

	MANOEUVRE - These dice allow your gladiator to move and (most importantly) close with your opponent. For each MANOEUVRE Dice spent the gladiator moves a single hex. Alternatively you may Quick Step, moving two hexes but gaining a fatigue.
	DEFENCE - Regardless of having rolled DEFENCE Dice, gladiators may always defend themselves from an incoming attack. Use these dice to activate a parry bonus and decrease your gladiator's chance of being struck. They may also be used to counter being pushed back by an opponent.
	RESPIRE - Prancing around an arena beneath the blazing sun can be exhausting work. RESPITE Dice allows your gladiator to take a breather and fight back the effects of fatigue. If your gladiator is feeling particularly confident he can petition the bloodthirsty mob.
	ATTACK! - As long as he is face to face with his opponent, these dice allow your gladiator to ATTACK! He is able to make as many attacks as the dice will let him but he must keep step with his opponent to do so. Alternatively ATTACK! Dice may be used to boost your chances of successfully hitting an opponent.
	SPECIAL ATTACK! - Gladiators wanting to perform more effective strikes and attacks, some unique to their class, use the SPECIAL ATTACK! Dice. Similar to standard ATTACKS! they allow gladiators to attack their opponent but they all come with additional effects.
	LAUREL - a versatile "wild dice" that may be converted into any other type of ACTION Dice as required. They may be exchanged for a Fervour Token (effectively banking the dice), used as a bonus in an attack roll, or most importantly used to retrieve forfeited dice.

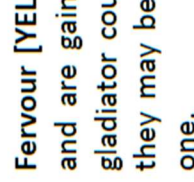


Favour [GREEN] and Disfavour [RED] Tokens keep track of a gladiator's success during a match. A gladiator will have either Favour or Disfavour Tokens, but never both. A gladiator may hold a maximum of two Favour or two Disfavour Tokens at any given time.

Parry [BLUE] Tokens are integral to a gladiator defending himself. They are essentially a "banked" DEFENCE Dice and may be spent in place of one. Different gladiator classes may hold differing amounts of Parry Tokens but a gladiator may never hold more Parry Tokens than spaces allocated on the gladiator play sheet.



Bleed [WHITE] Tokens are gained as a result of a gladiator suffering a serious wound. During the Fatigue and Bleeding phase if a gladiator has one or more Bleed Tokens he gains an additional fatigue per token. A gladiator with Bleed Tokens does not last long in the arena. Once gained a Bleed Token may not be removed for the rest of the match.



Fervour [YELLOW] Tokens are earned through the adoration of the crowd and are gained when a gladiator obtains an excess of Favour Tokens. A gladiator counts each Fervour Token exactly as a bonus LAUREL Dice and they may be spent as and when needed. A gladiator may only ever hold one.



Apathy [PURPLE] Tokens are earned when a gladiator has gained the enmity of the crowd, that is, when a gladiator obtains excessive Disfavour Tokens. The opponent of a gladiator with an Apathy Token may spend it to hamper the gladiator in a number of ways. A gladiator who earns two Apathy Tokens forfeits the match.

BLOOD ON THE SANDS

GAME PHASES

One: Roll Activation Dice
Two: Determine Initiative

Three: Gladiator Activations
Four: Fatigue & Bleeding
Five: End of Turn

Location Table (2d6)

2 or less	Vitals
3	Rear Leg
4-5	Lead Leg
6-7	Lead Arm
8-9	Head
10	Rear Arm
11-12+	Torso

Wound Table (2d6)

2 or less	Glancing blow
3-4	Pressed
5-8	Flesh wound
9-10	Deep wound
11-12	Slow kill
13+	Killed
Modifiers	Armor



Collision Table (d6)		Collision! Effect Table (d6)	
1-4	Collision! (roll on Collision! Effect Table)	1	Tripped
5-6	Trip avoided (no effect)	2-4	Forfeit an ACTION Dice
Modifiers +1 per MANOEUVRE Dice spent to avoid		5-6	Gain a fatigue

Play To The Crowd Table (d6)	
1	Gain one Disfavour Token
2-4	No effect
5-6	Gain one Favour Token
Modifiers +1 per additional RESPITE Dice spent +1 if you wounded your opponent this turn	

