

MUNERA

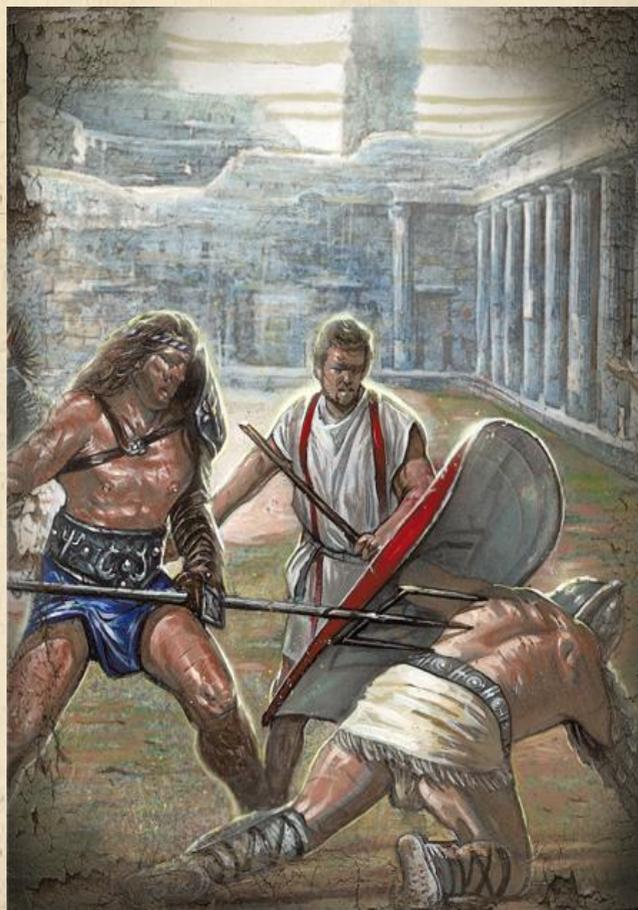
FAMILIA GLADIATORIA



to Gomez
*nunc tamen interea haec, prisco quae more parentum tradita sunt tristi munere ad inferias,
accipe fraterno multum manantia fletu, atque in perpetuum, frater, ave atque vale*

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MIVNERA

FAMILIA GLADIATORIA



PROVOCATOR

Equipment: helm (*galea*), chest buckler (*spongia pectoris*), armour (*manica*) on dagger arm, high greave (*ocrea*) on guard leg, short dagger (*sica*) and light shield (*scutum*).

Opponent: *provocator*.

Description: the *Provocator* is an aggressive gladiator: he assaults the opponent using the shield as a razor blade. He is a dangerous warrior and he attacks quickly with powerful shield blows and fast dagger lunges. *Provocator* means “the one who challenges”: this gladiator exposes himself striking with the shield too, challenging his opponent to expose him to his attack. This is why he is the only gladiator wearing a chest protection: he rarely uses the shield to defend, he prefers to strike with it!

MYRMILLO

Equipment: helm (*galea*), armour (*manica*) on dagger arm, low greave (*ocrea*) on guard leg, short dagger (*sica*) and shield (*scutum*).

Opponent: *thraex*.

Description: the *Myrmillo* is the sturdiest of defenders. Hidden behind his heavy legionary shield, this gladiator becomes an impenetrable fortress. The *Myrmillo* fights like a moray lurking among the reef: while the enemy attacking waves crash against his impenetrable defense, the *Myrmillo* waits the enemy to expose himself striking him quickly and with precision. He acts as the predators of the deep with which he shares the origin of the name too (*Myrmillo* and moray shares the same word root: *Myr* means “hidden”).



THRAEX

Equipment: helm (*galea*), armour (*manica*) on dagger arm, high greaves (*ocrea*) on both legs, curved sickle dagger (*sica supina*) and small square shield (*parmula*).

Opponent: *myrmillo*.

Description: The *Thraex* is armed like the fierce barbarians of the Balkans. This gladiator attacks the opponent on every side, overcoming the sturdiest defenses thanks to the unpredictability of his dangerous scythe dagger. High shinguards help to keep him safe because the *Thraex* is always attacking: he strikes from all directions like a ferocious lion, or jumping on the enemy like a diving eagle. His helm bears the symbol of the griffin, a mythological animal of Thrace: just like this predator, the *Thraex* strikes with the speed of an eagle and the ferocity of a lion.



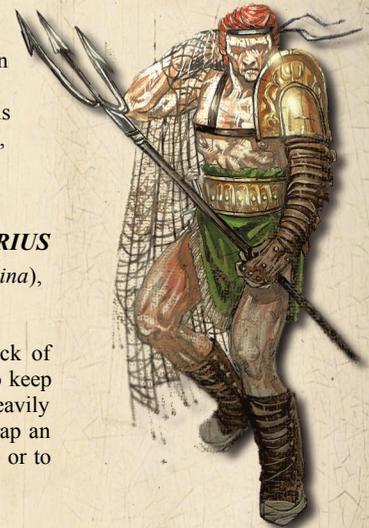


SECUTOR

Equipment: rounded helm (*galea*), armour (*manica*) on dagger arm, low greave (*ocrea*) on guard leg, short dagger (*sica*) and shield (*scutum*) with rounded corners.

Opponent: *retiarius*.

Description: *Secutor* is “the chaser”. He chases his elusive opponent attempting to reach melee distance to let his equipment superiority prevail in close combat, always trying to avoid the traps of the *Retiarius*’s net, that could trap him at any time, leaving him at the mercy of the crowd. *Secutor* is equipped according to his opponent: all edges of his armor, helm and shield, are rounded to avoid offering grappings for the net. He is a hunter, careful not to become the prey.



RETIARIUS

Equipment: high defense (*galerus*) covering shoulder of guard, trident (*fuscina*), net (*iaculum*), small poniard (*pugio*).

Opponent: *secutor*.

Description: The *Retiarius* is “the fisherman with the net”. His total lack of protections is a trap for his vehement opponent. The *Retiarius* is forced to keep his enemy away, but his attitude is dual: he is a prey running from the heavily armed *Secutor* and he is a hunter ready to strike with the trident and to trap an imprudent enemy. *Retiarius* also has a knife, used for the extreme defense or to force to surrender the *Secutor* trapped by the net.



HOPLOMACHUS

Equipment: helm (*galea*), armour (*manica*) on striking arm, high greaves (*ocrea*) on both legs, spear (*hasta*), short dagger (*sica*) and samnite shield (*scutum*).

Opponent: *aequimanus*.

Description: The *Hoplomachus* is “the one who fights with shield”. This gladiator wields the great shield of samnite warriors and face an opponent able to keep him under pressure from distance with a spear. Being subject to continuous attacks and needing to approach his opponent equipped with weapons of longer range, the *Hoplomachus* relies on his great shield to penetrate the enemy guard pointing to the final strike. Only a skilled fighter can assume the role of the *Hoplomachus*: he needs to master equally attack and defense to prevail.

AEQUIMANUS

Equipment: helm (*galea*), armour (*manica*) on striking arm, high greaves (*ocrea*) on both legs, spear (*hasta*), short dagger (*sica*) and small round shield (*parmula*).

Opponent: *hoplomachus*.

Description: The *Aequimanus* embodies the macedonian phalanx soldier in the arena. His name means “ambidextrous”: in fact this gladiator fights with both a spear and a dagger. With the spear, held with both hands, he can hold off the enemy, seeking to unbalance the opponent and hit him quickly when he opens his guard. If the enemy closes the gap, the *Aequimanus* drops off the spear, he wields the dagger and fights similarly to *Thraex*. He can duel in two different ways, but he is equally dangerous in both!



I. INTRODUCTION

THE *MUNERA* SERIES: *MUNERA* is a series of boardgames set in the bloody and multicolored 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: FAMILIA GLADIATORIA is the first of these boardgames. 2 to 4 Players will play the role of a *lanista*, an ancient world entrepreneur that has decided to invest his wealth in the constitution of a *ludus* (a gymnasium), and in the management of a *familia gladiatoria* (a school for gladiators), formed by employed staff and gladiators as well. Each Player must manage his *ludus*, recruit the most able staff, buy the strongest candidates to train them as gladiators, bring his champions to the arenas and watch them duelling to death. Which *ludus* will train the new champion of Rome?

