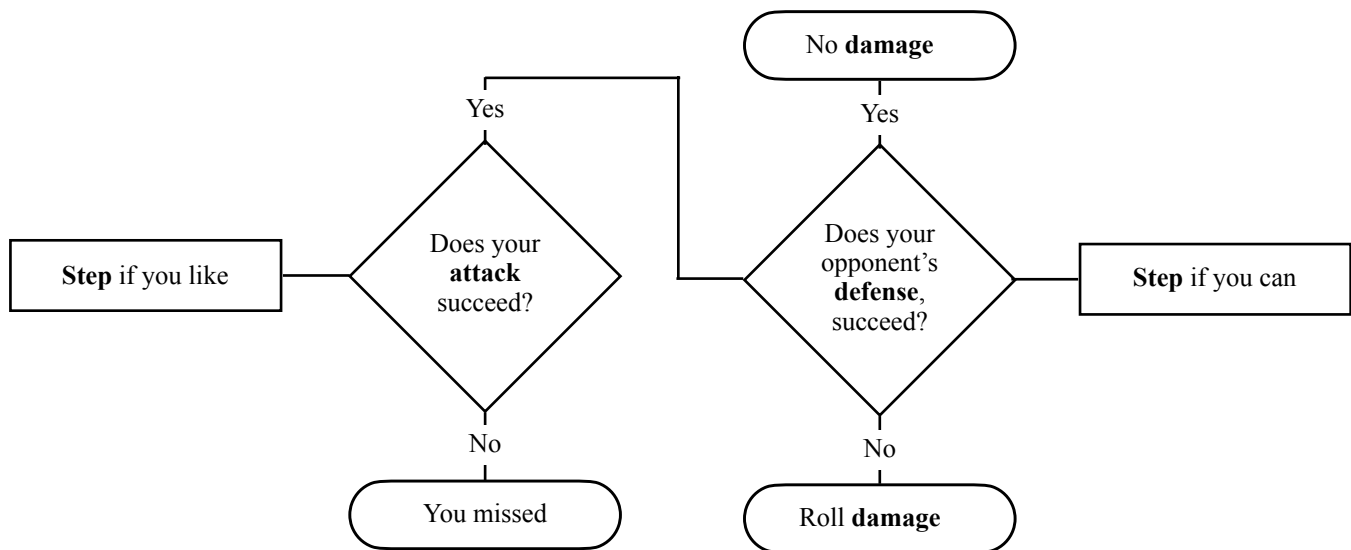
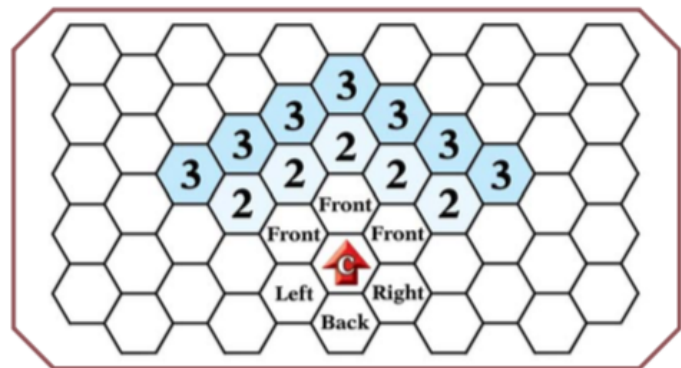


Training Bout #1: Attack - Defend - Damage (Hoplomachus)



Weapon Reach Hexes



ATTACK OPTIONS

Deceptive Attack: For every -2 to your *effective skill* (which must be ≥ 10) your foe gets -1 to their *active defenses*.

Rapid Strike: Convert one *attack* to two *attacks* at -6. You may hit multiple foes.

READY MANEUVER (B382-3)

Draw a sheathed weapon.

Change grips—e.g. change your spear grip from a 1-yard one-handed grip to a 2-yard two-handed grip.

Take a weapon in easy reach—no more than 1 yard away.

Give a weapon away—the recipient takes it (*Ready maneuver*) on their turn.

Pick up a weapon from the ground—take's two turns: one to kneel or crouch to pick it up, then one to prepare it for combat. (B383, MA104)

Shields take as many turns to ready as their *Defense Bonus*; they take one turn to drop.

Bucklers take one turn to ready; they may be dropped as a *free action*.

Sheath a weapon—takes two turns.

ACTIVE DEFENSES (MA121-5)

Block (B375): Use your shield to absorb an attack. -5 cumulative penalty for blocks after the first. (MA123)

Parry (B376-7): Use your weapon or bare hands to deflect melee or thrown weapons. -4 cumulative penalty for parries after the first.

Dodge (B354-5): Move out of the path an attack.

Retreat Option (B377, MA123-4): Step into a hex that is further away from your foe; you may change facing by one hex. Gives +3 to Dodge and some Parries, +1 to Block and most Parries; works against all attacks from a single foe.

CRITICAL SUCCESS (B347)

- 3: always
- 4: always
- 5: if your effective skill is ≥ 15
- 6: if your effective skill is ≥ 16

CRITICAL FAILURE (B348)

- 18: always
- 17: if your effective skill is ≤ 15 , otherwise regular fail
- 10+ MoF: exception — ranged attack.

