

5

ÆQUIMANUS



5

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Cancella la FERITA che hai appena ricevuto

Cancel the WOUND you just received.



6

HOPIOMACHUS



6

HOPIOMACHUS



Il Segnalino PUGNA non si muove.

The PUGNA token doesn't move.



6

THRAEX



6

THRAEX



Annulla la carta PUGNA giocata dal Myrmillo, che la riprende in mano.

Cancel the PUGNA card played by Myrmillo, he takes back the card in his hand.

7

MYRMILLO



7

MYRMILLO



Scegli a caso la prossima carta PUGNA giocata dal Thraex

Choose randomly the next PUGNA card played by Thraex

6

RETIARIUS



6

RETIARIUS



Gioca una carta PUGNA a faccia in giù, poi dichiara un numero. Il Secutor può fidarsi o meno. Il giocatore che perde riceve una FERITA. (Vedi Regole)

Play a PUGNA card face down, then declare a number. The Secutor can trust you or not. The defeated player receives a WOUND. (See Rules)

5 SECUTOR



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SECUTOR



Gioca una nuova carta PUGNA in sostituzione di quella appena giocata. Riprendi in mano la prima.

Play a new PUGNA card as a replacement for the one you just played. Take back the first one in your hand.

1



1+☒

2



2

4



4

7



7

9

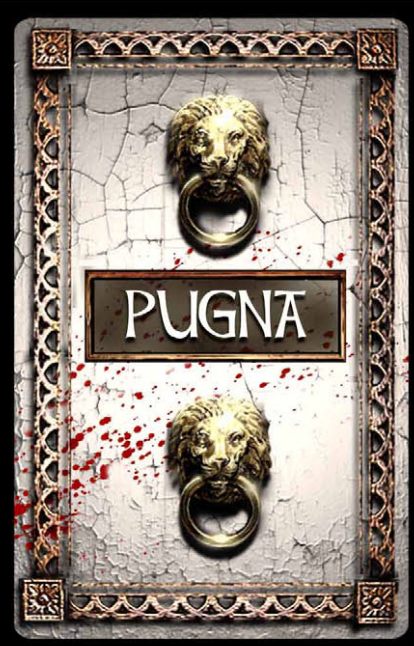
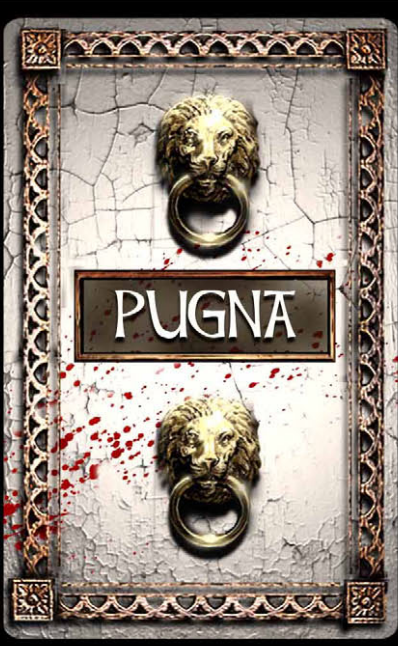
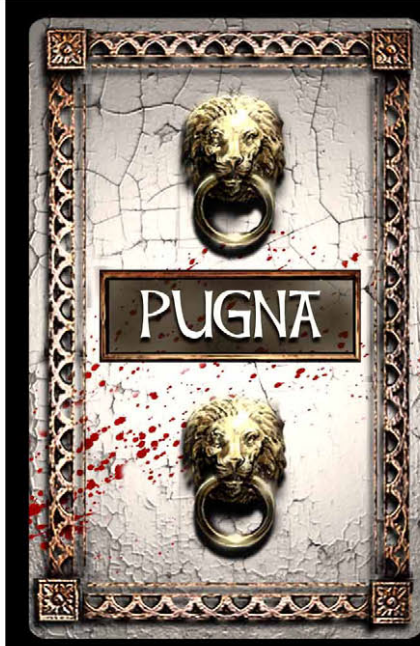
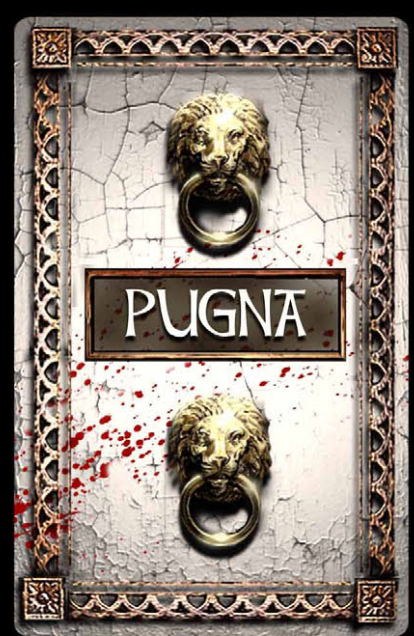
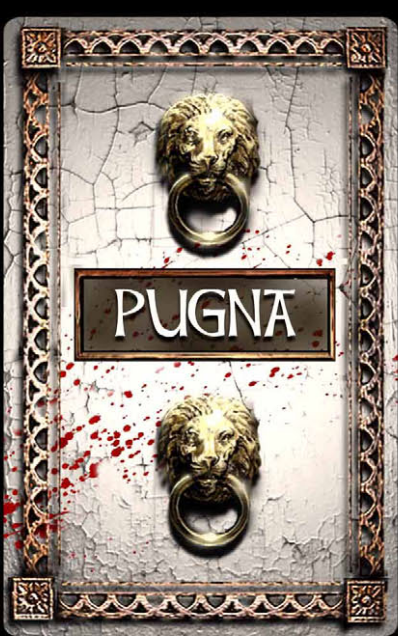
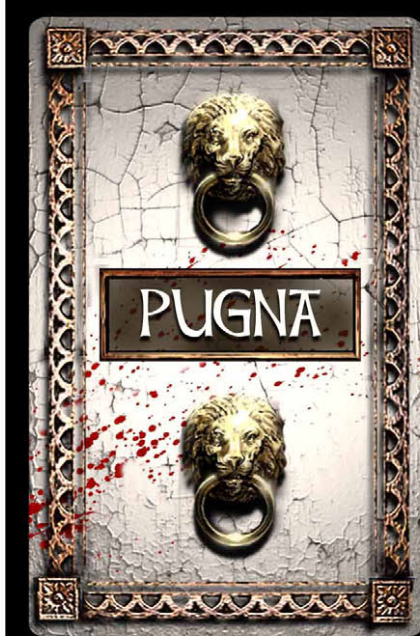
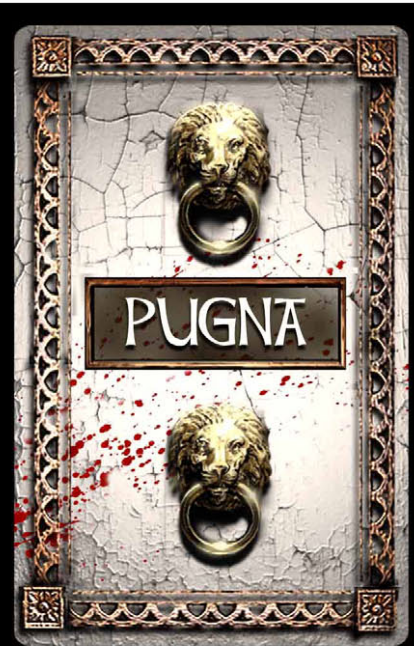
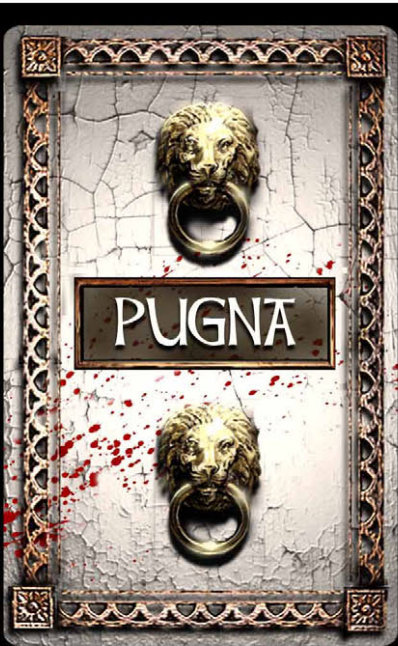
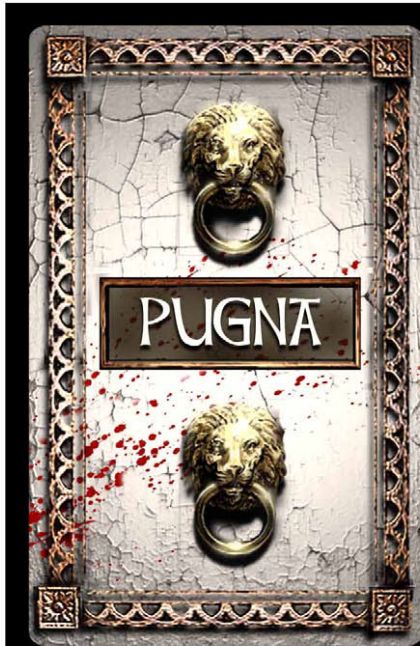


