Roar of the Crowd

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Gladiatorial Combat
Rules for one to four
players

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INTRODUCTION

Roar of the Crowd is a skirmish-based rules system for one to three models a side. Though designed for use in an arena type of setting, these rules can be used for other environments. Any genre can be used with these rules, sci fi or fantasy. It is advised that the models be based on square bases that are sized relative to the scale of the model. Rectangular bases should be used for cavalry models. Hexagonal bases could also be used for foot soldiers, but if you go this route then all foot soldiers should be based this way. Below is a stat card template for your warrior/gladiator…..

Name:_____ Exp
Points:_____
Race:_____ Health
Points:_____
Movement:_____
Melee Attack:_____   Range
Attack:_____
Defense:_____   Intellect:_____
Weapons:_____
Skills:_____
_____
Spells (if any):_____
_____

ABILITIES

For each model/miniature, you have twelve points to distribute for their initial ability scores and skills. The abilities are as follows: Melee Attack, Range Attack, Defense, and Intellect. Melee Attack is a measure of strength and skill in close combat. Range Attack is a measure of dexterity and skill with range weapons. Defense is a measure of evasive maneuverability and natural/constructed armor. Intellect is a measure of cunning and intelligence.

For each point you put in an ability, it gives one 1D6 to roll when attempting tests and such. For instance, two points in Melee Attack gives you 2D6 to roll for that model when attacking an opponent in close combat. Three points in Range Attack would give you 3D6 to roll when that model fires range weapons. Two points in Defense would give you 2D6 to roll when defending against melee, range, and spell attacks.

Initially, you may allocate up to three points in each ability, but that would also leave you no points left to put into skills. You must put a minimum of one point in each of the four abilities.

SKILLS

For each point you put in a skill, you get 1D6 to roll for that model when that model attempts something that requires that particular skill. The skills are as follows:

Blessed – model with this skill adds +1 to all Defense roll results per two points put in skill. For example, four points in this skill adds +2 to all Defense rolls. A minimum of two points must be put into this skill to know it.

Flight – model can fly during movement phase D6 x number of points in this skill. Ignore terrain movement penalties when flying. A minimum of two points must be put into this skill to know it.

Magic User – may cast magic using one D6 for each point in this skill. Also, a magic user can know one spell for each point in this skill.

Marksman – model may re-roll Range Attack dice once a combat round. Second roll stands. Two skill points are needed to know this skill.

Master of Blades – if model employing a blade type of close combat weapon (sword, dagger, glaive, axe, etc.) has this skill, they may re-roll their melee attack once a combat round. Second roll stands. Two skill points are needed to know this skill.

Night Fighting – model does not suffer penalties for fighting in the dark. Only one skill point is needed to know this skill.

Resilient – model may re-roll its Defense roll once a combat round. Second roll stands. Only one skill point is needed to know this skill.

Zealous – model may swap one Defense skill point to add to Melee Attack skill point during the combat round. This must be declared at the beginning of the combat round. For example, a model has a Melee Attack skill of 3 and a Defense of 2. At the beginning of a combat round, the model can declare that one Defense point will go Melee Attack. Therefore, the model will have a Melee Attack skill of 4 and a Defense of 1 for that round. Only one skill point is needed to know this skill.

MOVEMENT

If the model has two legs, its movement rate is 2D6. Treat all results less than five as five. If the model has three or four legs (or is mounted on a four-legged beast), its movement rate is 3D6. Treat all results less than seven as seven. If the model has more than four legs, is a vehicle, is mounted in a vehicle, or has wheels/tracks for legs, its movement rate is 4D6. Treat all results less than ten as ten.

HEALTH POINTS

Any model human-sized (6.5 ft tall) or smaller has one health point. Any model large than a human but shorter than 13 feet has two health points. Any model larger than that but under 30 feet tall has three health points. Enormously large models/creatures have five health points. Following is a table showing examples of what health points certain types of models would have…

Creature	Health Points
Centaur	2
Dragon	5
Dwarf	1
Elf	1
Giant	5
Gnoll	2
Gnome	1
Goblin	1
Halfling	1
Human	1
Hydra	5
Orc	1
Ogre	2
Troll	2

RULES FOR COMBAT

One combat round consists of three phases. They are the *Movement Phase*, *Range Fire Phase*, and *Melee Combat Phase*. Magic is cast in the Range Fire Phase. Damage done in the Range Fire Phase and Melee Combat Phase is simultaneous, so the issue of who shoots/attacks first is not relevant. Each model may carry up to two melee weapons, or one melee weapon and one range weapon. Weapons should be physically represented on the model/miniature. A model may attack one target a combat round. For initiative, each player/side rolls 2D6 to see who moves first in the Movement Phase. Re-roll ties.