ACTIVE DEFENSE CRITICAL SUCCESS (B381)

- **vs melee attack:** foe must roll on critical miss table
- **bare-handed parry vs thrown weapon ranged attack:** you may catch the weapon
- **vs other ranged attack:** no special effect

ACTIVE DEFENSE CRITICAL MISSES (B382)

- **Block:** you lose your grip on your shield; Ready maneuver required before you can block with it
- **Parry:** roll on critical miss table
- **Dodge:** you lose your footing and fall prone

Training Bout #2: Movement and Facing (Murmillo)

Movement Costs (B387)

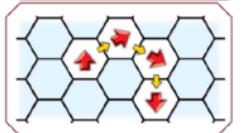
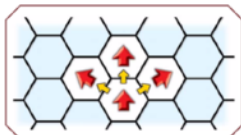
Forward	1 per hex
Backward	2 per hex
Sidestep	2 per hex
Facing Change	+1 per side
Posture	see Posture table
Obstructions	+1 per
Bad Footing	+1

Free Facing Changes (B387)

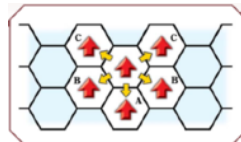
- You may change facing freely as part of any maneuver that allows a Step.
- You may change facing freely at the end of a Move or Move and Attack maneuver if you used no more than half your movement points.
- You may change facing by one hex-side for free at the end of any move and as part of a Retreat.



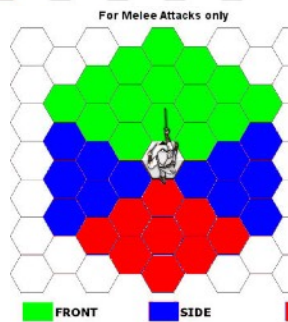
Forward Movement (1@)



Backward and Sidestep Movement (2@)



Gladiator Helmets - No Peripheral Vision



Active Defense Facing Penalties (B391)

Attack Direction	Active Defense	Shield DB?	Defense Penalty	Cumulative Penalty
Front	Dodge	Yes	-0	-1
Front	Block	Yes	-0	-5
Front	Parry	Yes	-0	-4
Left	Dodge	Yes	-2	-1
Left	Block	Yes	-2	-5
Left	Parry	Yes	n/a	n/a
Right	Dodge	No	-2	-1
Right	Block	No	n/a	n/a
Right	Parry	No	-2	-4
Back	Dodge	No	n/a or -2	-1
Back	Block	No	n/a or -2	-5
Back	Parry	No	n/a or -2	-4

Maneuvers: Bout #2

MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]
Attack	Any	Step	Make an attack.
Move	Any	Full (+Sprint)	No attack, but full defense and full move. 2+ round: Sprint bonus.
Move and Attack	not what you attacked with, no Retreat	Full (-2 trip)	Melee: -4 skill, 9 cap (except Slams). No Deceptive Attack, Rapid Strike.
Ready	Any	Step	Draw any item, regain control of unready weapon after a swing, adjust the reach of a long weapon, ...

Move and Attack Options

Slam (B371): Ignore the -4 to hit and effective skill cap of 9. If you are dodged, you must move at least two yards past your foe if you have the movement points. You do (your HP x velocity)/100 + shield DB damage to your foe, who may try to block, dodge, or parry. You take (their HP x velocity)/100 damage from your foe.

- If you do equal or more damage, your foe may fall down (DX check).
- If you do twice as much damage or more, you knock your foe down.
- If you do ½ or less damage to your foe, you fall down.

WILD SWINGS (B388-9)

A Wild Swing is a melee attack against a foe to your side (left or right) or back, or against a foe you can't see. It's unlikely to hit, but sometimes it's better than nothing.

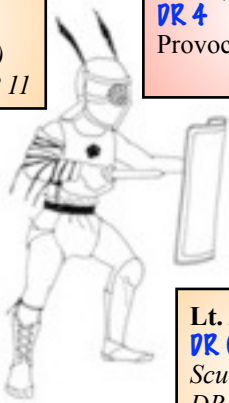
A Wild Swing is at -5 to hit or the current visibility penalty, whichever is worse, and your effective skill cannot exceed 9 after all modifiers. You cannot target a particular part of the foe's body; if using hit locations, roll randomly.

A Wild Swing need not be a swing – it could be a thrust. However, you cannot make a “wild thrust” at a distance of more than one yard.

You can combine a Wild Swing with an All-Out Attack, but you may not choose the “Determined” option to get +4 to hit to offset the Wild Swing penalty. You can also make a Wild Swing during a Move and Attack; use the more severe penalties of the two.

Training Bout #3: Hit Location and Damage Resistance (Provocator)

Provocator



Rt. Arm (-2)
DR 2
Cloth Manica
Gladius (reach 1)
DR 6, HT 12, HP 11

Skull (-7)
Face (-5)
DR 4
Provocator Helmet

Neck (-5)
Upper Torso (-1) w (3/6 followup)
(-3) avoids armor
Vitals (-3)
(-9) chinks in armor
DR 3F (1-3)
Spongia

Eyes (-9 imp)
Lower Torso (-1)
Abdomen (-1)
Rt. Leg (-2)
Hands (-4/-8)
Feet (-4)
DR 0

Lt. Arm (-4)
DR 0
Scutum (DB 3)
DR 4, HT 12, HP 24

Lt. Leg (-2)
DR 3F (1-4), 1F (5-6)
Long Greave

Spongia stats based on Pectorals with 3/6 protection.
(GURPS Loadouts: Low-Tech Armor, p. 18.)

Hit Location [B398, 552]

Random (3d6)	Location	To Target	Notes
-	Eye	-9(-8)	Only imp attacks. Ignore skull DR. >1/10HP cripples
3-4	Skull	-7(-6)	Extra DR 2. Wounding x4. Major wound: -10 to knockdown roll.
5	Face	-5(-4)	Major wound: -5 to knockdown roll.
6-7	Right Leg	-2	imp x1. >½ HP cripples and excess lost.
8	Right Arm	-2 (-4 if shield)	imp x1. >½ HP cripples and excess lost.
9-11	Torso	0	(1-2) upper, (3-4) lower, (5-6) abdomen
12	Left Arm	-2 (-4 if shield)	imp x1. >½ HP cripples and excess lost.
13-14	Left Leg	-2	imp x1. >½ HP cripples and excess lost.
15	Hand	-4 (-8 if shield)	imp x1. >½ HP cripples and excess lost.
16	Foot	-4	imp x1. >½ HP cripples and excess lost.
17-18	Neck	-5(-4)	cr x1.5. cut x2.
-	Vitals	-3(-2)	imp x3. Other attacks can not target vitals. MW: -5 knockdown.
-	Groin	-3(-2)	cr x2 shock, -5 to knockdown roll (males)
-	Chinks in Armor	-8 or -10	-8 for torso armor or -10 for any non-torso location
-	Weapon (B400)	-7, -6, -5	Reach C, Reach 1, Reach 2+ weapons; +2 to break (B483) instead of disarm
-	Shield (MA112)	-6 +DB	+2 to break (B483) instead of disarm—your only option for strapped on shields

MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]
All-Out Attack			
Determined	None	Half (forward)	Melee: +4 to hit. Ranged: +1 to hit.
Double	None	Half (forward)	Make 2 attacks, assuming your weapon doesn't become unready after use. -4 off-hand penalties still apply.
Strong	None	Half (forward)	+2 damage or +1/die with a ST based melee attack.
All-Out Defense			
Increased (Dodge Block Parry)	Any	Half	No attack, but all dodges are a +2. You may change facing at end of turn.
Double	Any	Step	No attack, but all blocks OR parries are at +2.
		Step	No attack, but apply two different active defenses to the same attack (A parry with another hand is considered a second different defense.)
Attack	Any	Step	Make a melee, close combat, or ranged attack
Move	Any	Full (+Sprint)	No attack, but full defense and full move. 2+ round: Sprint bonus.
Move and Attack	not what you attacked with, no Retreat	Full (-2 trip)	Melee: -4 skill, 9 cap (except Slams). No Deceptive Attack, Rapid Strike.
Ready	Any	Step	Draw any item, regain control of unready weapon after a swing, adjust the reach of a long weapon, ...
OPTIONS You may combine options, subject to their specific restrictions. [B369-370]			
Hit Location	Specify the body part you are targeting (see GURPS Gladiators: Hit Locations cheat-sheet).		
Deceptive Attack	For every -2 to skill, -1 to defenses. Effective skill may not be <10. Not allowed for Move and Attack.		
Rapid Strike	Convert one attack into two at -6. You may target multiple foes. Not allowed for Move and Attack.		
Telegraphic Attack	+4 to your attack, +2 to foe's defenses. Does not stack with Evaluate. Does not increase critical. [MA113]		

Training Bout #4: Extra Effort and Fatigue (Thraex)

MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]
All-Out Attack			
Determined	None	Half (forward)	Melee: +4 to hit. Ranged: +1 to hit.
Double	None	Half (forward)	Make 2 attacks, assuming your weapon doesn't become unready after use. -4 off-hand penalties still apply.
Feint	None	Half (forward)	Feint then attack the same foe.
Strong	None	Half (forward)	+2 damage or +1/die with a ST based melee attack.
All-Out Defense			
Increased (Dodge	Any	Half _{round up}	No attack, but all dodges are a +2. You may change facing at end of turn.
Block Parry)	Any	Step	No attack, but all blocks OR parries are at +2.
Double		Step	No attack, but apply two different active defenses to the same attack (A parry with another hand is considered a second different defense.)
Attack	Any	Step	Make a melee, close combat, or ranged attack
Evaluate	Any	Step	1st round: add +1, 2nd: another +1, 3rd: another +1
Feint	Any	Step	Roll a Quick Contest between your melee weapon skill (may be based off ST (Beat) or IQ (Ruse)) and your opponent's combat skill. Your margin of success or victory is the penalty to all your opponent's active defenses against you on your next turn. Shields can feint if you've attacked with it.
Move	Any	Full (+Sprint)	No attack, but full defense and full move. 2+ round: Sprint bonus.
Move and Attack	not what you attacked with, no Retreat	Full (-2 trip)	Melee: -4 skill, 9 cap (except Slams). No Deceptive Attack, Rapid Strike.
Ready	Any	Step	Draw any item, regain control of unready weapon after a swing, adjust the reach of a long weapon, ...
OPTIONS You may combine options, subject to their specific restrictions. [B369-370]			
Hit Location	Specify the body part you are targeting (see B398).		
Deceptive Attack	For every -2 to skill, -1 to defenses. Effective skill may not be <10. Not allowed for Move and Attack.		
Rapid Strike	Convert one attack into two at -6. You may target multiple foes. Not allowed for Move and Attack.		
Telegraphic Attack	+4 to your attack, +2 to foe's defenses. Does not stack with Evaluate. Does not increase critical. [MA113]		
EXTRA EFFORT	One EE per turn. Multiple uses of FoB or MB allowed in a turn, at 1 FP per use. [B357, MA131]		
Flurry of Blows	Halve the penalty (drop all fractions) for Rapid Strike. E.g. Rapid Strike at -3 instead of -6.		
Giant Step	If you take an Attack maneuver, you can gain one extra step.		
Heroic Charge	If you take a Move and Attack - Melee maneuver, ignore the skill penalty and effective cap.		
Mighty Blows	If you take an Attack maneuver, you can gain the advantage of AOA (Strong) without sacrificing defenses. <i>A critical failure causes 1 HP of injury to the arm or leg; DR does not protect.</i>		
EXTRA EFFORT	One EE per turn. Multiple uses of FD at 1 FP per use. RR last the rest of your turn. [B357, MA131]		
Feverish Defense	If you didn't take an AOA maneuver, get a +2 to a single active defense roll.		
Rapid Recovery	If you attack with "U" weapon or take a Move and Attack maneuver, parry with your weapon. <i>A critical failure causes 1 HP of injury to the arm or leg; DR does not protect.</i>		
FATIGUE EFFECTS [B426]			
FP < 1/3	Half Move, Dodge, and ST (round up). This does not affect ST-based quantities, e.g. HP and damage.		
FP <= 0	Will roll each turn or Do Nothing until you recover. Further HP loss also causes 1 HP of injury.		
-FP	You fall unconscious. Further FP loss comes off HP instead. You awaken when you reach positive FP.		
INJURY EFFECTS [B419-420]			
>½ HP in one blow	Major Wound: Roll HT—succeed: Shock; fail: Knockdown/Stun (-4 IQ/DX); fail by ≥ 5: Unconscious.		
Knockback	For all cr or any cut that fails to penetrate: knockback 1 yd for every full ST-2 of target, who may fall.		
HP < 1/3	Half Move and Dodge (round up)		
HP <= 0	HT roll each turn, -1 / -HP, to avoid falling unconscious		
-HP (-5xHP)	HT roll or die. Repeat at each multiple of HP. Fail by <= 2, "mortally wounded". (Automatic death.)		

