

# DELVE: THE ARENA

THE OLD VERSION THAT ISN'T QUITE READY YET

BUT

I THOUGHT Y'ALL WOULD LIKE TO SEE SOMETHING

# GLORY AWAITS

*Oh noble Overseer, our hold cries out for circus and glory. They wish to see the epic battles between dwarf and dwarf that were such great sport in our homelands. They wish to hear the din of battle and know safety from it, to revel in the skill of a warrior and see that we are protected by brave and brilliant folk.*

*The people want an arena, Overseer, and they are willing to pay for the privilege.*

Welcome to The Arena expansion, as you might have guessed from the title this expansion is all about gladiatorial combat and the management of a Colosseum of your own.

To get started with this expansion you're going to need to construct an Arena:

**Fighting Ring – 15♥ – Max Renown – 10 | Max Audience – 30**

*A sand covered hole in the ground, a rope walled platform, essentially just a designated place for people to hit each other.*

Allows 1V1 fights between People.

This is your most basic Arena and will be where you start your journey. Lets break it down:

*Fighting Ring* is the name of the Room. 15♥ means it costs 15 Resources.

*Max Renown* is how high a Gladiator's Renown can get before they demand a bigger Arena or refuse to fight in this one.

*Max Audience* is how many people can view the fight and give you ♦ for the privilege.

*1V1 fights* are fights between two combatants. Think boxing but with less rules.

*People* means that this Arena can only be used by dwarves, humans, elves, and such. No Beasts, no Machines, no Hazards – all of which we'll cover later.

Once you've built this Room, you may start Hosting Fights and getting into the meat of this expansion.

To get started, read through the expansion and once you're ready, convert two of your Units into Gladiators (page XX), equip them with some basic Equipment (page XX) and host your first Fight (page XX).

# YOUR ROLE

As the Overseer of the Hold, you are not going to be fighting in the arena. No, your role is much more important: you are going to be organising the Fights, paying Gladiators, choosing captured Beasts, Hazards, Machines, and more.

Your goal is to make people excited. Your goal is to make the Hold rich. Your goal is to raise one of our own to gladiatorial godhood and reap the rewards that fame brings.

So let's explain how all that works.

As you saw on the previous page, you will first need to build an Arena of some sort. There are multiple tiers of Arena available, each of which has a maximum Renown and Audience.

Renown is Gladiator specific and is gained by surviving Fights, pulling of special moves, and Defeating other Gladiators, Beasts, and Machines.

All of your Gladiators start off with 1 Renown.

The Audience is how many people **can** fit into an Arena to watch a Fight but it doesn't mean you will always have that many. To determine how large an Audience is for a fight use the handy-dandy chart below:

Total Renown	Threat	Special	Audience %
0 - 5	K.O	None	1/4
6 - 10	First Blood	Hazards	1/2
11 - 15	Surrender	Beasts	3/4
16 - 20+	Death	Machines	Sold Out

The Audience % is determined by which row has the most boxes selected.

In the case of a draw, you use the Lower Audience %  
For example: We have two Gladiators at 1 Renown so the Total Renown is 2 and we aren't doing enough to push it up to 1/2% audience.

Total Renown	Threat	Special	Audience %
0 - 5	K.O	None	25
6 - 10	First Blood	Hazards	50
11 - 15	Surrender	Beasts	75
16 - 20+	Death	Machines	100

# EXPANDING

At the start of the game you'll be pulling in paltry sums of ♦ as you don't have the Renown or the Specials needed to really draw a crowd but you will eventually.

Your somewhat unknown Gladiators gain the following Renown after each Fight:

- 1 Renown for each Gladiator they Defeat
- 1 Renown for each Small Beast they Defeat
- 2 Renown for each Large Beast they Defeat

Keep an eye out for areas where you can build larger and grander arenas and where you can fleece visiting guests. As the old saying goes:

**Where's there's blood, there's gold.**

# EARNING MONEY

The % of an audience is important as you get the majority of your ♦ from Ticket Sales.