Movement Phase

Roll the number of D6 according to the movement rate of the model. The model can move that many inches through clear terrain. Rough ground, woods, shallow rivers, and hills slow movement by half. Enemy and friendly models can block movement. If a model moves into base-to-base contact with an enemy model, it ends its move there.

If during the Movement Phase, a model starts its movement in base-to-base contact with an enemy model, it may move away at half movement rate. For example, a dwarf is touching a goblin at the beginning of the movement phase. He rolls 2D6 for the dwarf and gets a result of 10. He may move

5" away from the goblin.

Range Fire Phase

Range weapons are fired and magic is cast in this phase. Each range weapon has its own maximum range given in inches. Spells have maximum ranges also. Damage is simultaneous so it doesn't matter who goes first. Measuring range before declaring targets is allowed.

A model attacking with a range weapon rolls a number of D6 equal to its Range Attack skill value. For example, a model with a Range Attack skill of three rolls 3D6. The target of this attack rolls a number of D6 dice equal to its Defense skill value. For example, a model with a Defense skill of two rolls 2D6. The attacker's roll result must be greater than the defender's roll result for the range attack to succeed. Ties go to the defender.

Regarding line of sight, models and terrain can block line of sight to the target. A model has 360° firing arc. If the target is behind a hill or wall but at least half of the target can be seen, the attacker subtracts the highest D6 die result when rolling to hit. For example, a human with a bow is shooting at an orc behind a low wall. At least half of the orc can be seen. The human has a Range Attack skill of three, and rolls 3D6. The die results are a 3, 2, and 5. The 5 is discarded. The orc has a Defense skill of 2 and rolls 2D6. The die results are 4 and 5. The human attack total is 5 (3+2+5-5=5) and the orc defense total is 9 (4+5=9). The human failed to wound the orc.

Models totally inside of woods cannot be attacked in Range Fire Phase. They also cannot attack out of the woods. The exception to this is if two models are touching each other at the edge of the woods, or touching each other inside of the woods. Roll off if there is disagreement over two models touching at the edge of woods.

Models behind cover with less than 50% of the model exposed cannot be attacked in Range Fire Phase. They also cannot attack back, as they are busy laying low and staying hidden.

Bows, crossbows, spears, etc. each do one point of Health damage. Gunpowder, fire, and science fiction type of weapons (lasers, ion cannons, missiles, etc.) do two points of Health damage. Cannons and large artillery pieces do three points of Health damage. Models reduced to zero Health points are removed at the end of this phase.

Melee Combat Phase

Models in base-to-base contact can attack each other in this phase. However, a model cannot attack in this phase if they attacked in Range Fire Phase. Damage is simultaneous so it doesn't not matter who attacks first. The attacker rolls a number of D6 equal to their Melee Attack skill value. The defender rolls a number of D6 equal to their Defense skill value. The attacker must have a higher result to wound. Ties go to the defender. One-handed weapons do one point of Health damage; two-handed weapons do two points of Health damage. Models reduced to zero health points are removed at the end of this phase.

Example of combat: An elf and gnoll end up next to each other after the Movement Phase. The elf has a bow and sword. The gnoll has a club. The elf chooses to use his bow, giving up his chance to attack in the Melee Combat Phase. The elf fails to wound the gnoll in the Range Fire Phase with his bow. In the Melee Combat Phase, the gnoll rolls 2D6 as his Melee Attack value is two. The elf has a Defense value of two so he also rolls 2D6. The gnoll has a result of 7 and the elf also has a result of 7. The gnoll has failed to wound the elf.

Melee Weapons Table

Weapon	Damage
Axes, one-handed	1
Axes, two-handed	2
Club	1
Dagger	1
Laser Sword	1
Mace	1
Morningstar	2
Polearms	2
Spiked Shield	1
Staff	1
Swords, one-handed	1
Swords, two-handed	2
Trident	2
Warhammer, one-handed	1
Warhammer, two-handed	2

Range Weapons Table

Weapon	Range (inches)	Damage
Cannon	48"	3
Crossbow	24"	1
Flail	1"	1
Flamethrower	12"	2
Ion Cannon	48"	2
Laser Pistol	8"	2
Laser Rifle	24"	2
Longbow	30"	1
Machine Gun	16"	2
Missile	30"	2
Plasma Pistol	6"	2
Shortbow	12"	1
Shotgun	8"	2
Spear/javelin	8"	1
Whip	6"	1