VICTORY CONDITIONS

In *MUNERA: FAMILIA GLADIATORIA*, each Player runs his own Gymnasium (in Latin, *ludus*), in order to make it the most glorious of the Empire. A Gymnasium acquires Glory participating in a Spectacle (in Latin *munus*) or through the use of certain *EVENTUM* cards. The first Gymnasium to reach 15 Glory points, is declared Winner of the game. If 2 or more Gymnasiums reach 15 Glory points at the same time, the one who gets the highest total of Glory points wins. If there is still a tie, the Gymnasium who has the highest value of Popularity on the Gladiators wins: +4 for each *Veteranus*, +8 for every *Primus Palus* (see pag. 10).

GLOSSARY

The explanations of the main terms used in *MUNERA: FAMILIA GLADIATORIA* follow. The words in SMALL CAPS represent components and materials (see Section 2 - Components for a detailed list). Some terms that refer to various features of the game are marked with a capital letter.

- Approval: an indicator of how much the crowd appreciates the ongoing **duel**; the more a **duel** is appreciated, the greater is the chance of survival for the loser (see pag. 16).
- Bettor: Player who place **bets and tampering** (see pag. 17).
- Class: Gladiator type identified by a specific name and equipment.
- Contract: number of different Pairs and Matchings required by a Spectacle that a Gymnasium should send to gain the Glory and the COINS offered.
- Collaborator: staff engaged in the Gymnasium represented by MINISTER cards.
- Cost: price that can be paid using the COINS that you have.
- Experience: influenced by the Gladiator's Popularity, the Experience is divided into levels named *Tiro*, *Veteranus* and *Primus Palus*, the Experience may affect the Gladiator's characteristics of Charisma and Valor (see pag 10).
- Glory: the celebrity of a Gymnasium, the Player who gets the most Glory points wins the game.
- Gymnasium: the Collaborators and Gladiators managed by the Player.
- Matching: one of the 4 combinations of Classes (*Myrmillo-Thraex*, *Hoplomachus-Aequimanus*, *Retiarius-Secutor* and *Provocator-Provocator*) which used to face one another in roman arenas.
- Pair: two Gladiators compatible for Matching (e.g. any Gladiator *Myrmillo* against any *Thraex*).
- Phase: a moment of the game Turn dedicated to a specific mechanics. In *MUNERA: FAMILIA GLADIATORIA* there are 3 Phases in every Game Turn: *Eventum* Phase, *Forum* Phase and *Munus* Phase.
- Popularity: the celebrity of a Gladiator, the Gladiator's Experience increases every 4 Popularity points (see pag. 10).
- Region: areas in which the ITALY MAP is divided.
- Re-roll: means to roll the die a second time, keeping the second result.
- *Rudarius*: the Player who holds the *RUDIS* marker (it gives the ability to be the first to make certain choices, see pag. 19).
- Sea area: Region of water where you cannot buy a Gymnasium.
- Skill: a number showing the ability of a *Minister*.
- Spectacle: set of duels that take place in the same arena; the Spectacle is represented by the *MUNUS* card.
- Treasury: COINS available to a Gymnasium.
- Turn: each game turn is composed of the following Phases: *Eventum* Phase, *Forum* Phase and *Munus* Phase.

THE MARKERS

In MUNERA: FAMILIA GLADIATORIA there are different types of markers:



RUDIS: this marker indicates the *Rudarius*. It is held in front of the GYMNASIUM CHART. The *RUDIS* gives various abilities (see pag. 19)

LOCATION: two for every Gymnasium. The first marker shows the Gymnasium over the ITALY MAP, while the second is used on the GYMNASIUM CHART to keep track of the Glory achieved;



POPULARITY: these markers carry different numbers (1,2,3) and are placed upon the *GLADIATOR* card to represent his Popularity;

EXPERIENCE: these markers are placed upon the *GLADIATOR* card; EXPERIENCE markers bear an inscription showing the Gladiator rank (T for *Tiro* meaning novice, V for *Veteranus* indicating a veteran, Pp for *Primus Palus* representing the highest rank attainable): this rank affects not only the Gladiator Valor, but also his Charisma (see pag. 10); these markers also represent the Class of the Gladiator (*Provocator, Myrmillo, Thraex, ecc..*);



COINS: these tokens represent money in ancient world and form the Gymnasium Treasury. They have three colors to indicate different values: wood (1 COIN), red (5 COINS) and yellow (10 COINS).

COMPROBATIO: this marker shows on the SPECTACLE TABLE the crowd Approval (see pag. 16) during the **duel**; it shows on one side Thumb Pressed on a yellow background to indicate a positive level of Approval, on the side the Thumb Extended on a red background to indicate a negative level of Approval;



PUGNA: used to indicate the progress of the **duel** moving the marker over the *Pugna* boxes on the SPECTACLE TABLE;

VIRTUS: these markers indicate on the *Virtus* boxes (on the SPECTACLE TABLE) the number of die Re-roll available to a Gladiator during the **duel**; this marker shows on the front the *Virtus* value from 1 to 5, on the back from 6 to 10.



WOUND: this marker is used to keep the account of wounds received by a Gladiator during a **duel**. It is also used to indicate the injured Gladiators needing to recover.

THE CARDS

In MUNERA: FAMILIA GLADIATORIA there are 4 types of card: *GLADIATOR*, *MINISTER*, *MUNUS* and *EVENTUM*.

All cards are kept face down, mixed and divided into separate decks. *GLADIATOR*, *MINISTER* and *MUNUS* cards are shown to all players every time they are drawn; *EVENTUM* cards are instead kept secretly by each Player and form his hand. Nobody can hold more than 5 *EVENTUM* cards.

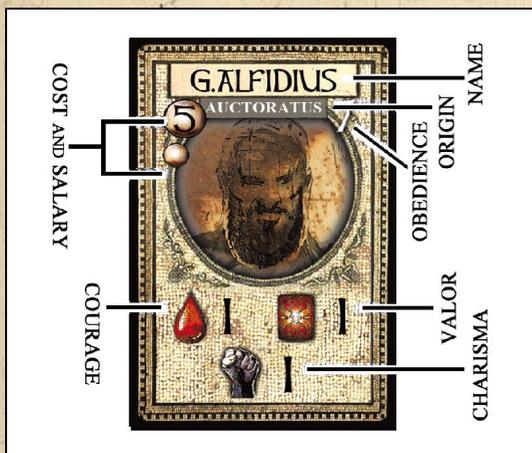
Each time a card is discarded, it is placed face up near its deck. When the last card of a deck is drawn, all discarded cards must be shuffled, creating a new deck face down.

ENGAGE AND DISENGAGE

To **engage** a card, rotate it 90 degrees clockwise; to **disen**gage it do the opposite movement. **Engaging** a card is used to indicate that for the current game turn, that card is no longer available for other activities (for example, if a Gladiator who is participating in a Spectacle becomes **engaged**, he cannot be **engaged** again to participate in another Spectacle in the same game turn).

GLADIATOR CARDS

The Gladiators are the ancient world champions. Protagonists of the duels and loved by the crowd, they fight in the arenas, acclaimed by mob and Emperors. Gladiators are athletes and warriors who risk their lives daily in a continuous challenge with death. They are the raw material from which the lanista models his Gymnasium: only through their victories can he hope to gain fame and wealth.

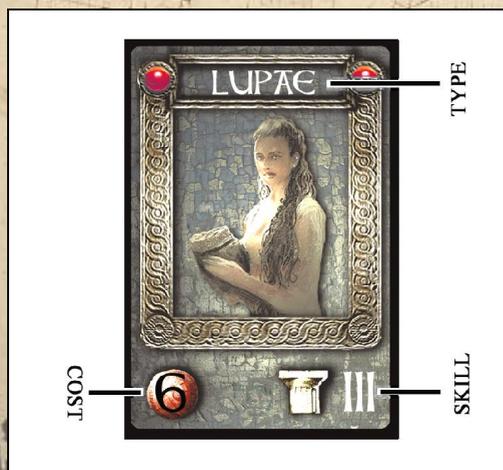


Each *GLADIATOR* card contains the following information:

- **NAME:** the Gladiator callsign, which identifies him;
- **ORIGIN, COST and SALARY:** the Gladiator Origin determines the Obedience (*Captivus 1, Damnatus 3, Servus 5 e, Auctoratus 7*) and the Cost (*Damnatus 0, Servus and Captivus 2, Auctoratus 5*). The Obedience value is shown to the right of the Origin, the Cost to the left. (Note: the *Auctoratus* Cost is 5, but the Player must pay a Salary fee of 1 **COIN** every time that Gladiator fights a **duel**). The Cost represents the minimum **COIN** value to offer to buy the Gladiator, the Obedience is instead the ability of the Gladiator to tolerate the harshness of life in the barracks and to endure the psychological stress of such a dangerous life .
- **VALOR:** the Gladiator fighting skill; this trait helps to determine the Gladiator's *Virtus* points in a **duel**, representing the number of die Re-roll available;
- **COURAGE:** duelist's ability to bear injuries in spite of any risk and to continue fighting although seriously wounded, gaining a higher appreciation by the crowd;
- **CHARISMA:** the ability to inspire the crowd, to fascinate the spectators and to increase the Approval if undergoing the **Crowd's sentence**.