Training Bout #5: Posture, Wait, and Retreat (Scissor)

Position Effects (B551)

Posture	Attack	Defense	Target	Movement	Retreat?
Standing	Normal	Normal	Normal	Normal	Yes
Crouching	-2	Normal	-2	+½ per hex	Yes
Kneeling	-2	-2	-2	+2 per hex	No
Crawling	-4 ("C" only)	-3	-2	+2 per hex	Yes
Sitting	-2	-2	-2	None	No
Lying Down	-4	-3	-2	1 hex	Yes

Attack: penalty to *melee* attacks made *from* that posture.

Defense: penalty to active defenses made *from* that posture.

Target: penalty to hit, with *ranged* attacks, the torso/legs area of someone in that posture, assuming the area is visible. Other areas have no penalty assuming they're visible. Any area not visible can not be targeted.

Movement: additional movement point costs while in that posture.

Retreat: you can retreat (by rolling) when Lying Down. (B377)

Posture Diagram (B367)



Getting from Lying Down to Standing (B364)

1. **Change Posture Maneuver:** to rise to a crawling, kneeling, or sitting posture.
- 2a. **Change Posture Maneuver:** stand from any of the above postures.
- 2b. **Step from Kneeling:** switch from kneeling to standing (only) as the "step" portion of any maneuver that allows a step – you don't need Change Posture for that. This is *instead* of using the step to move. Thus, you could go from prone to kneeling with a Change Posture maneuver on one turn, and then stand up in place on your next turn by taking a maneuver that allows a step.

or, try an **Acrobatic Stand** (MA98)

1. **Change Posture Maneuver:** Acrobatics-6-encumbrance level.
 - a. **Critical Success:** you changed posture as the step portion of an Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver; i.e. you skipped the Change Posture maneuver.
 - b. **Success:** you end your turn standing.
 - c. **Failure:** you end your turn sitting.
 - d. **Critical Failure:** you remain laying down.

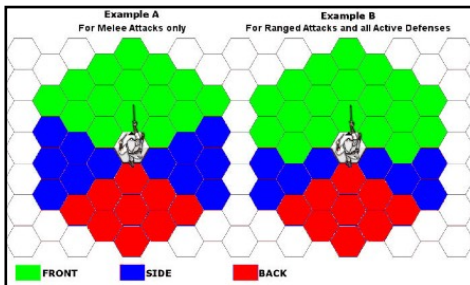
Crouching (B364, B368)

Crouching does not require a Change Posture maneuver. If you are in a standing position, you can elect to crouch at the beginning of your turn, as part of any maneuver. If you don't move, or if you only step, you may also crouch after performing another action such as attacking or readying. However, you may not move more than a step and then crouch at the end of your movement to avoid attacks – not in one second! But if you are already crouching, you may leave your crouch at any time as a free action.

MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]
Change Posture	Penalized?	None	Lying to Standing requires two maneuvers. (Kneeling to Standing = Step.)
Wait	Any	Step	Hold your action, then take an Attack, All-Out Attack, Feint, or Ready. Specify your action and trigger. If/when triggered, you take your action.

OPTIONS	You may use one of these options once during your turn. [B377]
Retreat	+3 to Dodge and Parries with Boxing, Judo, Karate, fencing; +1 all else. For all attacks from a single foe.
Dodge and Drop	+3 to Dodge against one foe's ranged attacks.
Sacrificial	Success by 3+ means neither of you was hit (but you're both still prone).
Diving for Cover	Use to protect yourself from area effect attacks by stepping away from or behind cover.

Training Bout #6: Ranged Combat and Nets (Retiarius)



Drag Net

A fighter with a net can trail it in front of him (≤ 2 hexes) to trip foes. The hex containing the net is bad footing (-2 attack, -1 defense, +1 movement point to jump (B352)). Furthermore, the wielder can try to yank the net out from under the enemy (e.g. Wait). Roll a Quick Contest of ST. If the user wins, his opponent falls. Otherwise, nothing happens . . . but if his ST roll is a critical failure, he falls instead! (MA221) A Ready maneuver will allow you to place the net specifically, as opposed to trailing.

RANGED ATTACKS

1. **Basic Ranged Attack Skill**—e.g. Net or Thrown Weapon (Spear).
2. **Accuracy Bonus**—if you've *Aimed*.
3. **Range Penalty**—see table below
4. **Hit Location Penalty**—torso at no penalty is assumed
5. **Anything Else**—e.g. bad footing, bad visibility, etc. (B548)

Size and Speed Range [B550]

Linear Measurement (1 yd/s = 2 mph)	Speed/ Range mod	Size mod
1 ft	0	-5
1.5 ft	0	-4
2 ft	0	-3
1 yd	0	-2
1.5 yd	0	-1
2 yd	0	0
3 yd	-1	1
5 yd	-2	2
7 yd	-3	3
10 yd	-4	4
15 yd		
20 yd		
30 yd		
50 yd		



MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]
Aim	Any*	Step	1st round: add Acc bonus, 2nd: +1, 3rd: another +1. Aim bonus cannot exceed weapon's base Accuracy.
All-Out Attack			
Determined	None	Half (forward)	Melee: +4 to hit. Ranged: +1 to hit.