At its most basic **each member of the Audience pays 2♦** so a 100% attendance in your basic Fighting Ring would net you 60♦

However, there are other ways to make ♦ from the arenas. Food Stalls, Merchandise, and Advertising are all ways to improve the profitability of your Fights. All of which can be found in the Rooms section (page XX).

When placing the Rooms from this expansion it is important to know that they need to be on the **shortest route** from your active Arena to your Entrance as this is what your Audience will walk along. Audiences cannot pass Barricades unless you so choose... just a little hint, Overseer.

Audience members will only buy from one of each Room type, i.e. 1 Food and 1 Merchandise

# ARENAS

**Fighting Ring – 15♥ – Max Renown – 10 | Max Audience – 10**

**1 Grid Space**

*A sand covered hole in the ground, a rope walled platform, essentially just a designated place for people to hit each other.*

Allows 1V1 fights between People.

Cannot use Hazards, Machines, or Beasts

**Arena – 75♥ – Max Renown – 15 | Max Audience – 25**

**2X2 Grid Spaces**

*Blood soaked stone, whirring blades, the roar of caged beasts and the ravenous audience waiting to be entertained.*

Allows 1V1 Fights between People.

Allows Fights with up to 10 Combatants.

Can use Hazards and Beasts.

Cannot use Machines.

**Colosseum – 500♥ – Max Renown – 20 | Max Audience – 100**

**4x4 Grid Spaces**

*The grandest of all arenas fit for kings and queens, gods and goddesses. Each Colosseum is named and houses a special Machine to make its battles truly spectacular.*

Allows 1V1 Fights between People.

Allows Fights with up to 50 Combatants (use Battle rules page XX)

Can use Hazards and Beasts

Choose a Machine to house in this Colosseum.

# MACHINES

Machine	Cost	Ability
Mechanical Dragon [20 Wounds]	300♦	At the end of each Round. draw a card to see which slice of the Arena the Dragon breathes Fire on. The Colosseum map is broken into 6 segments (1-2, 3-4, etc). If you draw a King it fires at the slice with the most Gladiators or not at all if there is a draw. Any Gladiators not behind an Obstacle are dealt 2 Wounds.
Hammer of the Gods [12 Wounds]	250♦	At the end of each Round, draw a card to see if it hits a Gladiator. It only strikes if you draw a ♣ or ♠ and will strike the nearest Gladiator. Any Gladiators hit are dealt 3 Wounds.
Mechanical Kraken (5 Wounds per Tentacle. 6 Tentacles)	400♦	At the end of each Round, each Tentacle makes an attack at the nearest Ship or Gladiator. Tentacles deal Two Wounds. If there is a Gladiator in the water and no Ship to attack, the Tentacle grabs the nearest Gladiator and deals Two Wounds.

# ROOMS

## ECONOMY ROOMS

### **Snack Stand – 15♥ – Requires a Dedicated Kitchen**

*Fighting is hungry work, watching it apparently is too!*

Gain 2♦ multiplied by the Audience.

### **Food Cart – 20♥ – Requires a Dedicated Kitchen**

*Popped corn is good for some but real patrons deserve real food!*

Gain 3♦ multiplied by the Audience

### **Bar-in-the-wall – 30♥ & 5♦ – Requires a Dedicated Brewery**

*A drunk audience is a happy audience. A happy audience pays more.*

Gain 4♦ multiplied by the Audience on top of any Food sales.

Every Economy Room that Audience's interact with after this Room gain an extra 1♦ to their usual benefits.

E.g. a Food Cart would gain 4♦ multiplied by the Audience.