MINISTER CARDS

Each *MINISTER* card represents a Collaborator, who embodies one or more professionals with specific functions in the Gymnasium, helping the lanista to manage his Gladiators. The Collaborators represent therefore the backbone of a Gymnasium. A Player can buy Collaborators, using their Skills and bonus in their proper areas of expertise.



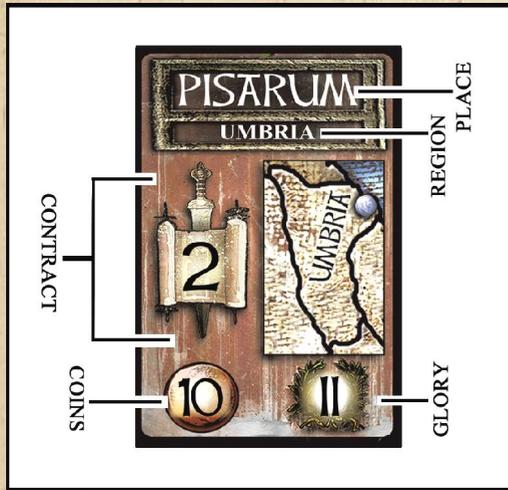
In **MUNERA: FAMILIA GLADIATORIA**, the Players can take advantage of the abilities of employee Staff, who will be described from pag. 10.

Each *MINISTER* card shows the following information:

- **TYPE:** the roman name of the Collaborator represented by the card (*Ministers* of the same type have a gem of the same color next to the Collaborator type name);
- **SKILL:** the ability of the Collaborator in his speciality;
- **COST:** the basis **Auction** Cost for the Collaborator.

MUNUS CARDS

The *MUNUS* cards represent the Spectacles offered by a magistrate, by an aristocrat or by the Emperor himself. Originally held during the funeral of important aristocrats, gladiators duels soon became the most popular form of entertainment and the most important part of every show.

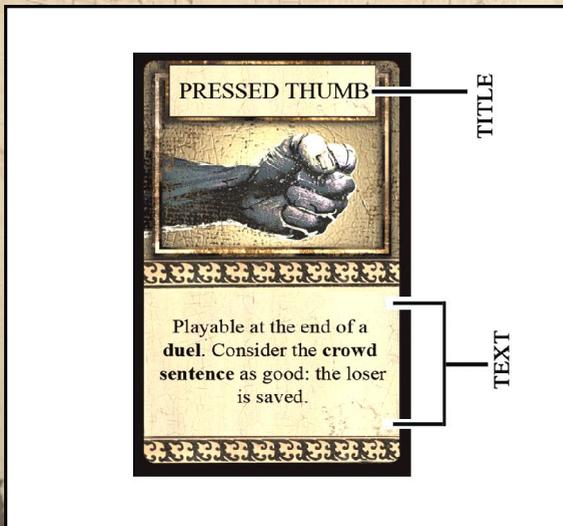


Each *MUNUS* card represents a Spectacle valid for two Gymnasiums; the card display the following information:

- **PLACE :** city where the arena is located
- **REGION :** Region of the ITALY MAP where the city is located
- **CONTRACT:** number of Gladiators Pairs that each participant Gymnasium must send to the Spectacle; the Pairs sent must be of different Matchings; some Spectacles require just one Pair belonging to one specific Matching (ex. *Retiarius* and *Secutor*, *Thraex* and *Myrmillo*) displayed on the card;
- **COINS:** number of COINS in payment to the *Rudarius* Gymnasium and starting **Tender** value which determines the second participating Gymnasium;
- **GLORY:** number of Glory points achieved by each participating Gymnasium

EVENTVM CARDS

Each *EVENTVM* represents a random event, which may be positive or negative.



Each *EVENTVM* card shows the following features:

- **TITLE:** the card name
- **TEXT:** the description of *EVENTVM* card effects

In *MUNERA: FAMILIA GLADIATORIA*, *EVENTVM* cards are acquired in two ways: in *Eventum* Phase and every time a Gymnasium fights with at least one Gladiator in a Spectacle, even if the Gladiator in question is lent to another Gymnasium because of an **Agreement** (see pag. 19).

III. THE FAMILIA GLADIATORIA

THE GLADIATORS – GLADIATOR CARDS

Each Gladiator, in addition to a Callsign, has an Origin and three Characteristics.

The Callsign distinguishes one Gladiator from another. In Ancient Rome a Callsign was assigned to each Gladiator: this would recall a mythic hero (Paris, Hector), a wild beast (Tigris – Tiger, Ursus – Bear), a physical or behavioral characteristic (Ferox – Fierce, Pulcher – Beautiful), a precious material (Aureus – Golden, Amethystus – Made of Amethyst) or, just for an auctoratus, his real name (Marcus Antonius, Flavius Sanctus).

The Origin identifies the way in which the character has become a Gladiator:

- *Servus*: a purchased slave, Cost 2 COINS, Obedience 5;
- *Captivus*: a prisoner of war, Cost 2 COINS, Obedience 1;
- *Damnatus*: a sentenced criminal, Cost 0 COINS, Obedience 3;
- *Auctoratus*: a volunteer Gladiator, Cost 5 COINS (+ 1 COIN for each **duel** fought), Obedience 7.

The Cost represents the minimum COIN value to offer to buy the Gladiator.

The Obedience is used by many *EVENTUM* cards with various effects and represents the Gladiator's discipline, his desire to fight and his respect for the hierarchies of the Gymnasium. Obedience is also used when a Gymnasium has too many Gladiators (see pag. 19).

The Gladiators characteristics influence the game this way:

- **VALOR**: add this characteristic to the Class's *Doctor* Skill and to the Gladiator *EXPERIENCE* to determine the number of *VIRTUS* points (number of Re-roll) available to the Gladiator for the **duel**;
- **COURAGE**: the maximum number of *WOUND* markers that a Gladiator can receive before giving up and submitting to the **Crowd's sentence**;
- **CHARISMA**: indicates how much a Gladiator is loved by the crowd. Add Charisma to the sum of *WOUND* markers and *COMPROBATIO* value to find the *Approval* number at the moment of the **Crowd's sentence**.

When you buy a Gladiator or when you send him for the first time to a Spectacle, you must assign him a Class. That means that you are training him with specific weapons for a particular style of combat against a certain type of opponent. If you want to know which **duels** can be fought, see the description of Matchings below.

CLASSES

In *MUNERA: FAMILIA GLADIATORIA* each Player must choose to train his Gladiators to the combat style of one of the seven Classes:



In the standard game, the choice of a Class does not involve the gaining of particular skills. However that choice is critical to differentiate the Gladiators to provide different Matchings required to attend the Spectacles. When you get a Gladiator, assign him to a Class. Take that Class *Tiro* *EXPERIENCE* marker and put it on the *GLADIATOR* card. You can choose the Class for a Gladiator in every moment during the game, but every *GLADIATOR* card must have always at least a Class marker on it. You can always change this allocation choosing another Class, and replacing the *EXPERIENCE* marker, but doing so the Gladiator will lose all *POPULARITY* points and *EXPERIENCE* gained and will start again as *Tiro*.

THE MATCHINGS

The gladiator fights were not brutal mass melees, but refined duels of professionals of well-defined classes, which were equipped and trained so that the fight was perfectly balanced and only the valor could determine the winner. In these duels the Romans were not looking for a bloody massacre without sense; they already tasted such spectacles with public executions. The Romans were expecting thrilling and balanced duels from gladiators, just like we do from a boxing match. For this reason well-defined pairs were created.

In every Spectacle the **duels** take place according to the following Matchings:

Provocator
vs
Provocator



Aequimanus
vs
Hoplomachus



Myrmillo
vs
Thraex



Secutor
vs
Retiarius



Different Matchings cannot be used.

EXPERIENCE AND GROWTH OF THE GLADIATORS

The POPULARITY acquired by a Gladiator is placed on his card, next to the EXPERIENCE marker.

Each Gladiator who wins a **duel** gains 2 POPULARITY points (see pag. 16).