Melee Net (B276, B411, MA221)

RANGED ATTACK using Net Skill, Range: ST + Skill/5
Target entangled, and cannot move or attack until freed. (B411)

Escape: DX-1 two-hands or DX-3 one-hand — x3 (Ready maneuvers)

To escape, the victim requires at least one free hand, and must make three successful DX-4 rolls. Each attempt counts as a Ready maneuver, during which time the victim may take no other actions. Animals roll at an extra -2, as do humans with only one hand available; rolls to escape from a small net are at +3. If the victim fails three consecutive rolls, he becomes so entangled that he must be cut free. (B411)

MELEE ATTACK using Net skill or Armed Grapple (Net) technique, Reach: 1,2

Armed Grapple (MA67) uses grappling hit location penalties: half rounded up, e.g. Arm -1, Foot -2, Neck -3. Ready maneuver after a miss and each turn to keep net taut (as per Lariats, B411).

Torso, Arm — **Quick Contest of ST**: immobilized vs lose net

Neck — **victim at -5 in Quick Contest**: can Suffocate (B436) for -1 FP

Foot — **DX instead of Q.C.** (-4 if running): falls for 1d-4 (1d-2) damage

Break Free: a free hand and DX — x3 (Ready maneuvers)

Victim may take no other actions. Animals roll to escape at -3 for paws or at -6 for hooves. (as per Bolas, B410).

MELEE ATTACK using Net-3 or Sweep technique, Reach: 1,2

Sweep (MA81) has no hit location penalty. Your foe may defend normally. A successful hit results in a Quick Contest: your Net-3, Sweep, or ST vs. ST, DX, Acrobatics, or best grappling skill. If your foe loses they fall down.

DEFENSES AGAINST NET ATTACKS

Dodge or Parry. Successful parries with a cutting weapon damage the net. (B411)

Damage: 1 or 2 HP attacks vs DR 1, HP 10, HT 11 (B483)

It is possible to escape a net by damaging it. Victim can only use attacks with reach "C," but they hit automatically. Use the Breaking a Weapon rules (B401). The Melee Net is DR 1(B411), HP 10 ($6 \times 3\sqrt{5}$, B483), combustible (B136), cannot be damaged by crushing attacks, and diffuse: imp, pi do 1HP max, all else 2 HP max, except area-effect, cone, and explosion attacks (B380).

Injury (B483, House Rule)

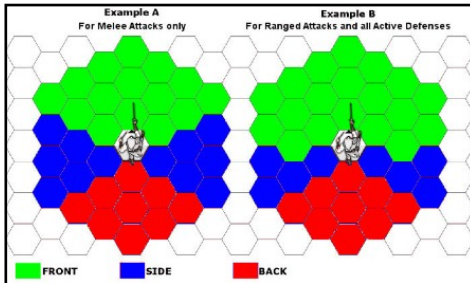
≤ 3 HP: net at -2 penalty to use (which includes a +2 bonus to defend against).

≤ 0 HP: HT roll each second of use with a failure meaning net is cut/torn in half—net at -5 penalty, Reach 1, Range (ST \times 3/2 + SKILL/5).

≤ -1 xHP: HT roll to avoid being destroyed and useless.

≤ -5 xHP: Net is destroyed and useless.

Training Bout #6: Ranged Combat and Guns



READY MANEUVER (B382-3)

Drawing

Sheathing (High Tech, p. 40)

Reloading (High Tech, p. 86-88;

Tactical Shooting, p. 20)

Take a weapon in easy reach—no more than 1 yard away.

Give a weapon away—the recipient takes it (*Ready* maneuver) on their turn.

Pick up a weapon from the ground—take's two turns: first kneel, then pick it up.

Sheath a weapon—takes two turns
Pistols only take one turn.

RANGED ATTACKS

1. **Basic Ranged Attack Skill**—e.g. Net or Thrown Weapon (Spear).
2. **Accuracy Bonus**—if you've *Aimed*.
3. **Range Penalty**—see table below
4. **Hit Location Penalty**—torso at no penalty is assumed
5. **Anything Else**—e.g. bad footing, bad visibility, etc. (B548)

Table 551

Linear Measurement (1 yd/s = 2 mph)	Speed/ Range mod	Size mod
1 ft	0	-5
1.5 ft	0	-4
2 ft	0	-3
1 yd	0	-2
1.5 yd	0	-1
2 yd	0	0
3 yd	-1	1
5 yd	-2	2
7 yd	-3	3
10 yd	-4	4
15 yd	-5	5
20 yd	-6	6
30 yd	-7	7
50 yd	-8	8

MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]
Aim	Any*	Step	1st round: add Acc bonus, 2nd: +1, 3rd: another +1. Aim bonus cannot exceed weapon's base Accuracy.
All-Out Attack			
Determined	None	Half (forward)	Melee: +4 to hit. Ranged: +1 to hit.

Melee Net (B276, B411, MA221)

RANGED ATTACK using Net Skill, Range: ST + Skill/5

Target entangled, and cannot move or attack until freed. (B411)

Escape: DX-1 two-hands or DX-3 one-hand — x3 (Ready maneuvers)

To escape, the victim requires at least one free hand, and must make three successful DX-4 rolls. Each attempt counts as a Ready maneuver, during which time the victim may take no other actions. Animals roll at an extra -2, as do humans with only one hand available; rolls to escape from a small net are at +3. If the victim fails three consecutive rolls, he becomes so entangled that he must be cut free. (B411)

MELEE ATTACK using Net skill or Armed Grapple (Net) technique, Reach: 1,2

Armed Grapple (MA67) uses grappling hit location penalties: half rounded up, e.g. Arm -1, Foot -2, Neck -3. Ready maneuver after a miss and each turn to keep net taut (as per Lariats, B411).