### **Merchandise Stall – 20♥ & 10♦ – Requires a Artisan's Workshop**

*Slap a gladiator's face on a mug and the audience'll drown in tea.*

Gain ♦ equal to the Audience plus the Highest Renowned Gladiator that comes from your Hold (mercenary and visiting Gladiators do not count)

e.g. a Gladiator with 9 Renown in a sold-out Fighting Ring would earn you 90♦

### **Artisan's Workshop – 50♥ & 20♦**

*Some people say arena merchandise is cheap tat, they're just jealous they didn't think of it first.*

Required to build a Merchandise Stall.

## GLADIATOR ROOMS

### **Podium – 10♥**

*A place for champions to rise above the rest and let the crowd really see their glory.*

Increase the Renown of a Fight Winner by 150%.

E.g. a Gladiator who defeats 3 other Gladiators would get 3 Renown + an extra 1.5 Renown rounded down to 1 for a total Renown gain of 4.

### **Beast Cage – 30♦**

*It takes a lot to get a savage beast into an arena. Just ask the last handler.*

Allows you to stage Beast Fights (page XX)

### **Guest Locker Room – 25♥**

*Smaller than our own and adorned with little psychological tricks to throw them off their game, like all guest locker rooms should be.*

Allows you to buy Mercenary Gladiators (page XX) for a Fight.

### **Massage Parlour – 20♥ & 20♦**

*A good stretch before a fight prevents injury and the steroidal oils help a lot too.*

Choose a Gladiator, they can take 1 Extra Wound during the next Fight before being Defeated.

### **Stitcher – 50♥**

*Death doesn't need to be the end of a gladiator's legacy, not when you've got necromancers on staff!*

You may resurrect a dead Gladiator for 100♦

### **Dry-Dock – 300♥**

*Sea battles contained within the waterproof confines of a colosseum, how delightfully decadent in both spectacle and engineering.*

This Room is required to host Sea Battles (page XX)

Each Dry-Dock can hold 2 Ships (page XX)

Each Colosseum may have a maximum of 3 Dry Docks.

# GLADIATORS

The majority of the Gladiators that will fight in your arenas are hopeful dwarves and adventurers from your own Hold.

To turn these units into Gladiators, you just have to follow these steps:

- 1) Choose a Unit and decide which Fighter Profile (page XX) fits them best (Aggressive, Defensive, Tactical). There is no right or wrong answer here and each Unit is decided individually.
- 2) Write their name at the top of one of these Fighter Profiles (blanks can be downloaded from [itch.io](https://it.ch.io) or [blackwellwriter.com](https://blackwellwriter.com))
- 3) Determine their starting Health. This is equal to their STR. E.g. a Gunner would have 3 Health. A Soldier would have 5 Health.
- 4) Determine their starting Equipment (page XX). Some Units get special Equipment like the Gunner getting a Rifle.
- 5) Give the Gladiator a Name and a Home – usually your Hold but it could be anywhere you can imagine.

Non-Converted Units on the other hand, can be recruited from the table below. These Gladiators make for quick generation of Mercenaries and Visiting Combatants.

	Profile	Equipment Budget	Health	Cost
A – 3	Aggressive		10	
4 – 6	Defensive		10	
7 – 9	Tactical		10	
10 – Q	Aggressive	30♦	18	
K	Tactical	50♦	18	
Joker	Aggressive	Top Weapon & Armour	30	Cannot be bought

# ABILITIES & POWERS

To accurately reflect the variety of units available in DELVE, it is important to understand how the different Abilities translate into the Arena.

Ranged – Units can make an attack as long as they don't have an obstacle between them and their target. You may choose to put a limit on how many shots they can make in a fight. 6 shots for a Gunner seems fair.

Fast – This Unit moves 2 Grid Spaces instead of the usual 1 Grid Space limit.

# EQUIPMENT

What equipment you outfit your Gladiators with determines two important stats:

- Health – How much they can take before they are Defeated
- Hit – How hard they hit

A Gladiator's Health is the same as their listed STR in DELVE or is listed in the Gladiator table on page XX.

A Gladiator's Hit on the other hand is determined by the Weapon they are wielding.

For example, a Soldier would be converted into a Gladiator with 5 Health and would start with an Axe which grants them 3 Hit.