Each Gladiator who loses a **duel**, but survives the **Crowd's sentence**, gains 1 POPULARITY point. Whenever a Gladiator gains the fourth POPULARITY point, replace the EXPERIENCE token with the one belonging to the next Experience level (*Tiro* with *Veteranus*, *Veteranus* with *Primus Palus*) and start again earning POPULARITY points from 0.

The Gladiators of EXPERIENCE *Veteranus* have a bonus of +1 to Valor/Charisma and earn for their Gymnasium +1 Glory every time they participate in a Spectacle. *Primus Palus* bonuses are +2 Valor/Charisma and +2 Glory.

DEATH OF THE GLADIATORS

Whenever a Gladiator is eliminated as a result of the **Crowd's sentence**, his Gymnasium receives as a refund a number of COINS equal to the Cost of the Gladiator (depending on his Origin), + his POPULARITY points, +4 if *Veteranus*, +8 if *Primus Palus*.

THE COLLABORATORS – MINISTER CARDS

In MUNERA: FAMILIA GLADIATORIA, each Player can take advantage of the ability of several Collaborators, each able to influence certain aspects of Gladiators' life.

DOCTOR

The Doctor is a coach able to train the Gladiators to the fighting style of a specific Class.

When you buy a *Doctor*, choose which Class he will train and place him below that Class name on the GYMNASIUM CHART: from this moment onwards, the *Doctor* will train the Gladiators of that Class and cannot be assigned to a different one.

Each Gladiator of the same Class of the *Doctor* gains in every **duel** a number of *Virtus* points equal to the Skill of the *Doctor*. Note: these *Virtus* points have to be added to those determined by the sum of the Gladiator Valor and his EXPERIENCE (See above).

MEDICUS

The Medicus is the one who takes care of the physical health of the Gladiators, protecting them from disease and healing the wounds of the duels, ensuring rapid recovery.

The *Medicus* Skill is used in two cases.

In the first case, his Skill is added to a die roll at the end of a **duel**, to check whether the injuries received in combat are healed.

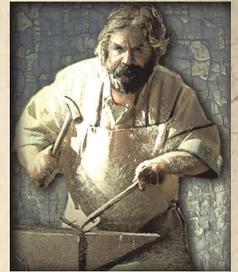
If the die total + *Medicus* Skill is higher than the WOUND markers near the Gladiator card, **engage** the Gladiator and remove all WOUND markers; if the result is equal or less, **engage** the Gladiator, but leave a WOUND marker on his Card: this prevents him from **disengaging** until the WOUND marker is removed, which must be checked at the start of *Forum* phase (see pag. 13). In the second case, the *Medicus* Skill is used to check the removal of the WOUND marker at the beginning of the *Forum* phase. Roll a die: if the result + *Medicus* Skill is greater than 4, remove the WOUND marker (that prevents him from **disengaging**). The Gladiator will be allowed to **disengage** starting on the *Forum* Phase of the next turn.



FABER

The Faber isn't just a weapon and armor manufacturer, but a true artist, decorator and engraver able to work with quality materials to produce weapons, armor and equipment effective and aesthetically exceptional. A champion with a shining armor will win more easily the love of the crowd, who will be less inclined to condemn him to death.

The Skill of the *Faber* is added to the Approval for the loser Gladiator at the moment of the **crowd's sentence** (see pag. 16).



COQUUS

The Coquus deals with the nutrition of Gladiators and, more generally, with keeping them in strength. Good nutrition is essential for an athlete who, if well fed, not only will be stronger and healthier, but will also look better and will have more energy and higher morale.

The *Coquus* Skill represents a number of die Re-rolls available to his Gymnasium for every die roll involving a Gladiator. When you use one *Coquus's* Skill point to Re-roll a die, rotate the *Coquus* card 90 degrees clockwise: a *Coquus* with Skill 1 can be rotated once, with Skill 2 twice, with Skill 3 three times



ARBITER

Gladiators duels must comply with the rules of the arena. The Arbiter is responsible for monitoring the application of these laws. Beside this, the Arbiter ensures that a gladiator does not kill an opponent during the duel, not allowing the crowd and the sponsor of the spectacle to choose loser's fate.

Add the *Arbiter's* Skill to the die roll when testing the **accidental killing** (see pag. 16).



VECTORES

A spectacle can be held in any part of Italy, so a Gymnasium needs the Vectores, a transport service that takes care of bringing the gladiators from one arena to another, preventing them from escaping during the journey and optimizing the time of transfer.

The *Vectores's* Skill represents the number of Regions through which the Gymnasium's Gladiators can travel without paying the Cost of Travel (equal to 2 COINS for each traversed Region, see pag. 15).



LUPAE

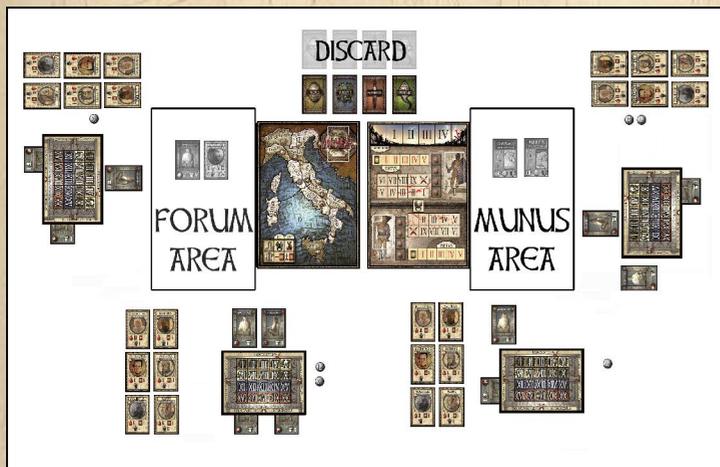
Each lanista knows that to avoid protests, riots and suicides, often the surveillance of guards is not enough. Sometimes it is necessary to ensure gladiators the company of women, keeping some prostitutes in the Gymnasium for them.

The *Lupae* Skill is added to the Obedience of the Gladiators.



IV. SETUP

When a new game starts, at the center of the table set the ITALY MAP (left) and the SPECTACLE TABLE (right). Place the *PUGNA*, *COMPROBATIO* and *VIRTUS* markers on the SPECTACLE TABLE, then divide the remaining markers and keep them at hand. The *Forum Area* is at the left of the ITALY MAP, the *Munus Area* is at the right of the SPECTACLE TABLE (see image). Divide the cards in the four respective decks (*GLADIATOR*, *MINISTER*, *MUNUS* and *EVENTUM*), shuffle them and place them face down near the ITALY MAP and the SPECTACLE TABLE. The Discard area of each deck is the one immediately behind the deck itself. The cards are always discarded face up.



Assign each Player a GYMNASIUM CHART with 2 POSITION markers and 25 COINS. Then each Player rolls a die. Whoever gets the highest result takes the *RUDIS* marker and becomes the *Rudarius* the first turn. Starting from the *Rudarius* clockwise, each Player performs the following steps:

- Choose a Region in which to place his Gymnasium: pay the Cost shown on the ITALY MAP and place one POSITION marker in that Region, keep the other one near the GYMNASIUM CHART; finally place the Treasury next to the GYMNASIUM CHART ;
- Openly draw from the *GLADIATOR* deck until 6 *GLADIATOR* cards with Origin *servus*, *captivus* or *damnatus* are collected; every Gladiator with Origin *auctoratus* drawn must be discarded;
- Openly draw from the *MINISTER* deck until 1 *MINISTER* card with Skill 1 is obtained and add him to his Gymnasium; discard every Staff with Skill more than 1;
- Secretly draw 2 *EVENTUM* cards. The game starts from the *Munus* phase. (For a fast start, recommended for early games, see pag. 20 Option Rules.)

V. GAME TURN

In *MUNERA: FAMILIA GLADIATORIA* each game is divided in Turns. A game Turn is divided in the following Phases:

1. *Eventum* Phase: each Player, starting from *Rudarius* clockwise, draw an *EVENTUM* card;
2. *Forum* Phase: first **disengage** all **engaged** gladiators and check the WOUND recovery of the Gladiators who are not **disengagable**; then discard all cards in *Forum* area and draw 1 *GLADIATOR* card and 1 *MINISTER* card for each player in the game and place them in the *Forum* area. Proceed then to **auctions** to buy Gladiators and Staff present in the *Forum* area.
3. *Munus* Phase: discard all cards in *Munus* area, then draw 2 cards (game with 2 or 3 Players) or 3 cards (game with 4 Players) from the *MUNUS* deck. Proceed then to the resolution of the Spectacles shown on the *MUNUS* cards. Each Spectacle is resolved by following the steps **Tender, Travel and Duels**.