Torso, Arm — **Quick Contest of ST**: immobilized vs lose net

Neck — **victim at -5 in Quick Contest**: can Suffocate (B436) for -1 FP

Foot — **DX instead of Q.C.** (-4 if running): falls for 1d-4 (1d-2) damage

Break Free: a free hand and DX — x3 (Ready maneuvers)

Victim may take no other actions. Animals roll to escape at -3 for paws or at -6 for hooves. (as per Bolas, B410).

MELEE ATTACK using Net-3 or Sweep technique, Reach: 1,2

Sweep (MA81) has no hit location penalty. Your foe may defend normally. A successful hit results in a Quick Contest: your Net-3, Sweep, or ST vs. ST, DX, Acrobatics, or best grappling skill. If your foe loses they fall down.

DEFENSES AGAINST NET ATTACKS

Dodge or Parry. Successful parries with a cutting weapon damage the net. (B411)

Damage: 1 or 2 HP attacks vs DR 1, HP 10, HT 11 (B483)

It is possible to escape a net by damaging it. Victim can only use attacks with reach "C," but they hit automatically. Use the Breaking a Weapon rules (B401). The Melee Net is DR 1(B411), HP 10 (6 x 3√5, B483), combustible (B136), cannot be damaged by crushing attacks, and diffuse: imp, pi do 1HP max, all else 2 HP max, except area-effect, cone, and explosion attacks (B380).

Injury (B483, House Rule)

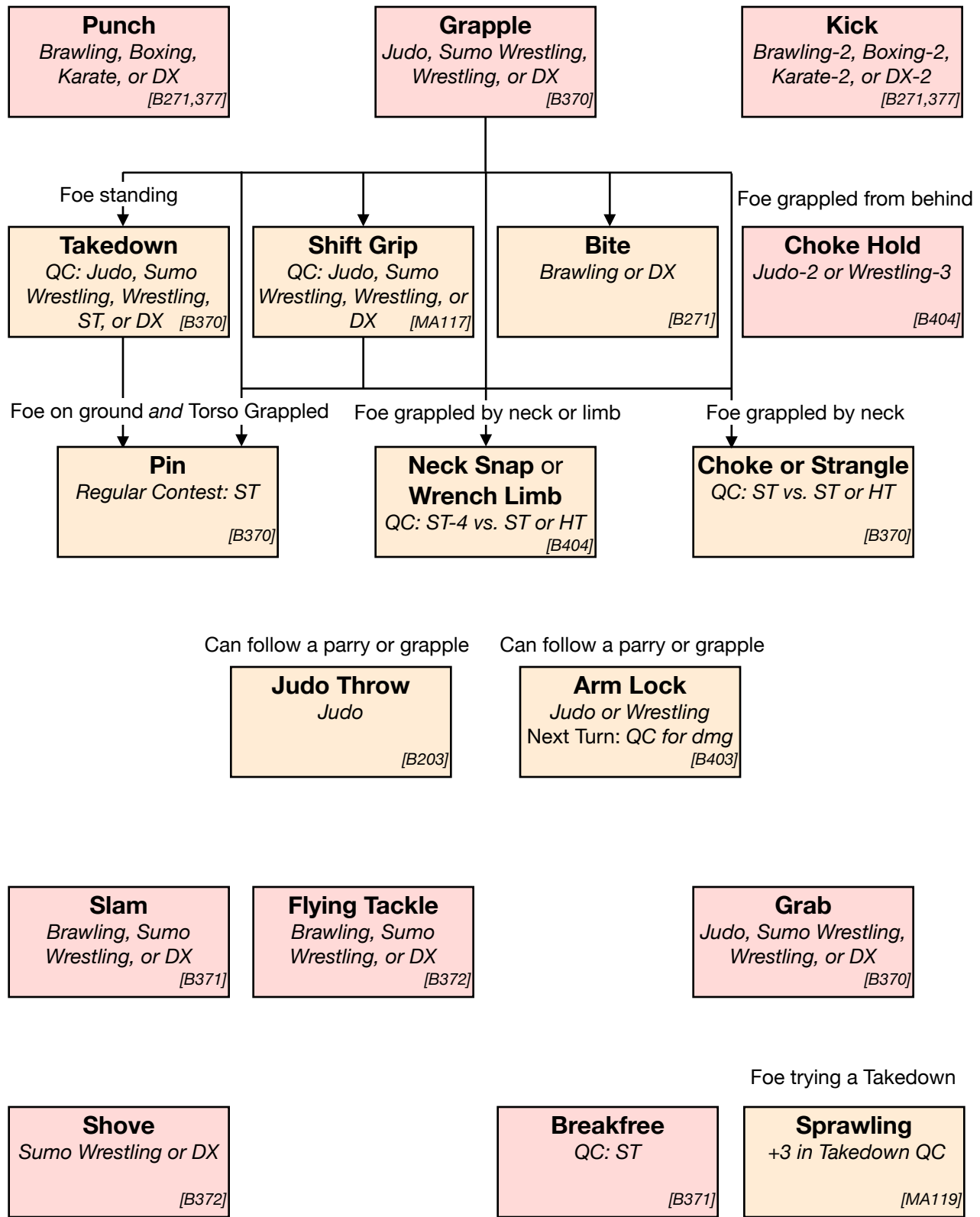
≤3 HP: net at -2 penalty to use (which includes a +2 bonus to defend against).

≤0 HP: HT roll each second of use with a failure meaning net is cut/torn in half—net at -5 penalty, Reach 1, Range (ST*3/2 + SKILL/5).

≤-1xHP: HT roll to avoid being destroyed and useless.

≤-5xHP: Net is destroyed and useless.

