

BLOOD & SWASH GLADIATOR EXPANSION

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This is an expansion for *Blood & Swash* to add some optional rules for gladiatorial style combat with odd weapons, animals, and traps.

RULES EXPANSIONS

Extra Actions: Each time a face card is drawn the player has two actions instead of one, but each action must be on a different figure that the player controls.

Chariots: Chariots move 6 + 1D6 inches on open terrain and 12 inches on a road. Unlike horses and other people, chariots have limits on facing. A chariot does not rotate at the beginning of its movement. Instead for each 3 inches of movement forward a chariot can turn 45 degrees. A chariot provides protection similar to body armor for the driver and passenger. Simply roll on the Ancients chart with protection only provided on a 5 or 6.

The *Saddle* attribute described on page 21 of *Blood & Swash* is used to turn tighter than what is allowed and any other trick maneuver (e.g. riding on one wheel, jumping, crossing rough terrain). A chariot can turn another 45 degrees with a successful *Saddle* roll at any time in its movement. An unsuccessful roll results in the maneuver not happening with ill-effects determined by the game master. A 20 results in the chariot flipping. Each passenger must save or take 1D6 damage.

If you shoot at a chariot, each rider saves, if all save successfully then roll on the table provided.

Damage to a Chariot / Cart (1D6)	
1-4	No Effect
5	Cut reins (A <i>Saddle</i> roll to stop, must reattach reins)
6	Snap wheel (Everyone <i>Saves</i> or takes 2D6 Damage)

The *Saddle* roll is also used to stay on the chariot after being hit. The passengers use half their *Shoot* number to fire at someone when the chariot is moving.

A chariot can attempt to run a figure down. An unsuccessful *Save* roll by a figure results in 3D6 damage to the figure. A standing figure with a shield may instead attempt a *Save* roll at half in order to place the shield down in front of the chariot. A failure by the figure results in damage to the figure as normal. A failed *Saddle* roll by the chariot causes the chariot to flip.

Nets: There are two ways to use a net. The first is to throw the net. The second is to ensnare an opponent while hanging onto the net. A net that is tossed uses the figure's *Shoot* number while an ensnaring net uses the figures's *Slug* number. An unsuccessful *Save* means that the netted figure attacks at half his attack number. An ensnared figure cannot move away until he passes a *Save* roll to break free using one card. This also the way to un-entangle yourself from a net.

Pinning Weapons: A pinning weapon (such as a trident) is used to slow an opponent down. It works just as a net but also inflicts damage. A pinned figure must pass a *Save* roll to break free of the pinning weapon but still has taken the damage if he failed his first *Save* roll.

Pits and Traps: A pit or trap forces a figure to make a *Save* roll in order to avoid danger. A figure who passes during his movement within an inch of a trap marker checks to see if it is a trap and then must roll to avoid. Basically the cleverness or the danger of the pit or trap causes either a *Save* roll or a ½ *Save* roll for the figure. A failure of the *Save* roll means either falling, trapped, or damage, or best of all a combination of all three. Such hidden traps are marked using markers that are either blank or indicate the type of trap or pit that has been found when turned over.

Examples of Pits and Traps				
Type of Trap	Save	Damage	Falling Dmg	Trapped
Hidden pit	Half	None	1D6	No
Hidden stakes	Half	1D6	None	Yes

Animals: Animals only have five attributes. A *Maul* number, a *Save* number, speed attribute, one or more attacks, and hit points. Hit points and the *Save* attribute account for both size and protection of the animal. To make it easier to rate animals a simple method of categories is used. If animals are to be used in a game, they use the jokers cards and the ace cards from each suit of cards and are run by the game master.

Categories of Animal Attributes					
Size	Hit Points	Speed	Inches	Maul or Save	Table to Roll on
Small	6 +5D6	Slow	1D6	Weak	Man-at-arms
Medium	6 +3D6	Average	3 + 1D6	Average	Hero
Large	6 +1D6	Fast	6 + 1D6	Strong	Swash-buckler

Examples of Animals					
Animal	Hit Points	Attack	Speed	Maul	Save
Tiger	Medium	Fangs 4D6 Claws 2D6	Fast	Strong	Strong
Elephant	Large	Kick 2D6	Average	Average	Strong
Cow	Medium	Kick 1D6	Slow	Weak	Weak
Rhino	Large	Ram 3D6	Fast	Average	Average
Snake	Small	Bite 2D6	Slow	Strong	Weak

SCENARIOS

The following scenarios have been included to give a small taste of what should be looked for in using these rules as part of *Blood & Swash*.

THE CHARIOTS OF DOOM

- Description:** This is a contest between chariots on one side and gladiators running for their life on the other side.
- Setup:** The chariots start on the edges at least 18 inches away from the gladiators on foot. The gladiators on foot start in the middle.
- Sides:** Each gladiator player gets 4 figures with shields. Each chariot player gets one chariot and 2 figures on the chariot.
- Victory:** The surviving side wins.
- Notes:** Use all the rules for chariots including the flipping rules.

NET CHALLENGE

- Description:** The gladiators must fight against opponents armed with nets.
- Setup:** The net-armed gladiators start on the edges at least 18 inches away from the gladiators without nets. The gladiators without nets start in the middle.
- Sides:** Each gladiator player gets 4 figures without nets. Each net player gets 4 nets and 4 figures with pinning weapons.
- Victory:** The surviving side wins.
- Notes:** Use the rules for nets and pinning weapons.

TIGERS AND TRAPS

- Description:** The heroic gladiators must fight tigers while avoiding falling into the deadly traps.
- Setup:** The gladiators start on one side of the arena. The animals are in the middle and the traps are placed as markers. Terrain must be used in order to create channels to force the gladiators to pass through traps and near animals.
- Sides:** Each player has 4 figures. The game master runs the animals and places the traps.
- Victory:** Major victory, all figures survive. Minor victory, half of the figures survive.
- Notes:** The animals should have their a suit in the deck of cards.