1. EVENTUM PHASE

The *Rudarius*, then any Player in clockwise order, draws secretly a card from the *EVENTUM* deck and adds it to his hand.

2. FORUM PHASE

GLADIATORS ENGAGED AND WOUNDED

Each Player **disengages** all **engaged** Gladiators without a **WOUND** marker.

Each Player rolls a die for each of his Gladiators **engaged** with a **WOUND** marker: if the die result + Gymnasium's *Medicus* Skill is 4 or more, remove the **WOUND** marker. The Gladiator can be **disengaged** on the *Forum* Phase of the next Turn.

Engaged Gladiators with a WOUND marker are those whose injuries suffered during the last duel proved to be particularly severe and requiring a long convalescence: they remain engaged, but can test to see if they remove the WOUND marker, in order to disengage next game Turn.

FORUM AREA AND AUCTIONS

Discard all cards in *Forum* area.

Then draw a *GLADIATOR* and a *MINISTER* card for each Player in the game and place them in the *Forum* area; then proceed to **auctions**.

The *Rudarius* chooses a card present in the *Forum* area to be **auctioned**.

The **action** runs this way: each Player takes his **COINS** and hides secretly in his closed hand the amount he would pay for the card **auctioned**. When all Players have hidden the amount of **COINS** chosen (can also be equal to 0), they simultaneously open their hand showing the amount offered. The Player who offers the highest number of **COINS** wins the **action**, pays the amount offered and buys the card **auctioned**. The others Players put back the remaining **COINS** in their **Treasure**.

During an **action**, no one can offer an amount lower than the **Cost** shown on the card. If 2 or more Players offer the same amount, each one of them rolls a die: whoever gets the highest result buys the card. In case of a tie roll again. If the Player who purchased the card is the *Rudarius* or if the *Rudarius* is no longer willing to buy other cards, the *RUDIS* goes to the Player on his left, otherwise it remains in his possession. Proceed that way until there are no more cards in the *Forum* area or until no one is willing to make purchases. If the *Rudarius* is no longer willing to make purchases, but other Players are, the *Rudarius* must give the *RUDIS* to the Player on his left.

3. MUNUS PHASE

At the start of the *Munus* phase, discard all cards in the *Munus* area.

Draw 2 cards (game with 2 or 3 Players) or 3 cards (game with 4 Players) from the *MUNUS* deck.

SPECTACLE RESOLUTION

The *Rudarius* chooses a Show to **resolve**. To **resolve** a Spectacle, a Gymnasium must be able to participate. To participate in a Spectacle, a Gymnasium must have the number of Pairs required by the Contract of the Spectacle and all participant Gladiators must not be **engaged**. Each Contract contains a number indicating the number of Gladiators Pairs (the number of **duels** to be fought). The Pairs sent must belong to different Matchings. Therefore it is not sufficient to have the number of Pairs required, but also it is necessary that these Pairs belong to different Matchings. Players are free to come to an **agreement** in order to meet the demand of a Contract (see **agreement** at pag. 19).

The **resolution** of each Spectacle follows these steps:

- The **tender**
- The **travel**
- The **duels**

Once a Spectacle is **resolved** or discarded, the *Rudarius* must give the *RUDIS* to the Player on his left.

This Player may decide to **resolve** a new Spectacle or immediately give the *RUDIS* to the Player on his left without **resolving** any Spectacle. Once all Spectacles are **resolved** or nobody wants to **resolve** any of those remaining, the *Munus* phase ends and so does the game Turn. The following explains how to **resolve** a Spectacle.

This is the situation at the beginning of the *Munus* phase.

Marcus: Marcus: the Gymnasium of Marco, the *Rudiarus*, is in *Sardinia* and has 4 Gladiators divided in 2 Pairs of 2 Matchings: 1 Pair composed of *Hoplomachus – Aequimanus* and 1 Pair formed by *Retiarius – Secutor*, but the *Secutor* is still **engaged** because of the injuries received in a previous **duel**. Marcus also has the *Vectores* card with Skill 2.

Caius: his Gymnasium is in *Aemilia* and has 1 Pair *Thraex-Myrmillo* and 2 Pairs *Hoplomachus-Aequimanus*. Also remains 1 *Provocator* without partner. Caius has 7 Gladiators!

Adrianus: his Gymnasium is in *Samnium* and has 6 Gladiators divided in 3 Pairs of 3 different Matchings: *Thraex-Myrmillo*, *Hoplomachus-Aequimanus*, and *Provocator-Provocator*.



After discarding the cards in the *Munus* area, Marcus draws 2 *MUNUS* cards (game for 3 Players): the Spectacles of *Verona* and *Telesia* are extracted. Marcus, who holds the *RUDIS*, doesn't have enough Pairs to participate to the Spectacle of *Verona* and he doubts that other Players will borrow any, so he chooses to **resolve** *Telesia*. He is the *Rudiarus*, so he automatically participates at full payment to that Spectacle and declares to send his *Hoplomachus-Aequimanus* Pair. Now the **tender** begins between Caius and Adrianus, to determine which of them will participate to the Spectacle with the Gymnasium of Marcus. The starting bid is 5 COINS (as shown on the *MUNUS* card). Caius, the first Player to the left of the *Rudiarus*, offers to participate for 4 COINS, Adrianus lowers to 3, so Caius finally decides to offer to participate for 0 COINS, preventing Adrianus to lower again. Now Caius indicates his participating *Hoplomachus-Aequimanus* Pair he wants to send. The **tender** ends. Both Marcus and Caius Gymnasiums gain 1 Glory, Marcus also gains 5 COINS.

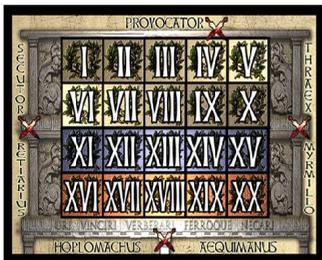


Now there is the **transfer**.

Marcus will cross 3 Regions to bring his Gladiators from *Sardinia* to *Samnium*: the Cost should be 6 COINS (2 for every crossed Region), but he has the *Vectores* card with Skill 2, that therefore deducts the Cost for crossing 2 Regions. Thus Marcus pays just 2 COINS. Caius's Gymnasium is in *Aemilia*: he must cross just 2 Regions, but he does not have the *Vectores* card, so he must pay the full Cost of 4 COINS. Now the **duels** are resolved. At the end of the Spectacle, the participating Gladiators are all **engaged**, the *MUNUS* Card is discarded and the *RUDIS* marker goes to the Player on the left of the *Rudiarus*.

Caius is now the *Rudiarus*, but he is not able to satisfy alone the request of Pairs and Matchings of the *Verona* Spectacle, because he has just 1 *Thraex-Myrmillo* Pair and 1 *Hoplomachus-Aequimanus* Pair. Therefore he proposes to other Players an **agreement** for the loaning of a Gladiator to match with his *Provocator* for the Spectacle. Adrianus does not agree because he wants to participate alone to the Spectacle. Marcus instead has still his *Retiarius* not **engaged**, but he is not compatible for Matching with *Provocator*. Caius therefore decides to change the Class of his Gladiator, transforming him from *Provocator* to *Secutor*, losing all **POPULARITY** and **EXPERIENCE** earned with him, but making him compatible for Matching with Marcus's *Retiarius*.

Furthermore Marcus asks him 8 COINS for the loaning: Caius accepts concluding the **agreement**. Caius, who is the *Rudiarus*, automatically participates to the Spectacle. Caius cannot participate, so Adrianus wins the **tender** with the maximum offer of 10 COINS. Caius and Adrianus earn both 3 Glory and 10 COINS. Now there is the transfer. Caius must cross just 1 Region, so he pays 2 COINS. Adrianus must instead cross 3 Regions, for a total Cost of 6 COINS. Now the **duels** begin.



At the end of the Spectacle, the participating Gladiators are all **engaged**, the *MUNUS* card is discarded and the *RUDIS* goes to the Player on the left of the *Rudiarus*, who is Adrianus. All Spectacles in *Munus* Area have been **resolved**, the *Munus* phase ends and so does the game turn.



THE TENDER

Each *MUNUS* card represents a Spectacle valid for 2 Gymnasiums. The *Rudiarus* Gymnasium automatically participates in the Spectacle that it has chosen to **resolve**, but must find another Gymnasium with which to participate.

Starting from the Player to the left of the *Rudiarus*, each Player expresses his intention to participate or not in the Spectacle with the *Rudiarus* Gymnasium.