Training Bout #7: Unarmed Combat



See also [Captain Joy's homemade Unarmed Combat Cards](http://captainjoy.chunkyboy.com/Gladiators/pdf/CombatTutorialCheatsheets.pdf).

Hit Location, Damage Resistance, Weapon Breakage

Hoplomachus

Right Arm (-2)

DR 2

Cloth Manica
Spear (reach 1*)
DR 2, HT 12, HP 13

Skull (-7)

Face (-5)

DR 4

Thraex Helmet

Eyes (-9 imp)

Neck (-5)

Torso (-0)

Hands (-4/-8)

Feet (-4)

DR 0

Dagger (reach C, 1)
DR 6, HT 12, HP 7
or 8

Lt. Arm (-4)

DR 0

Hoplomachus Shield
(Buckler) (DB 1)
DR 4, HT 12, HP 11

Legs (-2)

DR 3F (1-4), 1F (5-6)

Long Greaves

Thraex

Rt. Arm (-2)

DR 2

Cloth Manica
Sica (reach 1)
DR 6, HT, HP 14

Skull (-7)

Face (-5)

DR 4

Thraex Helmet

Eyes (-9 imp)

Neck (-5)

Torso (-0)

Hands (-4/-8)

Feet (-4)

DR 0

Lt. Arm (-4)

DR 0

Thraex Shield (DB 2)
DR 4, HT 12, HP 20

Legs (-2)

DR 3F (1-4), 1F (5-6)

Long Greaves

Right Arm (-2)

DR 0

Net (reach 1,2)
DR 1, HT 11, HP 10

Face (-5)

Neck (-5)

Torso (-0)

DR 3FL

Galerus

Retiarius

Eyes (-9 imp)

Skull (-7) DR+2

Face RB (-5)

Neck RB (-5)

Torso RB (-0)

Hands (-4/-8)

Feet (-4)

DR 0

Dagger (reach C, 1)
Quadrans (reach 1)
DR 6, HT 12, HP 11

Lt. Arm (-2)

DR 2

Cloth Manica
Trident (reach 1)
DR 6, HT 12,
HP 14

Murmillio

Rt. Arm (-2)

DR 2

Cloth Manica
Gladius (reach 1)
DR 6, HT 12, HP 11

Eyes (-9 imp)

Neck (-5)

Torso (-0)

Rt. Leg (-2)

Hands (-4/-8)

Feet (-4)

DR 0

Skull (-7)

Face (-5)

DR 4

Murmillio Helmet

Lt. Arm (-4)

DR 0

Scutum (DB 3)

DR 4, HT 12, HP 24

Lt. Leg (-2)

DR 3F (1-3), 0 (4-6)

Short Greave

Provocator

Rt. Arm (-2)

DR 2

Cloth Manica
Gladius (reach 1)
DR 6, HT 12, HP 11

Torso (-0)

DR 3F

Spongia

Eyes (-9 imp)

Rt. Leg (-2)

Hands (-4/-8)

Feet (-4)

DR 0

Skull (-7)

Face (-5)

Neck (-5)

DR 4

Provocator Helmet

Lt. Arm (-4)

DR 0

Scutum (DB 3)

DR 4, HT 12, HP 24

Lt. Leg (-2)

DR 3F (1-4), 1F (5-6)

Long Greave

Table 8

Random (3d6)	Location	To Target	Notes
-	Eye	-9(-8)	Only imp attacks. Ignore skull DR. >1/10HP cripples
3-4	Skull	-7(-6)	Extra DR 2. Wounding x4. Major wound: -10 to knockdown roll.
5	Face	-5(-4)	Major wound: -5 to knockdown roll.
6-7	Right Leg	-2	imp x1. >½ HP cripples and excess lost.
8	Right Arm	-2 (-4 if shield)	imp x1. >½ HP cripples and excess lost.
9-11	Torso	0	
12	Left Arm	-2 (-4 if shield)	imp x1. >½ HP cripples and excess lost.
13-14	Left Leg	-2	imp x1. >½ HP cripples and excess lost.
15	Hand	-4 (-8 if shield)	imp x1. >½ HP cripples and excess lost.
16	Foot	-4	imp x1. >½ HP cripples and excess lost.
17-18	Neck	-5(-4)	cr x1.5. cut x2.
-	Vitals	-3(-2)	imp x3. Other attacks can not target vitals. MW: -5 knockdown.
-	Weapon (B400)	-7, -6, -5	Reach C, Reach 1, Reach 2+ weapons; +2 to break (B483) instead of disarm
-	Shield (MA112)	-6 +DB	+2 to break (B483) instead of disarm—your only option for strapped on shields

Hit Location, Damage Resistance, Weapon Breakage

Rt. Arm (-2)
DR 2
 Metal Manica
Gladius (reach 1)
 DR 6, HT 12, HP 11

Torso (-0)
Upper Chest
(0) w (2/6
protects)
(-1) avoids
 armor
Vitals
(-3)
(-9) chinks in
 armor
DR 5
 Crupellarius
 Lorica
 Segmentata

Crupellarius



Skull (-7)
Face (-5)
Neck (-5)
DR 6
 Crupellarius Helmet

Lt. Arm (-4)
DR 4
 Metal Monica
Hoplomachus Shield
(Buckler) (DB 1)
 DR 4, HT 12, HP 11

Legs (-2)
DR 3F (1-4), 1F (5-6)
 Long Greave

Eyes (-9 imp)
Hands (-4/-8)
Feet (-4)
DR 0

Crupellarius Lorica Segmentata from
GURPS Martial Arts: Gladiators, p. 36.)

