

MUNERA

ARS DIMICANDI



1. INTRODUCTION

THE *MUNERA* SERIES

MUNERA is a series of boardgames set in the bloody and multicoloured world of the spectacles of Imperial Rome, during the I-II century AD. *MUNERA* aims to recreate these ancient and magnificent games, reviving not only the spectacle itself, but also everything that precedes and follows it. The series will not be made up of simple boardgames of duel or racing, but instead of a real ancient world simulator, which will allow you to relive every aspect of Roman spectacles: technical, social and economic. You will deal with the training of gladiators, their challenges, the capture of beasts, the hunts in the arenas, the preparation of the chariots and the triumphs in the *Circus Maximus*.

MUNERA: ARS DIMICANDI

MUNERA: Ars Dimicandi is the first expansion of *MUNERA: Familia Gladiatoria*. *MUNERA: Ars Dimicandi* is focused on fighting and gives to each lanista a new way to manage the duels of his champions. It also offers a new approach to the managerial system, promoting a more accurate managerial planning of the game. The most part of this Rulebook was thought for the new set of rules included in *Ars Dimicandi*, anyway is always possible to use them freely in the standard game, especially for rules concerning the new Forum and Munus phases. *MUNERA: Ars Dimicandi* is thought to be printed on A4 sheets, front/back. Print and cut the Rulebook and cards with a pair of scissors: your *Pugna* deck is now ready for the new duels!

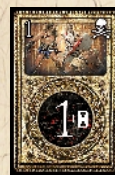
2. COMPONENTS

PUGNA CARDS

MUNERA: Ars Dimicandi offers to the players the brand new deck of *Pugna* cards. There are 3 types of cards in this deck:



Player 1 Cards: recognizable by the white background behind black number, and by the picture of a champion;



Player 2 Cards: : recognizable by the black background behind white number, and by the picture of duel;

Classes Cards: divided in each Class of Gladiators, except for the *Provocators*.
One card shows a number, the other one shows an ability.



NEW FORUM PHASE

Differently from *MUNERA: Famiglia Gladiatoria*, in *Ars Dimicandi* there are less cards during the **auction**!

At the beginning of the *Forum* phase, the *Rudarius* draws now a number of cards equal at the number of player + 1.

These cards can be drawn from the *Gladiator* and *Minister* deck in every combinations, but at least one card has to be drawn from each deck.

MONEY FOR GLORY

During *Forum* phase, in every moment, each Gymnasium can pay 15 COINS to the bank and gain 1 Glory Point.

4. MUNUS PHASE

THE SPECTACLE

Gladiator's duels were fought in a specific order, keeping the most appreciated duels for the last moment of the Spectacle. Only in the most important duels the Gladiators can receive the greatest honours.

In *MUNERA: Ars Dimicandi* the **duels** of a Spectacle are resolved in a different way. The half of the **duels** won't be played: for these unresolved duels there are no Bets and Tampering, no one Gladiator is eliminated or WOUND, but no one of these Gladiators can gain more than 1 Popularity point.

This is how to proceed. The first half of **duels** (formed as for Standard Rules) are resolved following rules below. The second half of duels will not be fought: **engage** the participating Gladiators of those Matchings and give 1 Popularity point to each one. *EVENTUM* cards have no effects on the **duels** that are not fought (second half).


THE DUELS

Divide each of the two *Pugna* Player decks, and *Pugna* Classes deck. When a new **duel** begins, after the setup indicated in *MUNERA: Familia Gladiatoria* Rulebook:

1. the *Rudarius* chooses for himself the "Player 1 *Pugna* cards" or the "Player 2 *Pugna* cards" and gives the other deck to the opponent.
2. the *Rudarius* takes the 2 *Pugna* Classes cards corresponding to his Gladiator's Class and gives at the opponent the cards related to his Gladiator's Class. (*Provocators* have no cards);
3. now the first round of the **duel** begins.

The cards are played instead of rolling dice.

The **duel** is fought in rounds. During each round a player chooses secretly one *Pugna* card and plays it face down in front of him. When both players have choose their cards, they reveal them at the same time and look at the numbers. The numbers shown are resolved as for general rules instead of the dice's numbers, with these exceptions:

- each *Virtus* point used gives a +1 to the number on the played *Pugna* card; the first player who can use *Virtus* point is the most wounded, in case of a tie is the *Rudarius*;
- an **Accidental Killing** will occur (and resolved according to general rules) only if a player plays a *Pugna* card with the "SKULL" symbol in the upper right corner and if his *Pugna* card shows a number lower than the one on the opponent's *Pugna* card.
- If a player plays a card with the  symbol (only on number "1"), he can take back in his hand a card played in a previous round of the **duel**.

Victory is obtained according to general rules.

CLASSES CARDS

With the exception of the *Provocator*, each Class has a pair of *Pugna* cards, to be used during the **duel**. The first of these cards shows a number, the other shows a specific ability, described here:

Retiarius

Play this card before revealing your *Pugna* card.

Your opponent reveals his *Pugna* card. Do not reveal your *Pugna* card but announce a number. Your opponent can accept that number, following normal rules, or doubt it, forcing you to reveal your face down *Pugna* card.

If the number shown on the face down card is the same of the number you announced, the *Secutor* will received immediately a WOUND and the round is resolved as for general rules.

If the number shown on the face down card is different from the number you announced, the *Retiarius* will received immediately a WOUND and the round is resolved as for general rules.

Secutor

Play this card after you have revealed your *Pugna* card. Take back the *PUGNA* card in your hand and play a new one.

Hoplomachus

Play this card after you have lost a round (valor of your *Pugna* card is lower than the one on your opponent's *Pugna* card). The *PUGNA* token will not move.

Aequimanus

Play this card after you have lost a round (valor of your *Pugna* card is lower than the one on your opponent's *Pugna* card). You don't receive the WOUND token.

Thraex

Play this card after the *Myrmillo* has revealed his *Pugna* card. Your opponent takes back in his hand the card he played and must play a new (different) one.

Myrmillo

Play this card before revealing *Pugna* cards. Choose randomly, from his hand, the *Pugna* card played by *Thraex*.

DUELS WITH TWO GLADIATORS OF THE SAME GYMNASIUM

If the *Rudarius* chooses to resolve a duel between two Gladiators belonging to the same Gymnasium, all standard rules will be applied.

BETS AND TAMPERING

Bets and Tampering follow standard rules during the played **duels**.

Credits:

Munera: Familia Gladiatoria and *Munera: Ars Dimicandi* are products by ALBEPAVO – www.albepavo.com

Thanks to:

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