If no Gymnasium wants to participate, the Spectacle is discarded without being **resolved** and the *RUDIS* goes to the Player to the left of the *Rudiarus* (which earns neither Glory nor COINS).

If just one Gymnasium wants to participate, that Gymnasium and the *Rudiarus* Gymnasium earn the number of Glory and COINS in prize and continue **resolving** the Spectacle.

If more Gymnasiums want to participate, a **tender** is held between the Gymnasiums that have declared their intention to participate in the Spectacle to win the Contract available.

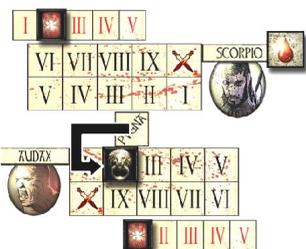
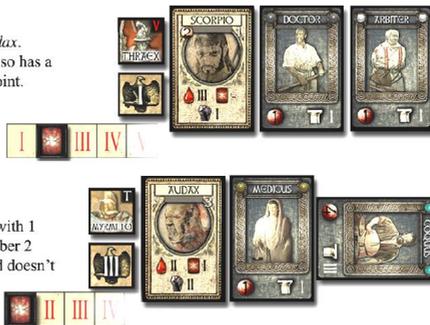
The first Gymnasium to the left of the *Rudiarus* makes an offer equal or lower to the amount of COINS indicated on the Spectacle card (e.g., if the *MUNUS* card indicates 10 COINS, the Gymnasium participating in the tender shall offer to participate for 10 COINS or less). The next Gymnasium clockwise can offer to participate for less money or can withdraw from the **Tender**. Continue this way until only one Gymnasium remains because all the others have withdrawn or until a Gymnasium offers to participate for 0 COINS, winning immediately the **Tender**. The winning Gymnasium participates in the Spectacle with the *Rudiarus* Gymnasium.

After the **Tender**, both Gymnasium participants immediately earn the

Marco and Adriano are going to solve the **duel** between their Gladiators *Scorpio* and *Audax*. *Scorpio*, Marco's Gladiator, is a *Thraex Veteranus* with 1 POPULARITY point. Marco also has a *Doctor* with 1 Skill point on the *Thraex* of the Gymnasium and an *Arbiter* with 1 Skill point.

Audax, Adriano's Gladiator, is a *Myrmillo Tiro* with 3 POPULARITY points. Adriano has a *Medicus* with Skill 1 and a *Coquus* of Skill 3, who has already been used in the previous Turn. First of all the two Players must set the Spectacle Board according to the general rules.

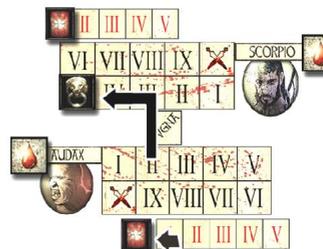
Their *VIRTUS* points are the following: *Scorpio* has Valor 0 but he is a *Veteranus* (+1 Valor/Charisma) and Marco has a *Doctor* with 1 Skill for the *Thraex* Class (+1 Valor). So *Scorpio* must place the *VIRTUS* marker on number 2 (1 for EXPERIENCE +1 for the *Doctor*). *Audax* has Valor 1, he is a *Tiro* (+0 Valor), and doesn't have a *Doctor*. Total of 1 *VIRTUS* (just for Valor). Once the *VIRTUS* markers are placed the **duel** can begin!



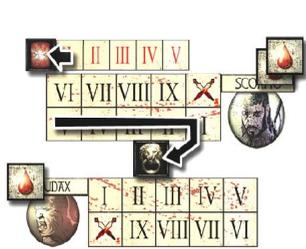
At the first die roll *Scorpio* scores 3, *Audax* scores 5. *Scorpio* bites the bullet: the *PUGNA* marker moves 2 squares towards *Audax* and *Scorpio* receives a *WOUND* marker.



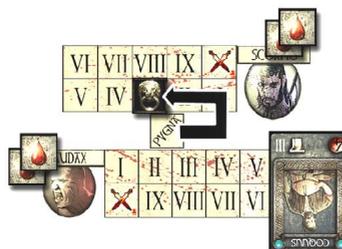
Marco and Adriano roll again: *Scorpio* scores 2, *Audax* scores 6. This time Marco decides to use 1 of *Scorpio*'s *VIRTUS* points to re-roll, and scores 6. The *PUGNA* marker doesn't move, but *COMPROBATIO* marker goes on 1: the crowd exults! Nobody gets a *WOUND*, so the **duel** can continue.



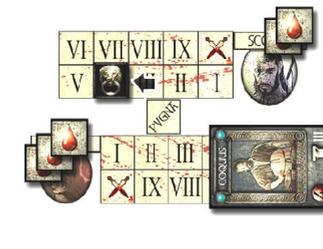
The Players roll again: *Scorpio* scores 8, *Audax* scores 2. Adriano doesn't want to accept such a disappointing result, so decides to use 1 of *Audax*'s *VIRTUS* points to re-roll, scoring only 1! The *PUGNA* marker moves 7 squares towards *Scorpio* and *Audax* receives a *WOUND* marker.



New roll: *Audax* scores 8, *Scorpio* scores 0! *Scorpio* should check if **accidental killing** happens, but Marco decides to use the second *VIRTUS* point to re-roll and scores 3. *PUGNA* marker moves 5 squares towards *Audax* and *Scorpio* receives a *WOUND*.



New roll: *Audax* scores 8, *Scorpio* scores 0! *Scorpio* should check if **accidental killing** happens, but Marco decides to use the second *VIRTUS* point to re-roll and scores 3. *PUGNA* marker moves 5 squares towards *Audax* and *Scorpio* receives a *WOUND*. The fight goes on, and this time *Audax* scores 0, *Scorpio* scores 3! Adriano chooses not to use the re-roll of the *Coquus* for the moment, so the marker moves 3 squares towards *Scorpio* and *Audax* receives a *WOUND* marker. Adriano should now check for **accidental killing**: *Audax* has 2 wounds but Marco has a Skill 1 *Arbiter*, so he benefits from a +1 on the die roll and must score 3 or more to save *Audax* (1 +1 for *Arbiter* = 2 which is not greater than his wounds). The result of the die roll is 1, so Adriano uses the re-roll of the *Coquus*: he rotates the card 90° clockwise (the card is now rotated 180° because it was used before of this **duel**) and re-rolls scoring 4. *Audax* for the moment is safe, but the *PUGNA* marker moves 3 squares in the direction of *Scorpio*, and *Audax* receives his second *WOUND* marker.



The players roll again the dice: *Scorpio* scores 5, *Audax* scores 4. Adriano chooses not to use his last *Coquus* point, so the *PUGNA* marker moves one square towards *Scorpio* and *Audax* gets 1 *WOUND*. *Audax* has now a total of 3 *WOUNDS*, which being greater than his *Courage*, force him to surrender and submit to **crowd sentence**. *Audax* has 2 points of *Charisma*, the sum of *WOUNDS* of both gladiators is 5 (3 of *Audax*, 2 of *Scorpio*) and the *COMPROBATIO* marker is on 1, the sum of these three numbers is 8. This means that Adriano must roll 8 or less to determine if the crowd appreciated the fight of *Audax*, and consequently spare his life. Adriano rolls and scores 9! *Audax* must be eliminated, but Adriano uses his last *Coquus* point to re-roll the **crowd sentence** and scores 8, *Audax* is safe!

Glory points shown on the *MUNUS* card, the *Rudarius* Gymnasium gains a number of *COINS* equal to the number shown on the *Spectacle* card, while the other Gymnasium participant earns a number equal to the offer with which he won the **Tender** (if the Gymnasium has offered to participate for 0 *COINS*, it will gain just the *Glory* points). At this point, the participant Gymnasiums send the Gladiators Pairs required by the *Contract* to the *Spectacle*.

THE TRANSFER

Each Player who sends Gladiators to a *Spectacle* (even loaning them to another Gymnasium) must declare each participating Gladiator's Name and pay the *Transfer Cost*. That Cost is equal to 2 *COINS* for each Region traversed during the journey to transport the Gladiators from the Gymnasium's Region to the *Spectacle*'s Region, regardless of the number of Gladiators that are moving. The Gymnasium's Region must not be counted (if the *Spectacle*'s Region is the same as the Gymnasium's Region, the *Travel Cost* is 0). The *Sea Region* also costs 2 *COINS* to be traversed.

Note: every Gymnasium that participates with one or more Gladiator in Spectacle have to draw an EVENT card.

