-5	Minor Hit	1D3+1
6	Hit	1D6+1

### Bite

D6	Result	Damage
1-3	Miss	0
4	Minor Hit	1D3+1
5	Hit	1D6+1
6	Critical	2D6+2

### Rake

D6	Result	Damage
1	Fumble	0
2-4	Miss	0
5-6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-2	Failure	0
3-4	Dodge	-1D3+1
5-6	Dodge	-1D6+1

### Parry

D6	Result	Damage
1-5	Failure	0
6	Parry	-1D3-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-1
6	-2

# RETARIUS



The retarius was usually pitted against a heavy gladiator in a match up between speed and strength. Traditionally the retarius would be armed with a trident and net, but this early gladiator has just a trident to fend off his foes with.

## SPECIAL RULES

Reach	May Attack enemies 1 step away throughout the game
Fast Attack	Add +1 Attack to Jab or Thrust
Precise Strike	Re-roll Damage dice for Lunge

## Attacks

Jab			Thrust			Lunge		
D6	Result	Damage	D6	Result	Damage	D6	Result	Damage
1-2	Miss	0	1-3	Miss	0	1	Fumble	0
3-5	Minor Hit	1D3	4	Minor Hit	1D3	2-4	Miss	0
6	Hit	1D6	5-6	Hit	1D6	5	Hit	1D6
						6	Critical	2D6

## Defences

### Dodge

D6	Result	Damage
1-3	Failure	0
4	Dodge	-1
5	Dodge	-1D3
6	Dodge	-1D6

### Parry

D6	Result	Damage
1-3	Failure	0
4-5	Parry	-1D3-1
6	Parry	-1D6-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-1
6	-2

# SECUTOR



Secutores were the typical opponent's of the retarius, and because of this their helmets had eye holes small enough to prevent the prongs of a trident from damaging the secutor's eyes. This secutor is well armoured with both a metal helmet and large shield, but his helmet's small eye holes means he has difficulty seeing some attacks.

## SPECIAL RULES

Shield Bash	Make additional Attack, counts as a Slash
Killing Blow	Re-roll Damage Dice
Precise Stab	Add +1 Attack to Thrust or Lunge

## Attacks

### Slash

D6	Result	Damage
1-2	Miss	0
3-5	Minor Hit	1D3
6	Hit	1D6+1

### Thrust

D6	Result	Damage
1-3	Miss	0
4	Minor Hit	1D3
5-6	Hit	1D6+1

### Lunge

D6	Result	Damage
1	Fumble	0
2-4	Miss	0
5	Hit	1D6+1
6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1
6	Dodge	-1D3

### Parry

D6	Result	Damage
1-2	Failure	0
3-4	Parry	-1D3
5-6	Parry	-1D6

## Armour

### Medium Armour

D6	Damage
1-2	0
3-4	-1
5	-2
6	-3

# MURMILLO



The murrillo takes its name from the fish style helmet worn. They were a heavy type gladiator often pitted against one of the lighter types. This murrillo is a medium gladiator armed with a spear for fighting at range.

## SPECIAL RULES

Reach	May Attack enemies 1 step away throughout the game
Fast Attack	Add +1 Attack to Jab
Precise Strike	Re-roll Damage dice for Thrust

## Attacks

Jab			Thrust			Lunge		
D6	Result	Damage	D6	Result	Damage	D6	Result	Damage
1-2	Miss	0	1-3	Miss	0	1-2	Fumble	0
3-5	Minor Hit	1D3	4	Minor Hit	1D3	3-4	Miss	0
6	Hit	1D6	5-6	Hit	1D6	5	Hit	1D6
						6	Critical	2D6

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1D3
6	Dodge	-1D6

### Parry

D6	Result	Damage
1-3	Failure	0
4-5	Parry	-1D3-1
6	Parry	-1D6-1

## Armour

### Medium Armour

D6	Damage
1-3	0
4	-1
5	-2
6	-3

# PROVOCATOR



The provocatores were gladiators that we know little about though it seems they could use a variety of armaments depending on what other type of gladiator they were to fight. This provocator is from the African provinces and is armed with a battle axe. He is a lightly armoured gladiator, who uses his agility to avoid attacks until he can set up a lethal blow with his axe.

## SPECIAL RULES

Killing Blow	Re-roll Damage Dice, taking best result
Fast Attack	Re-roll Attack Dice, taking second result
Warcry	Add +1 to Attack result

## Attacks

### Slash

D6	Result	Damage
1	Fumble	0
2-3	Miss	0
4-5	Minor Hit	1D3+1
6	Hit	1D6+1

### Hack

D6	Result	Damage
1-2	Fumble	0
3-4	Miss	0
5	Hit	1D6+1
6	Critical	2D6+2

### Cleave

D6	Result	Damage
1-3	Fumble	0
4	Miss	0
5-6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-3	Failure	0
4	Dodge	-1
5	Dodge	-1D3
6	Dodge	-1D6

### Parry

D6	Result	Damage
1-2	Failure	0
3-4	Parry	-1D3-1
5-6	Parry	-1D6-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-1
6	-2