If a Gladiator meets the Starting Gear requirements for a piece of Equipment, they do not need to pay its Cost.

After you have their Health and Hit, you may purchase additional Equipment for your Gladiators as you like. Each Gladiator may;

- Wield 1 Weapon
- Carry another Weapon for use if they get disarmed or throw their weapon
- Wear 1 Piece of Armour
- Use 1 Off-Hand Item – usually a Shield.

All of these can be found on the Tables on pages xx – xx.

*To quickly generate a visiting Gladiator, draw 3 cards to determine their Weapon, Item, and Armour. If this is over their budget, re-draw or push the result up or down one space.*

*Visiting Gladiators start with 5 Health and gain more from whatever Armour or Items they draw.*

# WEAPONS

Equipment	Cost	Hit	Starting Gear	Ability/ Ammo
Axe	5♦	3	Soldier	Attack Adjacent. Breaks Weak Shields after Hit.
Rifle	10♦	2	Gunner	Ranged. 6 Shots. Requires 1 Turn to Reload.
Spear	5♦	2		Attack 2 Spaces Away.
Mace	3♦	2	Cleric	Attack Adjacent. Breaks Weak Shields after Hit.
Staff	20♦	–	Mage	Ranged. Cast a random Spell (page XX).
Potions	10♦	1	Alchemist	Ranged. Place a Fire Hazard on the Enemy's Space. 3 Shots.
Dagger	3♦	2		Attack Adjacent. Ignores Armour.
Lute	5♦	1	Bard	Move all Enemies 1 Space towards this Gladiator.
Hammer	8♦	4		Attack Adjacent. Breaks Weak Shields after Hit.
Rapier	12♦	3		All Defend Actions become Parry.
Unarmed	Free	1	All Gladiators Have	Attack Adjacent.
Exotic Weapon	80♦	4		Double Renown.
Legendary Sword	30♦	5		Attack Adjacent. Breaks Enemy Weapon after Hit.

# ITEM

Equipment	Cost	Hit	Health	Starting Gear	Ability/ Ammo
Weak Shield	3♦	1	3	Soldier	Brace blocks $\frac{3}{4}$ of Incoming Hits
Good Shield	20♦	2	7		Brace blocks all Incoming Hits
Net	5♦	-	-	Witch Hunter	Ranged. Target cannot do any Action until they draw a Face Card
Pistol	30♦	2	-	Gunner	Ranged. 1 Shot.
Firebomb	25♦	6	-	Saboteur	Place a Hazard adjacent to self when a K is drawn. 1 Use.
Rolling Skates	20♦	-	-		Move 2 extra Spaces per Turn
Rock	Free	1	-		Ranged.
Paralytic Darts	15♦	-	-	Witch	When an A is drawn, the Nearest Enemy cannot Move. 3 Uses.
Tool Belt	30♦	-	2		Immune to Hazards
Shout Shield	40♦	4	10		Brace blocks $\frac{3}{4}$ of Incoming Hits and deals 4 Hits back
Whip	10♦	2	-		When a Q is drawn, Disarm the Nearest Enemy.
Mighty Ale Flask	5♦	X	-	Drunkard	Increase their Hit by 2 every time a K is drawn. No Max.
Tinkling Bells	5♦	-	-	Jester	All Enemies move 1 Space towards self when an A is drawn.

# ARMOUR

Equipment	Cost	Health	Ability
Leather Coat	5♦	2	
Chain mail	10♦	3	$\frac{1}{2}$ Hits from Ranged Attacks.
Iron Cuirass	15♦	5	
Scale Mail	15♦	5	
Dragon Mail	20♦	4	$\frac{1}{2}$ Hits from any fire
Steel Plate	35♦	7	
Bone Armour	20♦	1	Double Renown
Lycra Suit	30♦	1	Can Move 5 Spaces per Turn
Golem Suit	80♦	10	All melee Attacks deal an extra 3 Hits.
Wizard's Robes	50♦	2	Draw three times on Spell list and choose the most useful
Garish Vestments	20♦	2	All Enemies move 1 Space towards self each turn.
Arcane Tattoos	100♦	10	Immune to Spells
Mythril Vest	300♦	25	



# SPELLS

Draw a Card and refer to this table whenever a Gladiator with a Staff uses it.

