




GLADIATORES





BLOOD FOR ROSES





Guide to the Gladiators

Vs1.0

This guide provides further details to differentiate the famous gladiators in Gladiatores: Blood for Roses, highlights their strengths and weaknesses and suggests tactics on how to use them.

	Special Abilities	Notes and Tactics
MARCUS ATTILIUS 	1) Play this card as a FEINT card (gain 1 favour). 2) Search Discard deck for a PARRY card and add it to your hand (can be played as your action in your turn).	Marcus is the consummate up close fighter. Strong in Effect moves, he starts every combat with 2 DISARM. Use these wisely to draw cards from other players. Second his PARRY and TWINSTRIKE will make sure there are PARRY cards in the Discard deck for him to draw again with his 2 nd ability. He is weak however in starting Attacks so make sure you draw enough to keep him alive.
ASTYANAX 	1) Draw 1 card from any deck. Then discard 1 from hand. 2) Play as a DODGE but discard 1 card (gain 1 favour).	Astyanax is a showman, always seeming to run rings around his victims. His DODGE ability allows him to chuck spare cards he doesn't need to use his signature move to keep away from opponents. With 2 PARRY and 2 CLEAVE cards, he can surprise victims by suddenly getting up close and personal.
KALENDIO 	1) Entangle. Play after a BLOCK or PARRY. Targets must play same card again or discard 2 cards.	Kalendio is the perfect opponent for Astyanax because his ready (net) entangle ability shuts down Astyanax' PARRY cards. Kalendio's ability effectively cancels a gladiators use of 2 of the main Defense cards unless the target player has plenty to spare. Add his LEAP and STRIKE or VIPERSTRIKE cards to his deadly spear and Kalendio can finish off opponents easily.

<p>ACHILLIA</p> 	<p>1) Play after target uses a PARRY. Target takes a wound (gain 1 favour).</p> <p>2) Discard a card as if it was a DEFLECT.</p>	<p>The queen of the twin blades, Achillia is adept at confusing her opponents into missing the deadly 2nd sword when they must PARRY her blows. She favours sword (card) play, getting enemies into long chains of counter moves, using her DEFLECT, DISARM and finally double STAB cards to finish opponents off.</p>
<p>TETRAITES</p> 	<p>1) Play after target uses a DEFLECT. Target takes 1 wound (gain a favour)</p> <p>2) Discard a card as if it was a SHOVE card.</p>	<p>Since he is such a veteran, Tetraites allows you to choose his balance of attack and defense cards. Wielding his trusty spear this warrior already has 2 deadly THRUST cards that can dispatch opponents with ease; although he tends to use them later on in combats when his opponent has run out of effective defense. With 2 FEINT cards he can easily handle DODGEing opponents and with swift STABS or DISARMS he can often draw victims into his DEFLECT traps.</p>
<p>BRITTANICUS</p> 	<p>1) Discard a card as if it was a LEAP.</p> <p>2) After causing a wound, target also discards a card.</p>	<p>Brittanicus is a thug, but a very good one. Not so well known (2 starting favour) but tough (5 life), his LEAPing assaults using CLEAVE and TWINSTRIKE gain favour from the crowd as he brutally bludgeons his foes using GRAB and his heavy shield, draining them of stamina. His battles are all about SUBDUE-ing the enemy rapidly.</p>
<p>LUCIUS FELIX</p> 	<p>1) Play after target uses a BLOCK, target takes a wound (gain 1 favour).</p> <p>2) Discard a card to play as a STAGGER.</p>	<p>Lucius is also a veteran of many battles and his innate toughness (5 life) shows it. Trained as a Thracian, his wide shield is ideal for BASHs or to STAGGER foes. It also provides a perfect opportunity for his signature move, tricking enemies into blocking so he can wound them with his curved sica. Gladiator players often forget this ability.</p>