THE DUELS

During the **resolution** of each *Spectacle*, the *Rudarius* chooses one of his own Gladiators and makes him immediately fight a **duel** with a compatible Gladiator of the opponent Gymnasium. If there are no compatible opponents, he must fight with the compatible opponent of his own Gymnasium according

to the rules of the **duel** of two Gladiators of the same Gymnasium (see page. 17). If the opponent Gymnasium has a compatible Gladiator, a **duel** is fought immediately.

Once the first **duel** ends, the others are resolved until the **duels** of all Gladiators participant to the Spectacle are over.

When two Gladiators face each other for a fight, the **duel** takes place as explained below.

THE DUEL

First of all prepare the SPECTACLE BOARD this way:

- the Players determine who will occupy which position (I or II) and place their *GLADIATOR* card in the Gladiator box;
- place the *PUGNA* marker in the relative central box;
- place the *COMPROBATIO* marker on the Pressed Thumb side in the relative box (unless *EVENTUM* cards modifying the *COMPROBATIO* level before the **duel** have been played, in which case the marker will be placed accordingly: on the Pressed Thumb indicating a *COMPROBATIO* value equal or greater than 0, on the Straight Thumb indicating a *COMPROBATIO* value lower than 0);
- place the *VIRTUS* markers on the position number equal to the sum of Gladiator's Valor + Skill of *Doctor* of the relative Class (if any) + Gladiator's *EXPERIENCE* bonus (*Tiro* 0, *Veteranus* 1, *Primus Palus* 2).

The **duel**, divided into phases, takes place as explained below. In each phase both Gladiators make a **melee roll**.

1. Who obtains the highest result, move the *PUGNA* marker a number of boxes equal to the difference between his **melee roll** and the one of his opponent in his direction, toward the box containing the eagle, which represents Victory.
2. The Gladiator who scored the lowest result in the **melee roll** receives a **WOUND** marker and places it in the lowest **WOUND** box next to the relative Gladiator card;
3. If both Gladiators get the same number on the **melee roll**, add 1 to the *COMPROBATIO* value and no one receives a **WOUND** marker. If the **duel** starts with a negative *COMPROBATIO* value (effect of an *EVENTUM* card), place the marker on the Straight Thumb face over the relative number (ex. if the *COMPROBATIO* value is -1, place the marker on the Straight Thumb face in the box numbered 1); when the *COMPROBATIO* value reaches 0, flip the marker on the Pressed Thumb face and place him on the starting box. If the *COMPROBATIO* marker reaches the **V** box, the **duel** ends without **crowd's sentence** and both Gladiators are declared Winners (see *Stantes Missi* Victory).
4. If a Gladiator or both of them get a 0 on the **melee roll**, an **accidental killing** may happen. After assigning the **WOUND** marker and moving the *PUGNA* marker according to general rules (see above), the Player who scored 0 on the **melee roll** must immediately throw the die again and add the Skill of the *Arbiter* with the highest Skill value among the *Arbiters* belonging to the Gymnasiums of the dueling Gladiators (therefore even the *Arbiter* of the opposing Gymnasium, if he has a higher Skill value); if the result is a value less or equal to the number of **WOUND** markers received by the Gladiator so far in the **duel**, the Gladiator is immediately eliminated, otherwise the **duel** continues according to the general rules.

After any **melee roll**, a Gladiator who has at least 1 *VIRTUS* point may choose to use it, moving his *VIRTUS* marker on a lower box, to Re-roll a **melee roll** (not the **accidental killing** or **crowd's sentence** roll, but just the **melee roll**), the result of the second die roll always replaces the first, even if worse. The two Gladiators keep making **melee rolls** until one of them reaches the Victory. Victory is achieved in one of these cases:

- 1) a Gladiator reaches a Victory (+2 **POPULARITY**) if the *PUGNA* marker reaches the Eagle box of his side (I or II). The loser undergoes immediately the **crowd's sentence**;
- 2) a Gladiator reaches a Victory (+2 **POPULARITY**) if the opponent receives a number of **WOUND** markers greater than his Courage value. The loser undergo immediately the **crowd's sentence**;
- 3) a Gladiator reaches a Minor Victory (+1 **POPULARITY**) if the opponent is eliminated by **accidental killing**;
- 4) both Gladiators reach a Victory (+2 **POPULARITY** each) if the *COMPROBATIO* marker reaches the **V** box (*Stantes Missi* Victory).

If a Gladiator undergoes the **crowd's sentence**, proceed as follows. First determine the crowd's Approval for the loser: this value is equal to the sum of **WOUND** markers of both dueling Gladiators + the *COMPROBATIO* value (which can also be negative because of an *EVENTUM* card) + the Skill of the *Faber* of the loser's Gymnasium + the Charisma of the loser Gladiator (to which may be added his *EXPERIENCE* bonus for Charisma: +1 if *Veteranus*, +2 if *Primus Palus*, see pag. 10). Roll a die. If the result is lower or equal to the Approval value, the defeated Gladiator is spared, defeated but alive; otherwise the crowd calls for death and the loser is immediately eliminated.

Continuing the previous example, *Scorpio* gets 2 POPULARITY points for his Major Victory and reaches 3 POPULARITY points as a *Veteranus*. *Audax* gets 1 POPULARITY point for surviving after being defeated: *Audax* has now 4 POPULARITY points and becomes a *Veteranus*.

Marco checks the WOUNDS of *Scorpio*: *Scorpio* has 2 WOUNDS, so he must roll 3 or more to recover his WOUNDS. He rolls a die but gets only 0; he suffered a disabling injury! *Scorpio* is now **engaged** and a WOUND marker is placed on him, preventing him from **disengaging**. The following turn Marco can try to remove that marker. Now Adriano has to check the WOUNDS of *Audax*. The WOUNDS are 3, but Adriano holds a *Medicus* with 1 Skill point. He rolls a die and scores 3, adding +1 of the *Medicus* the total is 4, so Adriano can remove all the WOUND markers. *Audax* is now **engaged** and the next turn he will be available for a new spectacle



At this point, the Gladiator who gets a Victory gains 2 POPULARITY points, the Gladiator who gets a Minor Victory and the defeated Gladiator, if survived, gain 1 POPULARITY point.

The last thing to do is to check if the combat injuries are immediately recovered by the Gladiators.

Roll a die for each Gladiator: if the result + Skill of the *Medicus* is higher than the number of WOUND markers received during the **duel**, remove all WOUND marker and **engage** the Gladiator; if the result is equal or lower, keep a WOUND marker on the *GLADIATOR* card and **engage** him: he will try to cure his injuries later, at the start of the *Forum* phase (see pag. 13).

DUEL WITH TWO GLADIATORS OF THE SAME GYMNASIUM

When two Gladiators of the same Gymnasium face each other, the **duel** is resolved in a simplified manner with a single die roll. Throw a die for each Gladiator and add to the number Valor + Courage. Who gets the higher total is the Winner. If the result is a tie, roll the dice again. If the Winner gets a total equal or higher to twice the total of the loser, roll a die for the defeated Gladiator: if the number is higher than his Charisma, the Gladiator is eliminated. Following general rules, the Winner gains 2 POPULARITY points, the loser 1 if survives, but in this case the loser always receives a WOUND marker.

BETS AND TAMPERING

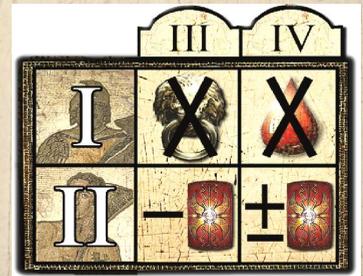
During a **duel**, the Gymnasiums that do not have their Gladiators fighting in it can place **bets and tampering**: a Player can place **bets and tampering** only if none of his Gladiators is fighting in the **duel**. A Player who places **bets and tampering** is called Bettor.

There is no limit to the number of COINS expendable in a Spectacle for **bets and tampering**. The COINS gained from **bets** can be immediately used for other **bets and tampering**.

Bets and tampering are done by placing the COINS in the **bets and tampering** box in the lower side of the ITALY MAP. In this box there are 6 small boxes: 2 **bets** boxes on which are placed the COINS at stake and 4 **tampering** boxes with which tamper the **duel**. The COINS placed on the **bets and tampering** box are spent and cannot return in the Treasury.

Bets and tampering must not slow the course of the **duel**.