EXPERIENCE

Defeating/killing a foe in combat gains a model experience. To find a model's experience value, see the below table for calculation…

Experience Value

If killed model was your size or larger	1pt
For every melee weapon opponent had	1pt
For every range weapon opponent had	2pt
If opponent has any skill value over 3	2pt
If opponent has any ability value over 3	2pt
For every Health point of damage you did	1pt
If you did not take damage during fight	1pt

Here is an example of experience point calculation. A halfling has just killed a human in combat. The human was bigger than the halfling (+1pt), was armed with a bow and sword (+3pt), had one or more skill values over three (+2pt), and had one or more abilities over three (+2pt). The halfling did not take any damage in the fight (+1pt) and did one Health point of damage to the human to kill him (+1pt). The halfling has gained 10 experience points from this encounter with the human.

Experience points are used to raise ability scores or add new skills. They can also be used to raise existing skill values. For every 20 experience points earned, a model gets one skill point or one ability point to use. An ability score cannot be raised to a value higher than nine. Feel free to create new skills with your opponents, making sure you have their permission to use them. Also, remember that they will have the same access to your new skill you created!

MAGIC SPELLS

Spells are cast in the Range Fire Phase. Damage from spells is simultaneous with Range Fire. A magic user cannot cast a spell and attack with a range weapon in this phase. A magic user also cannot cast a spell at an enemy in base-to-base contact with a friendly model. Line of sight to the target is required for all spells.

Each spell has a required number result that must be met or exceeded to be successfully cast. The target must also be in range of the spell. A magic user can know a number of spells equal to the number of points in the skill. For example, a Magic User skill value of two allows a magic user to know two spells, and allows 2D6 to be rolled to cast. Note that the number of D6 in the skill is the total number that can be used in each Range Fire Phase. 2D6 means 2D6

total to cast one or two spells, not 2D6 for each spell.

Spells

Fireball – does one point of Health damage, no Defense save allowed. Range of 12", needs an 8 or better to be successfully cast.

Haste – take an extra move using your movement rate in the Range Fire Phase. Terrain and low light restrictions apply. This spell needs a 4 or better to be successfully cast. You cannot use this spell if you are in base-to-base contact with the enemy.

Heal – heals one point of Health damage, or temporarily adds one Health point to target for the next combat round only. Can be cast on self also. Range is 12", needs an 8 or better to be successfully cast. Cannot raise dead.

Ice Blast – does one point of Health damage, no Defense save allowed. Range of 8", needs a 6 or better to be successfully cast.

Lightning – does one point of Health damage, no Defense save allowed. Range of 24", needs a 10 or better to be successfully cast.

Luck – can be cast on self only. This spell needs a 12 or better to be successfully cast. Allows caster to re-roll all die results of "1" next combat round only. Second roll results stand.

Rock Shower – does two points of Health damage, no Defense save allowed. Range of 24", needs a 16 or better to be successfully cast.

Shield – can be cast on self only. This spell needs a 6 or better to be successfully cast. Allows caster one D6 extra next combat round when making Defense rolls. Effectively raises Defense score by one for next combat round only.

Tangle Root – slows target's movement to 4" during the next Movement Phase. Range of 12", needs a 5 or better to be successfully cast.

Teleport – can be cast on self only. Roll 1D6 and move that many inches in any direction, ignoring terrain. You cannot use this spell if you are in base-to-base contact with the enemy. This spell needs a 3 or better to be successfully cast.

LOW LIGHT CONDITIONS

Models on foot are reduced to 4" of movement in darkness. Mounted models are reduced to 8" of movement in darkness, vehicles reduced to 10". The range of all spells and range weapons is reduced by half in darkness. A model with the *Night Fighting* skill is not affected by this penalty.

LOOTING CASUALTIES

Surviving models may loot the bodies after a battle. They may swap out their weapons for any of the weapons that the dead used to possess. This also goes for any magic items or money the dead might have been carrying.

MAGIC ITEMS (optional)

Sometimes the prize for winning a gladiatorial combat is a magic item given by the master of ceremonies. Magic weapons are the most common of magic items. Following are some examples of magic items that a gladiator may win along the way.

Athena's Bow – range of 30", does damage of two Health points.

Berserker Sword – gives +1 to Melee Attack score

Hercules' Bracers – reroll results of one when rolling Defense dice. Second result stands for each re-rolled die.

Hero's Great Helm – gives +1 to Defense score

Luck Stone – one time use only. May be used to reroll one die result during the game. Second roll stands.