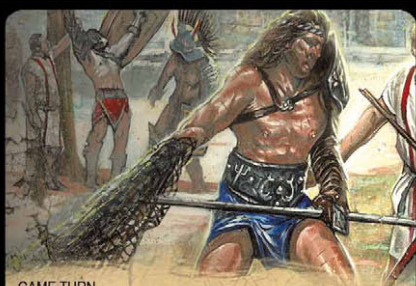
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GAME TURN

I. Eventum Phase: each Player, starting from Rudarius clockwise, draw an **EVENTUM** card;

II. Forum Phase:

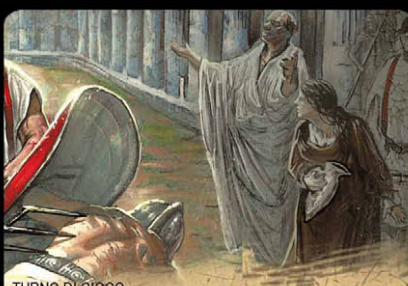
- Disengage all engaged Gladiators
- Check the **WOUND** recovery of the Gladiators who are not **desengaged**;
- Discard all cards in Forum area and draw 1 **GLADIATOR** card and 1 **MINISTER** card for player and place them in the Forum area.
- **Auctions:** buy Gladiators and Staff present in the Forum area.

III. Munus Phase:

- Discard all cards in Munus area, draw from the **MUNUS** deck until 2 cards (game with 2 or 3 Players) or 3 (game with 4 Players) are drawn
- **Resolution** of the Spectacles shown on the **MUNUS** cards.

The **Rudarius** choose a Spectacle to resolve. Then follow:

Tender: see rules
Travel: see rules
Duels: see rules



TURN OF GAME

I. Fase Eventum : ogni Giocatore, a partire dal **Rudarius**, in senso orario, pesca una carta **EVENTUM**;

II. Fase Forum :

- **Disimpegna:** tutti i gladiatori impegnati
- Verifica il recupero dello status **FERITO** dei Gladiatori non **disimpegnati**;
- Scarta tutte le carte nella Area Forum e pesca 1 **GLADIATOR** e 1 **MINISTER** per ogni giocatore e piazzali nell'Area Forum.
- **Aste:** compra i Gladiatori e i Collaboratori presenti nell'Area Forum

III. Fase Munus :

- Scarta tutte le carte nell'Area Munus, pesca dal mazzo **MUNUS** fino a 2 carte (partita a 2-3 giocatori) oppure 3 (partita a 4 giocatori)
- **Risoluzione:** degli Spettacoli indicati dalle carte **MUNUS**.

Il **Rudarius** sceglie quale Spettacolo risolvere. Seguono poi:

Gara d'Appalto: vedi regole
Trasferimento: vedi regole
Duelli: vedi regole



MUNERA: Familia Gladiatoria
and
MUNERA: Ars dimicandi

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