

CONTRA-RETIARIUS

STAND

↕ PARRY ↕ LUNGE ↕

INT 6

FACE 2

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.

STUN

CONTRA-RETIARIUS

STEP

↕ LUNGE ↕

INT 6

FACE 1

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

STUN

CONTRA-RETIARIUS

SIDE STEP

↕ RIPOSTE ↕ PARRY ↕

INT 5

FACE 1

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.

STUN

⊙ SLASH ⊙

CONTRA-RETIARIUS

RUSH

↕ LUNGE ↕

INT 5

FACE -

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 ⊙

CONTRA-RETIARIUS

BACK

↕ PARRY ↕

INT 4

FACE 1

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

⊙ RUSH ⊙

STUN

CONTRA-RETIARIUS

CRAWL

INT 1

FACE ∞

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.

DOWN

CONTRA-RETIARIUS

RETIRE

↕ PARRY ↕

INT 4

FACE -

An urgent leap or rush back. Ideal for an emergency escape, but with no facing changes. Cannot rush or charge forward next turn.

⊙ RUSH ⊙

CONTRA-RETIARIUS

CHARGE

↕ STEP ↕

INT 5

FACE -

A rush forward attempting to skewer your opponent or bowl him over. This is the only option that allows gladiators to move and attack in the same turn.

⊙ BACK ⊙ RETIRE ⊙ TURN ABOUT ⊙

CONTRA-RETIARIUS

TURN ABOUT

↕ PARRY ↕ SLASH ↕

INT 2

FACE 3

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 ⊙

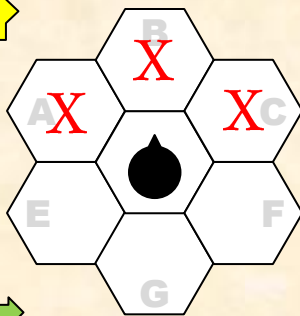
CONTRA-RETIARIUS

LUNGE

⇅ STEP ⇅

INT
5

STUN

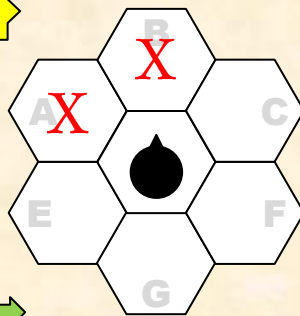


A move used by both sword and spear. An attack that uses the point of the weapon to try to skewer the opponent.

CONTRA-RETIARIUS

SLASH

⇅ STEP ⇅ SIDE STEP ⇅

INT
4FACE
1R

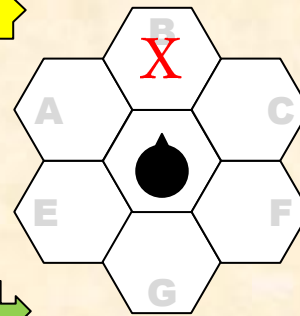
A back handed swipe with a sword from left to right. Trying to cut inside your opponent's shield and/or defence.

⊙ BACK ⊙ CUT ⊙

CONTRA-RETIARIUS

CUT

⇅ STEP ⇅ RUSH ⇅

INT
3FACE
-

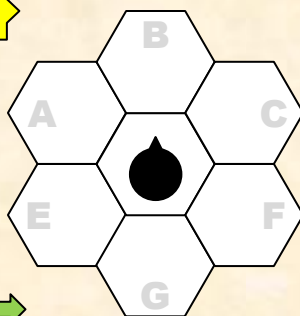
An over-arm swing of the sword aiming to cut down on your opponent's head and shoulders.

⊙ CUT ⊙

CONTRA-RETIARIUS

HOOK

⇅ BACK ⇅

INT
2FACE
1

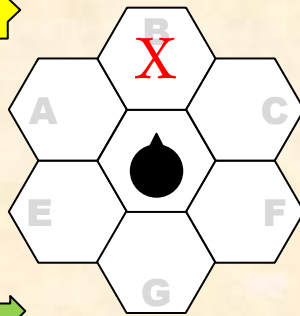
A special move to the contra-retarius. The aim being to snare or grab the opponent's net or lasso; and stop them from using it for the rest of the contest.

⊙ LUNGE ⊙

CONTRA-RETIARIUS

RIPOSTE

⇅ STEP ⇅ PARRY ⇅

INT
2FACE
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 ⊙

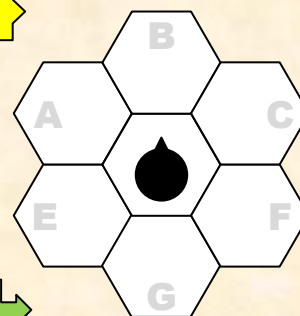
CONTRA-RETIARIUS

PARRY

⇅ SIDE STEP ⇅ BACK ⇅

INT
3

STUN

FACE
1

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

⊙ SLASH ⊙ CUT ⊙

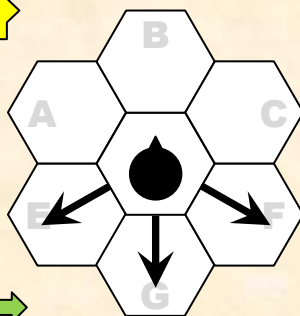
CONTRA-RETIARIUS

UNENTANGLE

⇅ STEP ⇅ KICK ⇅

INT
1

STUN

FACE
1

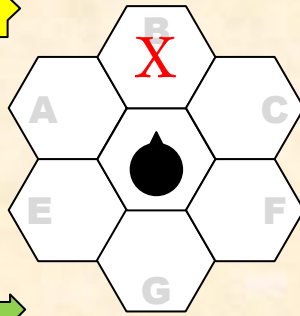
For a gladiator to escape a net or lasso he must pick an unentangle order for his turn.

DOWN

CONTRA-RETIARIUS

KICK

⇅ STEP ⇅

INT
4FACE
-

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

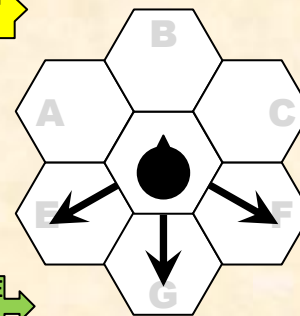
DOWN

⊙ BACK ⊙ RETIRE ⊙

CONTRA-RETIARIUS

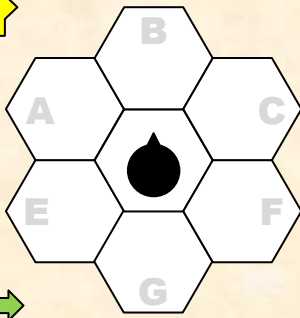
RECLAIM

⇅ PARRY ⇅ KICK ⇅

INT
1FACE
2

A move that allows a Retarius 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.

GET UP

**INT
1****STUN****FACE**
∞**DOWN**

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