*Staffs are activated whenever the Gladiator tries to Strike.*

Card	Spell	Effect
A	Mage Bolt	2 Hits.
2	Force Wave	1 Hit and push the target back 3 Spaces.
3	Grasping Claw	Stop the target from Moving or Attacking on this turn and the next.
4	Fire Breath	4 Hits.
5	Staff Burst	Make 3 Hits to all adjacent Enemies and self. The Staff is destroyed.
6	Star Shot	3 Hits.
7	Dark Hole	Place a Hazard midway between self and target. Anyone that enters that Space is Defeated.
8	Manic Laughter	Target cannot Defend for the rest of the Fight.
9	Ice Shard	4 Hits.
10	Crystal Slash	10 Hits against all adjacent Enemies. Staff is destroyed
J	Duplicate	Create an allied Gladiator copy with the same Profile and Equipment. It only has 1 Health
Q	Burning Sand	3 Hits against all Enemies.
K	Lightning Strike	12 Hits. Any Gladiator adjacent to Target takes 8 Hits. Anyone adjacent to them takes 4 hits.
Joker	Transform!	Red – Turn all Enemies into harmless animals and win the match. Black – Turn self into an animal and lose.

# BEASTS

The crowd loves a good Beast Fight but in order to put on one of these special Fights, you'll need to find and Capture some.

Any ♣ Creature that you have Defeated and placed in a Kennel can be given over to a Beast Cage in order to be included in a Beast Fight.

Likewise, any ♣ Creature that you Defeat can be placed directly into a Beast Cage, as long as no other Creature is using it.

During a Beast Fight, you may choose whether Gladiators work together to face the Beast or if they have to fight each other at the same time. In the former, the Beast becomes the Enemy for all Actions while in the latter, the Beast is treated as one of many Enemies.

As there are no rules on what Beasts you can find in DELVE, their Hit and Health, and Move Speeds are impossible to lay out in definite form. Instead, I'd encourage you to use the Table below or make up what feels right. The Beast's base Health is determined by its STR.

Speed	Armour	Size	Ability
Slow – 1 Space	None - No Change	Small – 4 Hit	Ranged
Medium – 3 Spaces	Some + 8 Health	Medium – 6 Hit	Burrow – Become a Hazard (page XX)
Fast – 6 Spaces	Heavy + 16 Health	Large – 12 Hit	Reach – Hit from up to 3 Spaces

Beasts follow much simpler rules than Gladiators and can be treated almost like a Hazard in their own right.

**At the end of each Turn, move the Beast towards a random Enemy and make an Attack unless:**

**If the Beast has Ranged, make an Attack against a random Enemy.**

**If the Beast has Burrowed, remain hidden.**

**If the Beast was Hit last turn, move towards that Gladiator and make an Attack.**

# HAZARDS

Traps, obstacles, dangers of any kind that make an arena more interesting. These can be bought and placed before a Fight to increase the Audience %. There is no limit to how many Hazards you can place in an Arena.

## **Poke-Hole – 5♥ – 1 Space**

*A spot of audience participation always gets the crowd going!*  
Gladiators that enter this Space take 3 Hits.

## **Pendulum Hammer – 50♥ – Draw a line through the Arena**

*Tick tock, be careful not to let this one punch your clock!*  
Constantly swings back and forth across the line you drew.  
Every Even Turn it deals 10 Hits to Gladiators caught in its path.  
Every Odd Turn it is out of the way and Gladiators can pass freely.