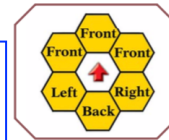
Table 1

Random (3d6)	Location	To Target	Notes
-	Eye	-9(-8)	Only imp attacks. Ignore skull DR. >1/10HP cripples
3-4	Skull	-7(-6)	Extra DR 2. Wounding x4. Major wound: -10 to knockdown roll.
5	Face	-5(-4)	Major wound: -5 to knockdown roll.
6-7	Right Leg	-2	imp x1. >½ HP cripples and excess lost.
8	Right Arm	-2 (-4 if shield)	imp x1. >½ HP cripples and excess lost.
9-11	Torso	0	
12	Left Arm	-2 (-4 if shield)	imp x1. >½ HP cripples and excess lost.
13-14	Left Leg	-2	imp x1. >½ HP cripples and excess lost.
15	Hand	-4 (-8 if shield)	imp x1. >½ HP cripples and excess lost.
16	Foot	-4	imp x1. >½ HP cripples and excess lost.
17-18	Neck	-5(-4)	cr x1.5. cut x2.
-	Vitals	-3(-2)	imp x3. Other attacks can not target vitals. MW: -5 knockdown.
-	Weapon (B400)	-7, -6, -5	Reach C, Reach 1, Reach 2+ weapons; +2 to break (B483) instead of disarm
-	Shield (MA112)	-6 +DB	+2 to break (B483) instead of disarm—your only option for strapped on shields

Training Bout #2 OLD: Movement and Facing

Table 388

Forward	1 per hex	Free Facing Changes (B387) <ul style="list-style-type: none"> You may change facing freely as part of any maneuver that allows a Step. You may change facing freely at the end of a Move or Move and Attack maneuver if you used no more than half your movement points. You may change facing by one hex-side for free at the end of any maneuver.
Backward	2 per hex	
Sidestep	2 per hex	
Facing Change	+1 per side	
Posture	see Posture table	
Obstructions	+1 per	
Bad Footing	+1	



Backward and Sidestep Movement (2@)

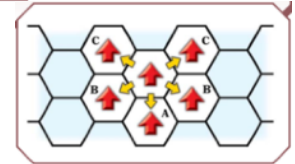
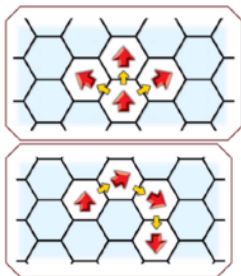


Table 4

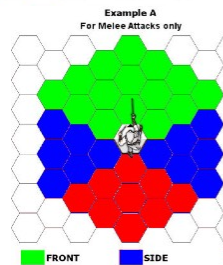
Attack Direction	Skill	Active Defense	Shield DB?	Defense Penalty
Front		Dodge	Yes	-0
Front	Shield x1	Block	Yes	-0
Front	Weapon x1	Parry	Yes	-0
Left		Dodge	Yes	-2
Left	Shield x1	Block	Yes	-2
Left	Weapon x1	Parry	Yes	n/a
Right		Dodge	No	-2
Right	Shield x1	Block	No	n/a
Right	Weapon x1	Parry	No	-2
Back		Dodge	No	n/a or -2
Back	Shield x1	Block	No	n/a
Back	Weapon x1	Parry	No	n/a or -4

Forward

Movement (1@)



Gladiator Helmets - No Peripheral Vision



Slam (B371): You do (your HP x velocity)/100 + shield DB damage to your foe, who may try to block, dodge, or parry. You take (their HP x velocity)/100 damage from your foe.

- If you do equal or more damage, your foe may fall down (DX check).
- If you do twice as much damage or more, you knock your foe down.
- If you do 1/2 of less damage to your foe, you fall down.

Shield Rush (B371-2): A Slam attack, requires a shield (not a buckler). Add your shield's DB to your damage. Your shield takes your damage, but you may still fall down.

Table 2

HP	v	(HP x v)/100	dice	DB	Base Damage	v	(HP x v)/100	dice	DB	Base Damage
12	2	0.24	1d-3	3	1d	6	0.72	1d-1	3	1d+2
12	3	0.36	1d-2	3	1d+1	7	0.84	1d-1	3	1d+2
12	4	0.48	1d-2	3	1d+1	8	0.96	1d-1	3	1d+2
12	5	0.60	1d-1	3	1d+2	9	1.08	1d	3	1d+3

Table 13

HP	v	(HP x v)/100	Base Damage
12	2	0.24	1d-3
12	3	0.36	1d-2
12	4	0.48	1d-2
12	5	0.60	1d-1
12	6	0.72	1d-1
12	7	0.84	1d-1
12	8	0.96	1d-1
12	9	1.08	1d
12	10	1.20	1d
12	11	1.32	1d
12	12	1.44	1d
12	13	1.56	2d
12	14	1.68	2d

Table 14

HP	v	(HP x v)/100	Base Damage
13	2	0.26	1d-2
13	3	0.39	1d-2
13	4	0.52	1d-1
13	5	0.65	1d-1
13	6	0.78	1d-1
13	7	0.91	1d-1
13	8	1.04	1d
13	9	1.17	1d
13	10	1.30	1d
13	11	1.43	1d
13	12	1.56	2d
13	13	1.69	2d
13	14	1.82	2d

Table 15

HP	v	(HP x v)/100	Base Damage
14	2	0.28	1d-2
14	3	0.42	1d-2
14	4	0.56	1d-1
14	5	0.70	1d-1
14	6	0.84	1d-1
14	7	0.98	1d-1
14	8	1.12	1d
14	9	1.26	1d
14	10	1.40	1d
14	11	1.54	2d
14	12	1.68	2d
14	13	1.82	2d
14	14	1.96	2d

Table 16

HP	v	(HP x v)/100	Base Damage
15	2	0.30	1d-2
15	3	0.45	1d-2
15	4	0.60	1d-1
15	5	0.75	1d-1
15	6	0.90	1d-1
15	7	1.05	1d
15	8	1.20	1d
15	9	1.35	1d
15	10	1.50	2d
15	11	1.65	2d
15	12	1.80	2d
15	13	1.95	2d
15	14	2.10	2d