

CATAPHRACTARIUS

## STAND

↕ PARRY ↕ LUNGE ↕

**INT 6**

**FACE 2**

**STUN**

This move is a wait and see sort of move. With high initiative it will often move first. It allows two facing changes and has a couple of useful converted moves.

**Note:** Any Gladiator on his feet can always convert to this move.

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## STEP

↕ LUNGE ↕

**INT 6**

**FACE 1**

**STUN**

A walking step forward with a single facing change, with the option to convert to an attacking move.

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## SIDE STEP

↕ RIPOSTE ↕ PARRY ↕

**INT 5**

**FACE 1**

**STUN**

A step backwards and to the side, with a single facing change allowed. Usually has some good defensive converted moves. Usually a good choice to back out of nasty situations.

⊙ SLASH ⊙

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## RUSH

↕ LUNGE ↕

**INT 5**

**FACE -**

**STUN**

A quick rush forward. Good for covering ground, but no facing changes, which means you cannot turn. Rearward moves are prohibited on the next turn.

⊙ BACK ⊙ RETIRE ⊙ RUSH ⊙

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## BACK

↕ PARRY ↕

**INT 4**

**FACE 1**

**STUN**

A step back directly to the rear. Single facing change allows some turning. Defensive converted moves are an option.

⊙ RUSH ⊙

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## CRAWL

**INT 1**

**FACE ∞**

**STUN**

**DOWN**

The crawl move can only be used by gladiators on the ground. A crawling gladiator has no facing, and can move into any adjacent hex. View this move as a desperate defensive roll/scramble rather than a leisurely all fours.

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## UNENTANGLE

↕ STEP ↕ KICK ↕

**INT 1**

**FACE 1**

**STUN**

**DOWN**

For a gladiator to escape a net or lasso he must pick an unentangle order for his turn.

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## GET UP

**INT 1**

**FACE ∞**

**STUN**

**DOWN**

A move that lets fallen gladiators get to their feet. Obvious really.

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## TURN ABOUT

↕ PARRY ↕ SLASH ↕

**INT 2**

**FACE 3**

**STUN**

Similar to stand, but allows the gladiator to end the turn facing any direction he wishes. Converted moves may allow for both offensive and defensive options.

⊙ RUSH ⊙ RETIRE ⊙

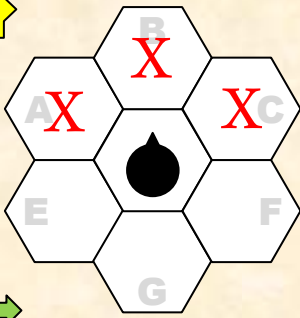
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# LUNGE

↕ STEP ↕

INT 5

STUN



FACE -

A move used by both sword and spear. An attack that uses the point of the weapon to try to skewer the opponent.

⊙ BACK ⊙ CUT ⊙

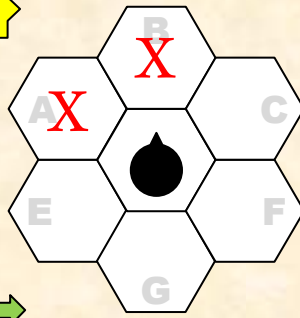
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# SLASH

↕ STEP ↕ SIDE STEP ↕

INT 4

FACE 1R



A back handed swipe with a sword from left to right. Trying to cut inside your opponent's shield and/or defence.

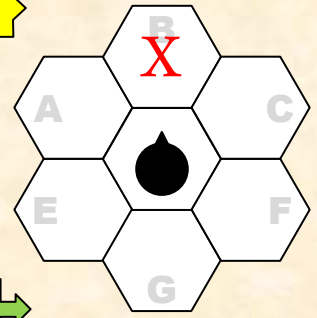
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# CUT

↕ STEP ↕ RUSH ↕

INT 3

FACE -



An over-arm swing of the sword aiming to cut down on your opponent's head and shoulders.

⊙ CUT ⊙

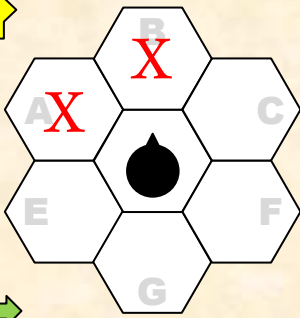
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# SHIELD SMASH

↕ STEP ↕ PARRY ↕

INT 3

STUN



FACE 1

An attack where, instead of using your sword or spear, you try to remove your opponent's front teeth by bashing him with your shield!

⊙ SLASH ⊙

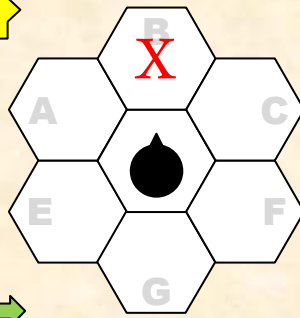
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# RIPOSTE

↕ STEP ↕ PARRY ↕

INT 2

FACE 1



A move where the first intention is to parry or defend against your opponent's attack; then follow up with a quick reply yourself. Can be deadly, if you survive his attack!

⊙ SLASH ⊙ CUT ⊙

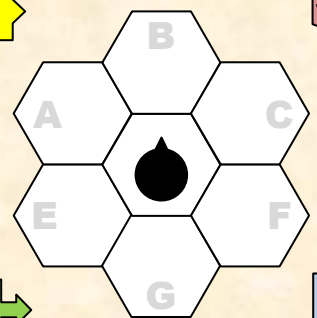
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# PARRY

↕ SIDE STEP ↕ BACK ↕

INT 3

STUN



FACE 1

DOWN

A defensive option where the gladiator is looking to fend off the opponent's blows; rather than make attacking moves himself.

⊙ SLASH ⊙ CUT ⊙

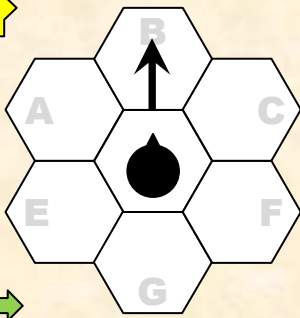
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# SHIELD

↕ BACK ↕ RIPOSTE ↕

INT 1

STUN



FACE 1

A defensive posture where the gladiator huddles down behind/under his shield and edges forward.

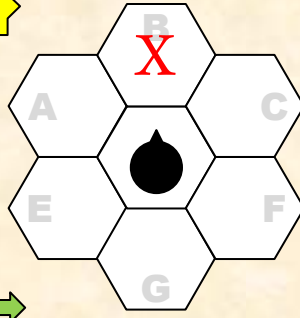
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# KICK

↕ STEP ↕

INT 4

FACE -



DOWN

Desperation time if this is what your gladiator is reduced to. Perhaps okay for Velites that have run out of javelins!

⊙ BACK ⊙ RETIRE ⊙

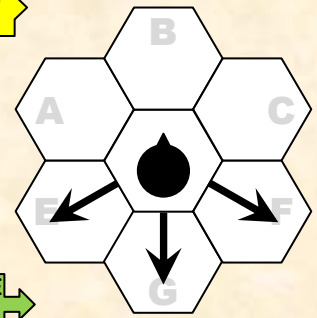
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# RECLAIM

↕ PARRY ↕ KICK ↕

INT 1

FACE 2



A move that allows a Retiarius or Laquearius to reuse their nets or lassos. A single reclaim move lets the net be reused, while two moves allow the lasso to be reused. Reclaim can also be used to pick up dropped or fallen weapons, and arrows from an adjacent hex.