<p>HILARUS FUSCUS</p>  <p>HILARUS FUSCUS</p> <p>4</p> <p>1-2 3-4 5-6 ?</p> <p>+3</p> <p>SWORD & SHIELD</p> <p>SPECIAL ABILITY - TOUGH</p> <p>Increase a wound caused to your target by one to</p> <p>Reduce wounds suffered from</p>	<p>1) Increase a wound caused from 1 to 2.</p> <p>2) Reduce wounds received from 2 to 1.</p>	<p>Veteran Hilarus provides a classic example of the idea of strong and steady. A tough old warrior, Hilarus has a chunky build with scars all over him proving he can take the blows of other gladiators without flinching. Then it is his turn with heavy BASHs and powerful CLEAVEs. Just make sure to top up his defense when you can.</p>
<p>AMAZONIA</p>  <p>AMAZON</p> <p>4</p> <p>1-2 3-4 5-6 ?</p> <p>+3</p> <p>SWORD & SHIELD</p> <p>SPECIAL ABILITY - BLADEWALL</p> <p>Play as a DEFLECT card but discard one card.</p> <p>Draw any 2 cards. Keep 1, return the other.</p>	<p>1) Discard a card to play as a DEFLECT.</p> <p>2) Draw 2, keep 1.</p>	<p>Crested Amazonia, beauty of the arena is not just a pretty face. A highly skilled fighter she never reveals her tactics until needed - her draw 2 keep 1 ability (+ make sure to draw enough Attacks cards) making her difficult to plan against. Her DISARM and TAKEDOWN card will keep her stocked up with energy and options for the long fight and can often out survive most opponents.</p>
<p>UNKNOWN GLADIATOR*</p>  <p>UNKNOWN GLADIATOR</p> <p>XIII</p> <p>6</p> <p>1-2 3-4 5-6 ?</p> <p>+4</p> <p>SWORD & SHIELD</p> <p>SPECIAL ABILITY - DEATHDEALER</p> <p>After causing one or more wounds, play this ability to immediately play a card.</p> <p>Play this ability to discard one card. Draw an</p>	<p>1) After causing 1+ wounds, you may begin a new combat exchange by playing an attack card (<i>note this is an exception to the special abilities rule on pg13 of rulebook</i>).</p> <p>2) Discard a card in your turn to draw an attack card.</p> <p><i>[Note: This gladiator is slightly unbalanced compared to the normal set of gladiators. We recommend that all players should agree whether to include him at the start of the game.]</i></p>	<p>Tredecim, the Unknown Gladiator is a fan favourite (4 favour) and giant of a man (with 6 life). An almost unstoppable force, Tredecim BASHs and CLEAVEs opponents into submission (2 SUBDUE) and if that doesn't work, he can keep drawing more attack cards to stay on the offensive. Further, with his 1st ability Tredecim can counter attack as soon as he wounds an opponent (his special ability really should be called Bloodlust!). To defeat him, you need to outwit him with moves and traps as he is rather single minded and lacks finesse in his combat moves.</p>
<p>HERMEROS*</p>  <p>HERMEROS TAKER OF SOULS</p> <p>5</p> <p>1-2 3-4 5-6 ?</p> <p>+4</p> <p>TWO SWORDS</p> <p>SPECIAL ABILITY - MORTAL BLOW</p> <p>Increase a wound caused to your target from 1 to 2 wounds.</p> <p>Draw 2 cards from any deck. Keep 1, return 1.</p>	<p>1) Increase a wound caused from 1 to 2.</p> <p>2) Draw 2, keep 1.</p>	<p>A semi-retired veteran, Hermeros is a tough no nonsense gladiator who can adapt tactics to suit his different opponents (ability 2). Hermeros likes to take his time (support him with extra defense cards), work out his opponent's weakness with FEINTS, then hit hard (ability 1) or TWINSTRIKE.</p>

IASON LEANDROS*



- 1) Discard a card to play as a STAGGER. Target must also discard a card.
- 2) Trigger the ability as if it was a LEAP card (gain 1 favour) then play an attack card.

[Note: The printed Leandros gladiator card is missing his life points (of 4)].

A newcomer to the arena **Leandros** likes to play with his victims as a human lion. Pouncing on his opponents to STAGGER them and reduce their stamina, he favours LEAPs followed by STRIKES. Make sure you arm him with decent attacks otherwise this strategy will become his weakness! A couple of DEFLECT cards will help to keep his stamina going for longer battles.

* KS Exclusive or Special Edition