GLADIATOR!

So, you think you're tough, eh? Ok let's see what you've got.

Go up against the gladiator in a fight to the death (possibly from laughing).
Don't annoy the ref though, or you'll be thrown to the lions.

Health Points			100
Target Roll	Pugil Roll	Result	Health
Turn 1			
Turn 2			
Turn 3			
Turn 4			
Turn 5			
Turn 6			
Turn 7			
Turn 8			
Turn 9			
Turn 10			

Contestant

Health Points			100
Target Roll	Pugil Roll	Result	Health
			Turn 1
			Turn 2
			Turn 3
			Turn 4
			Turn 5
			Turn 6
			Turn 7
			Turn 8
			Turn 9
			Turn 10

Gladiator

RULES

Gladiator! is a game for one or two players.

The **contestant** goes first. Roll two dice. The leftmost die will be the Target Roll, and the rightmost the Pugil Roll. Write these values in the appropriate turn boxes in the contestant's panel. Refer to the gladiator diagram to see which body part you're going to attack with which part of the pugil stick!

Now the **gladiator** rolls. The leftmost die will be the Target Roll, and the rightmost the Pugil Roll. Write these values in the appropriate boxes in the gladiator's panel.

If the contestant's combined score (Target Roll + Pugil Roll) is greater than the gladiator's, the contestant scores a hit. Write **HIT** in the contestant's result box, and **MISS** in the gladiator's result box. Multiply the contestant's two roll values and subtract that total from the gladiator's health points. The first player to zero (or less) health points is out. Write **LOSER** in their result box.

Now the gladiator begins turn 2. Repeat the process as described above, this time the contestant must roll to determine if they are **HIT** (roll less than the gladiator), **BLOCK** (roll the same as the gladiator) or **PARRY** (roll greater than the gladiator). In a **BLOCK** condition, no points are deducted from either side and play continues with the next player's turn.

If anyone rolls double one, that's an **instant disqualification** and the ref will throw you to the lions. Write **DIRTY!** in the expelled player's result box.