## **Dragon Vent – 30♥ – 1 Space**

*Dragon's breath, forge fire, or even heat from the magma lake, its all the same.*  
Gladiators that enter this Space draw a card. If it is a ♥ or ♦, they take 5 Hits. Otherwise it stays dormant.

## **Blade Trainer – 20♥ – 4 Space square**

*Spinning swords and axes on a twisting pole. Just like practice but sharper!*  
Gladiators that enter any of these Spaces take 4 Hits.

## **Explosive Barrel – 10♥ – 1 Space**

*People love a good firework show. The Gladiators caught in the blast less so.*  
If this Hazard is Hit by any source, it explodes in a 3 Space wide circle dealing 10 Hits to all caught in the blast.  
Must be bought again after having been used.

## **Slag Chute – 40♥ – 2 Spaces**

*The run-off from the forge makes for a deadly trap that Audience's love!*  
Gladiators that enter this Space take 2 Hits per turn until the end of the Fight.  
Must be bought again after having been used.

## **Catapult Flagstone – 25♥ – 1 Space**

*Any Gladiator unfortunate enough to step on one of these is in for quite the ride!*  
Choose a landing spot, any Gladiator that enters this Space is launched to that Space and takes 4 Hits.  
You may chain Catapult Flagstones together.

# TEAM BATTLES & PRISONERS

There may come times when you want to set a group of Gladiators against another group. In these cases, make a note of which Gladiators are in which team.

Gladiators will not target their allies but can accidentally hit them with Ranged attacks.

If a Team wins, all surviving members gain 1 Renown.

If a Team wins and had fewer starting members, all survivors gain 2 Renown.

You may be tempted, like some cultures of old, to throw Prisoners into the Arena. These unwilling Gladiators always team up with each other and if they win a Fight, are freed from your Hold.

# SEA BATTLES

## **Requires a Dry Dock**

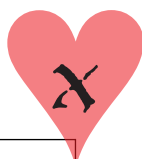
These special Fights are done in flooded arenas on small boats. Each turn every Ship moves towards its Nearest Enemy until they are adjacent, at which point Gladiators can move between them.

It is recommended that you run Sea Battles as Team Fights where all the Gladiators on a Ship are allied.

Gladiators will not Move off of a Ship if there is nothing for them to Move onto so ignore most Move Actions until Ships come into contact with one another.

Finally, each Ship has 30 Health. If a Ship loses all of its Health it sinks and the Gladiators onboard are dropped into the water. Gladiators in Water will Move towards the nearest Ship each turn and will make no other Actions.

# FIGHTER PROFILE



<b>Name: Kalthrie</b>			
<b>Species: Dwarf</b>		<b>Home: The Black Well</b>	
<b>Renown: 1</b>		<b>Victories: 0</b>	<b>Defeats: 0</b>
<b>Style:</b>	<b>Aggressive</b>	<b>Defensive</b>	<b>Tactical</b>
<b>Movement</b>	<b>Move full Speed Closer</b>	<b>Do not Move</b>	<b>Move 1 Space Closer to a Hazard.</b>
<b>Equipment</b>	Hauberk (Leather) – Health + 2 Axe (Iron) – Hit + X		
<b>Ace</b>	Strike – Make an Attack against the nearest Enemy		
<b>Two</b>	Strike – Make an Attack against the nearest Enemy		
<b>Three</b>	Brace – Lower Incoming Hits by ½		
<b>Four</b>	Charge – Move 3 Spaces closer to the nearest Enemy.		
<b>Five</b>	Strike – Make an Attack against the nearest Enemy		
<b>Six</b>	Strike – Make an Attack against the nearest Enemy		
<b>Seven</b>	Charge – Move 3 Spaces closer to the nearest Enemy.		
<b>Eight</b>	Breathe – Move 1 Space away from nearest Enemy.		
<b>Nine</b>	Parry – Negate Incoming Attack and <b>Chain</b> an Action		
<b>Ten</b>	Brace – Lower Incoming Hits by ½		
<b>Jack</b>	Throw – If Enemy is within 6 Spaces, deal your Weapon's Hit and place it in their Space. You are now Unarmed.		
<b>Queen</b>	Rage – Make an Attack and <b>Chain</b> an Action		
<b>King</b>	Grapple – Deal 1 Hit and stop this Enemy from performing an Action next Turn unless they draw higher than you.		
<b>Joker</b>	Wild Lunge – Move up to 3 Spaces and Attack Twice. Incoming Hits are Doubled during next Turn.		