Poseidon's Trident – can be used as melee or range weapon. Range when thrown is 8", magically returns to thrower at end of Range Fire Phase. Does damage of two Health points.

Thor's Hammer – can be used as melee or range weapon. Range when thrown is random, roll 2D6 each time thrown. Magically returns to thrower at end of Range Fire Phase. Does damage of two Health points.

Zeus' Spear – can be used as a melee or range weapon. Range when thrown is 12", magically returns to thrower at end of Range Fire Phase. Does damage of 1D6 Health points. Model carrying this weapon may not carry any other weapon.

Only one magic item can be carried by a model, and normal weapon carrying restrictions also apply. Also, only one version maximum is allowed of each magic item used in a battle. For example, there cannot be two warriors fighting each other, each of them with a berserker sword. Killing a warrior employing a magic weapon gives you an extra experience point, only if you have no magic weapons yourself.

RUNNING TOURNAMENTS

Setting up teams and tournaments is fun and easy. You could have single elimination one-on-ones, tag team single elimination, double elimination one-on-ones, tag team double elimination, or free-for-all bloodfest. Tag teams should be two or three models, with just two tag teams going at each other. Free-for-alls award the last gladiator standing with the win, with up to six gladiators fighting at one time. Other ideas are as follows….

Gore Fest - a free-for-all with two to four gladiators. Only two-handed melee weapons allowed. Each gladiator starts 12" from any enemy model. Use a few rocks here and there for terrain.

Jousting Tournament - two warriors mounted, making melee attacks at each other while they ride by. No magic, and range weapons allowed only if both agree. Both warriors start 24" away from each other. Ignore movement penalties for touching models for this tournament. Use only a few pieces of terrain, have a clear lane to joust in the center.

Lady's Night Out - use only female models, but from any genre. All weapons allowed, but must be represented on model. Models start out 15" away from each other. Use lots of line of sight blocking terrain.

Shootout - two teams, one to two warriors per side. Only range weapons allowed (and magic). Teams start out 24" away from each other. Use woods and hills for terrain.

Robot Rage - use robotic models or power armored humanoids for this sci fi genre scenario. Only Laser and sci fi type weapons allowed. No magic and no flying. Models start 30" away from enemy models. Use lots of hills or other line of sight blocking terrain.

Wizard Arena - magic using warriors only. Tag team or free-for-all. No range weapons allowed. Models start 24" away from each other. Stadium setting, so no trees or hills.

BUILDING AN ARENA

Any round or square arena with around 36 square inches of playing area in the middle is more than you will ever need. A nice stadium with walls, gates, seats, and a crowd makes a great setting for your matches. Or an open field playing area with trees and hills is feasible.

Feel free to make up special rules for your arena. Adding beasts that attack any nearby gladiator would be fun. Or pits and traps set randomly about the arena, causing damage to those moving over them.

If you have all your warriors based on square bases and don't want to be measuring with a tape measure all the time, use an arena whose base is divided into one inch squares. Felt mats like these can be found on the internet for great prices, and they come in different colors.

ARENA MASTERS

Arena masters are retired successful gladiators, who manage all the day-to-day activities of the arena and its events. They have a value of 8 in each of their abilities, and know every skill (except Magic User) with a value of 3 in each. Getting lucky enough to challenge an arena master to combat and beating him nets the winner 60 experience points.

REFERENCE LINKS

http://ablemedia.com/ctcweb/consortium/gladiators.html

http://depthome.brooklyn.cuny.edu/classics/gladiatr/index.htm

http://en.wikipedia.org/wiki/Gladiator

http://ga.essortment.com/romangladiators_rfye.htm

GLADIATOR EXAMPLES

Name: Brutus   **Exp Points:** 0
Race: Human   **Health Points:** 1
Movement: 2D6
Melee Attack: 3   **Range Attack:** 2
Defense: 3   **Intellect:** 2
Weapons: Sword
Skills: Resilient (1) and Zealous (1)
Spells: None

Name: Zachari   **Exp Points:** 0
Race: Elf   **Health Points:** 1
Movement: 2D6
Melee Attack: 3   **Range Attack:** 3
Defense: 2   **Intellect:** 2
Weapons: Longbow, Dagger
Skills: Magic User (2)
Spells: Fireball and Haste

Name: Sgt Vincent   **Exp Points:** 0
Race: Human   **Health Points:** 1
Movement: 2D6
Melee Attack: 2   **Range Attack:** 3
Defense: 3   **Intellect:** 2
Weapons: Laser Rifle (Range: 24")
Skills: Marksman (2)
Spells: N/A