In a game with two Players, **bets and tampering** are not used. In a game with three Players, the Bettor cannot **bet** more than 3 COINS and can place just one **tampering** in column III on the **bets and tampering** box on the ITALY MAP. In a game with four Players, each Bettor can place up to 5 COINS in **bets** and do up to 2 **tampering**, as explained below.



BETTING

There are two **bets** boxes: I and II. The box I identifies the Gladiator placed on the I card box on the SPECTACLE BOARD, the box II identifies the other. The COINS wagered by Bettors on the Gladiators engaged in **duel** are placed in these boxes.

The first Bettor on the left of the *Rudarius* is the first to Place a number of COINS of his choice in one of the two bets boxes, the other can do the same in the remaining (but he is not obliged to do so). These COINS must be placed before the first **melee roll** of the **duel**. After the end of the **duel**, the Bettor who placed the COINS in the box related to the winning Gladiator, gains twice the COINS spent in **bet** (the COINS invested in the **bet** are anyway spent). The Players cannot spend more than 5 COINS in a single **bet** (3 COINS for a 3 Players game).

TAMPERING

Once the **betting** is over, the **duel** begins. After any **melee roll**, the second Bettor on the left of the *Rudarius* can place 1 COIN in one of the boxes described below to make a **tampering** and get the effects explained. The other Bettor can do the same just after the next **melee roll**. Proceed alternating the **tampering** between Players after each **melee roll**, but only if the other Bettor made a **tampering** after the previous **melee roll**. The Bettors can make **tampering** even if they did not placed **bets**.

There are 4 **tampering** boxes, characterized by the following effects:



- with corruption you persuade to give a break to the fighting Gladiators:
the PUGNA marker does not move following the last **melee roll**.



- you are able to allow a quick refreshment to Gladiators:
the Gladiator with the lowest melee roll does not receive a WOUND marker;



- you bribe the arbiter who manages the duel:
-1 *Virtus* to one of the **dueling** Gladiators.



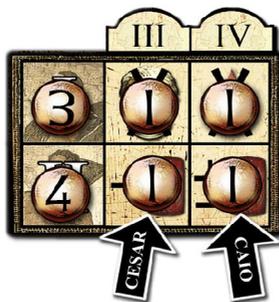
- with gold you bribe the fans to support one or the other Gladiator:
+1 or -1 *Virtus* to one of **dueling** Gladiators.

We are now at the beginning of the **resolution** of the **duels**

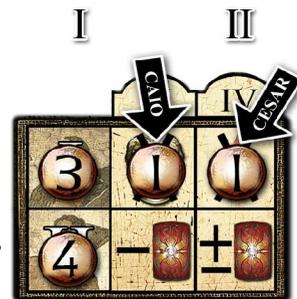
Nimbus, Marco's *Myrmyllo*, is going to face Adriano's *Thraex*, *Anthrax* (1 *VIRTUS* point), Caio is the first bettor and bets 4 COINS on *Anthrax*, so he puts them on the box II of the **bets and tampering** panel. Cesare could avoid **bet**, but he decides to bet 3 COINS on *Nimbus*.



Once the **bets** are placed, the **duel** starts with the first die roll. Marco scores 6, Adriano scores 8. The **PUGNA** marker is moved 2 squares towards *Anthrax*, and *Nimbus* should receive a **WOUND** marker. But Cesare, who **bet** for second, is the first who can **Tamper** and chooses to use 1 COIN to nullify the **WOUND** of *Nimbus*. Marco thanks Cesare and the **duel** continues. Marco scores 8, Adriano scores only 1! Caio decides to intervene: by using 1 COIN he prevents the **PUGNA** marker from moving. *Anthrax* is still ahead, but he receives a **WOUND** marker.



New roll: Adriano scores 1, Marco scores 2. Adriano chooses to use his *VIRTUS* point to re-roll because of the low result he just scored. Cesare interrupts him and uses 1 COIN to nullify his *VIRTUS* point! *Anthrax* receives another **WOUND** marker: his courage is now wobbling! Another die roll: Marco scores 7, Adriano 4! The end of *Anthrax* is close, but Caio realises that Cesare has been rash and made a mistake: he left him the chance to use the last **Tampering**, which allows to add or subtract 1 *VIRTUS* point from one of the two duelists. *Anthrax* doesn't have any *VIRTUS* points left and a re-roll is his only chance of survival. So Caio uses 1 COIN to give *Anthrax* 1 *VIRTUS* point; Adriano immediately uses it for a re-roll; he scores only 3! Caio and Adriano have been unlucky and *Anthrax* is defeated and submitted to **crowd sentence**. Caio lost all of the COINS he invested, Cesare wins instead 6 COINS, which are twice his **bet**.



A COIN cannot be placed in a **tampering** box already containing one COIN. The effects of **tampering** are always immediate.

VI. GENERAL RULES

THE RUDIS

Having the *RUDIS* marker provides the following abilities:

1. In *Forum* phase you can choose the *MINISTER* or *GLADIATOR* card in the *Forum* area to be **auctioned** with other Players. If the *Rudarius* buys the card **auctioned**, he must give the *RUDIS* marker to the Player on his left.
2. In *Mumus* phase the *Rudarius* can choose which Spectacle to **resolve** and he can participate without **call for tender** with other Players.
3. At the end of the game turn, if a Gymnasium has more than 8 Gladiators, the *Rudarius* must choose a number of Gladiators equal to those in excess to 8 and check their Obedience as indicated below.

Beside this, the *Rudarius* is the first to draw an *EVENTUM* card at the beginning of the game turn.

GYMNASIUM WITH MORE THAN 8 GLADIATORS

Gladiators were not just professional athletes, but also turbulent warriors, condemned to a life of captivity. Gathering too many of them in the same place could cause many problems and conflicts.

If at the end of the game turn a Gymnasium has more than 8 Gladiators, the *Rudarius* must choose a number of Gladiators equal to those in excess to 8 and roll a die for each of them. If the total is more than the Obedience of the chosen Gladiator, he is immediately **engaged** and receives a **WOUND** marker, that could be removed following general rules at the beginning of the *Forum* phase.

SALES AND MARKET

A Player may decide during the *Forum* Phase to sell any of his own *GLADIATOR* or *MINISTER* cards.

There are 3 ways to sell a card:

- it can be **auctioned** openly between Players;
- it can be sold exclusively to a chosen Player;
- it can be sold to the *Forum*.

In the latter case, the **COINS** gained are as follows:

- Cost + **POPULARITY** points + 4 if *Veteranus*, +8 if *Primus Palus* for a Gladiator;
- Cost for a *MINISTER* card.

Cards sold to the *Forum* are immediately discarded.

AGREEMENTS

In *MUNERA: FAMILIA GLADIATORIA* the Players are encouraged to reach **agreements** and to trade. *EVENTUM*, *MINISTER*, *GLADIATOR* cards, **COINS**, promises and favors can be traded or lent.

The only constraints on those trades are the following:

- You can never trade **POPULARITY** or **Glory** points;
- The **POPULARITY** gained by a Gladiator can never be transferred, even if he gains those points participating to a Spectacle loaned to another Gymnasium;
- The **Glory** obtained by a Gymnasium for gaining a Contract is awarded entirely to that Gymnasium, even if participating to the Spectacle with one or more Gladiators loaned by another Gymnasium.

No promise is binding: the value of each deal is only in the worth of the word given.

VII. OPTIONAL RULES

QUICK START

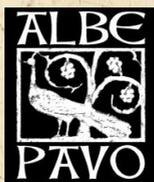
For a quick game start, after completing the Setup (see pag. 12), proceed as follows. When you draw the Spectacle cards from the *MUNUS* deck, discard all cards with a Contract of 2 or more Pairs up to draw a number of cards equal to the number of Gladiators. Place the card drawn in the *Munus* area, then shuffle all discarded *MUNUS* cards in the *MUNUS* deck. The cards drawn and placed in the *Munus* area are the Spectacles to be **resolved** in the first *Munus* phase.

DURATION OF THE GAME

15 Glory points is a game of medium duration; by mutual agreement the Players can choose to play a shorter or longer game, increasing to 20 or decreasing to 10 the Glory points needed to achieve victory. The number of Glory points needed to win must be declared at the beginning of the game.

OTHER OPTIONAL RULES

Visit www.albepavo.com for more Optional Rules and game contents you can download directly from the website!



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Special thanks to: Simo & Sabri, Mario Sanniti, our families, Janus Design, Cranio Creations, Simone “fingerpicking” Giambruno and Louise, Riccardo Lagonigro, Rafaël “regulus” Theunis, Rodolphe “messire”, Timo Schneider, BGG, GRAPHITI Progettazione, and all playtesters!