On the page opposite is an example Fighter Profile that is used to simulate your Gladiators (pre-filled and a blank profile can be found at the back of this expansion)

The first three boxes, Name, Species, and Home are purely flavour and serve as a useful way to remember who the Profile belongs to.

In this example we're using a Dwarf from our own Hold, The Black Well. Her name is Kalthrie.

The 5 in the Heart means she has X Health. 3 for being a Dwarf and 2 from her Leather Hauberk.

Renown is a measure of how famous they are. Audiences will pay more to see Gladiators with high Renown.

Victories and Defeats are again just flavour stats.

What Style a Gladiator uses determines the Actions they will have in their Ace - Joker Draw List below. Aggressive Gladiators have more attacks, Defensive have more protective moves, and Tactical has access to some clever hazard specific moves.

If unable to hit each other, Gladiators will move closer to each other in different ways. The only exception is that Tactical Gladiators will try and lure the fight over towards a Hazard **but will not Move into the Hazard itself.**

Equipment is whatever you equip them with. A full list of equipment can be found on page XX. Weapons and armours provide bonuses to some Actions and can be the difference between life and death.

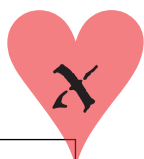
Finally, the Action List is the basic artificial intelligence of the Gladiators. Each turn you will draw a card for each Gladiator and see what Action they perform.

Each Gladiator gets 1 Action per Turn unless an Action specifically says to **Chain** another Action.

Actions are resolved in this order:

**DEFENCE** – **SPECIAL** – **MOVEMENT** – **ATTACK**

# FIGHTER PROFILE



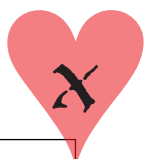
Name:			
Species:		Home:	
Renown:		Victories:	Defeats:
Style:	Aggressive	Defensive	Tactical
Movement	Move ½ Speed Closer	Do not Move	Move 1 Space Closer to a Hazard.
Equipment			
<b>Ace</b>	Strike – Make an Attack against the nearest Enemy		
<b>Two</b>	Strike – Make an Attack against the nearest Enemy		
<b>Three</b>	Brace – Lower Incoming Hits by ½		
<b>Four</b>	Charge – Move full Speed closer to the nearest Enemy.		
<b>Five</b>	Strike – Make an Attack against the nearest Enemy		
<b>Six</b>	Strike – Make an Attack against the nearest Enemy		
<b>Seven</b>	Charge – Move full Speed closer to the nearest Enemy.		
<b>Eight</b>	Breathe – Move ½ Speed away from nearest Enemy.		
<b>Nine</b>	Parry – Negate Incoming Attack and <b>Chain</b> an Action		
<b>Ten</b>	Brace – Lower Incoming Hits by ½		
<b>Jack</b>	Throw – If Enemy is within 6 Spaces, deal your Weapon's Hit and place it in their Space. You are now Unarmed – Hit + 1		
<b>Queen</b>	Rage – Make an Attack and <b>Chain</b> an Action		
<b>King</b>	Grapple – Deal 1 Hit and stop this Enemy from performing an Action next Turn unless they draw higher than you.		
<b>Joker</b>	Wild Lunge – Move up to 3 Spaces and Attack Twice. Incoming Hits are Doubled during next Turn.		

