

# REFERENCE SHEET

## GAME ICONS

## GAME BOARDS

1 Gladiator market (bidding board)



5 player Ludus boards



## CARDS

6 Event cards



194 combat cards



Variant Rule



Quickplay



Effect (combat)



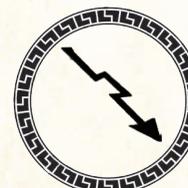
Attack (combat)



Defense (combat)



Trigger Effect



Immediate Effect



2 Player variation

## TOKENS

5 turn order markers



25 life point (wound tokens)



8 gladiator markers



25 glory counters



8 gladiator cards



Active player marker



30 crowd favour tokens



12 sponsor cards



25 tactics cards



5 ludus bidding tokens



5 ludus tokens



40 betting chips



## CHOOSE STARTING SCHOOLS

Randomly shuffle the ludus boards face down then give out 1 to each player.

2 Player variant: Choose a gladiator school board each.

## [1] PREPARE MARKET & SUPPLY

The gladiator market is where each player will bid for a star gladiator before each combat event, using their fame and glory (represented by the purple wreath tokens [6]). First, place the gladiator market board roughly centrally on the table, within reach of all players.

[2] Take the 8 rectangular gladiator (scroll) markers and shuffle them face down. Stack them to the right of the market board.

[3] Take the ludus bidding tokens (larger size) that correspond to the player boards being used in this game, shuffle, then place each one, one at a time, in the bidding order spaces, starting at '1st'.

[4] Take the (smaller) ludus tokens and stack them near the glory advance section of the market board. Also find the Active Player marker and place it near the board.

[5] Place Wound and Crowd Favour tokens near to the market board within reach of all players. Place Turn Order markers equal to the number of players **face down**.

[6] Place all the glory wreath tokens within reach of all players to form a supply.

[7] Shuffle the event cards and place face down nearby.

[7]

[10]



ATTACK DECK



DEFENSE DECK



EFFECT DECK



[9]

[11]



# GAME SETUP



[8] Place all gladiator cards in any order face up above the gladiator market board so all players can easily see them (*only 4 are shown here*).

[9] Separate all combat cards into the 3 types (Attack, Defense and Effect), removing any that are gladiator specific (*see rulebook page 12*). Then shuffle each deck thoroughly and place each one face down within reach of all players.

[10] If using sponsor cards, separate the sets by their set letter (A, B etc, marked at the bottom of the card). Then shuffle each set and place them face down in the play area.

## [11] PLAYER BOARDS

- Each player now takes 3 crowd favour tokens and the set of Tactics cards specific to their ludus (placing the cards facedown for now).
- Divide the gladiator betting chips so that each player has a set of one of each gladiator.
- Lastly, each player takes their starting glory wreaths as indicated on their play board.