# FIGHTER PROFILE



Name:			
Species:		Home:	
Renown:		Victories:	Defeats:
Style:	Aggressive	Defensive	Tactical
Movement	Move ½ Speed Closer	Do not Move	Move 1 Space Closer to a Hazard.
Equipment			
<b>Ace</b>	Brace – Lower Incoming Hits by ½		
<b>Two</b>	Parry – Negate Incoming Hit and <b>Chain</b> an Action		
<b>Three</b>	Strike – Make an Attack against the nearest Enemy		
<b>Four</b>	Breathe – Move 1 Space away from nearest Enemy		
<b>Five</b>	Shove – Move an adjacent Enemy back 1 Space		
<b>Six</b>	Brace – Lower Incoming Hits by ½		
<b>Seven</b>	Breathe – Move 1 Space away from nearest Enemy		
<b>Eight</b>	Parry – Negate Incoming Attack and Chain an Action		
<b>Nine</b>	Retreat – Move 3 Spaces away from nearest Enemy		
<b>Ten</b>	Strike – Make an Attack against the nearest Enemy		
<b>Jack</b>	Strike – Make an Attack against the nearest Enemy		
<b>Queen</b>	Taunt – The nearest Enemy moves as many Spaces towards you as they can. They do not avoid Hazards.		
<b>King</b>	Perfect Timing – Negate the next Attack and knock the Enemy <b>Prone</b> .		
<b>Joker</b>	Bastion – Ignore all Incoming Attacks until this unit draws a Face Card.		

# FIGHTER PROFILE



Name:			
Species:		Home:	
Renown:		Victories:	Defeats:
Style:	Aggressive	Defensive	Tactical
Movement	Move full Speed Closer	Do not Move	Move 1 Space Closer to a Hazard.
Equipment			
Ace	Strike – Make an Attack against the nearest Enemy		
Two	Parry – Negate Incoming Attack and <b>Chain</b> an Action		
Three	Strike – Make an Attack against the nearest Enemy		
Four	Brace – Lower Incoming Hits by ½		
Five	Strike – Make an Attack against the nearest Enemy		
Six	Wait – If this unit is adjacent to a Hazard, don't Move until the Hazard has been tripped.		
Seven	Strike – Make an Attack against the nearest Enemy		
Eight	Brace – Lower Incoming Hits by ½		
Nine	Parry – Negate Incoming Attack and <b>Chain</b> an Action		
Ten	Re-position – Move 1 Space Closer to a Hazard OR towards the weakest Enemy.		
Jack	Disarm – Negate Incoming Attack and place the Enemy's weapon in the space behind this unit.		
Queen	Prepared – Negate the activating of a Trap or Machine if it would affect this unit		
King	Re-direct – Move an adjacent Enemy 2 Grid Spaces in any direction		
Joker	Trap – Lay a Trap in this Space. Any Enemy who enters this Space takes 3 unblockable Hits		

## REWORK IDEAS TO TEST

Each turn in a Fight is made up of Stages

Movement – Each Gladiator draws a Card and moves that many spaces towards another Gladiator.

Can move 1 - 10 spaces. Face Cards are Specials that do things like:

Jack – Use your Item.

Queen – Seek Higher Ground or move near a Hazard

King – Charge forward and tackle a Gladiator. Draw another card to see how far you tackle them.

Battle – Each Gladiator in Range (either adjacent if melee or any ranged) draws a card to attack each other.

Melee – Highest card hits and takes the difference off of the loser's Health

Ranged – If the ranged card is higher than the target's card, the target loses Health equal to the Weapon's damage. If the ranged card is lower than the target's card, the target takes no damage.

1 - 10. Face Cards are specials that do things like:

Jack – Use your Item.

Queen – Disarm. The enemy has their weapon or item removed and placed in a random space. Draw a card to see how many spaces away it is and in what direction. If this takes it out of the arena, it is gone.

King – Throw the enemy. Draw a card to see how many spaces they are thrown. Suit determines direction.

*Feels too much like just drawing cards and doing math, needs to be more cinematic and descriptive.*

