

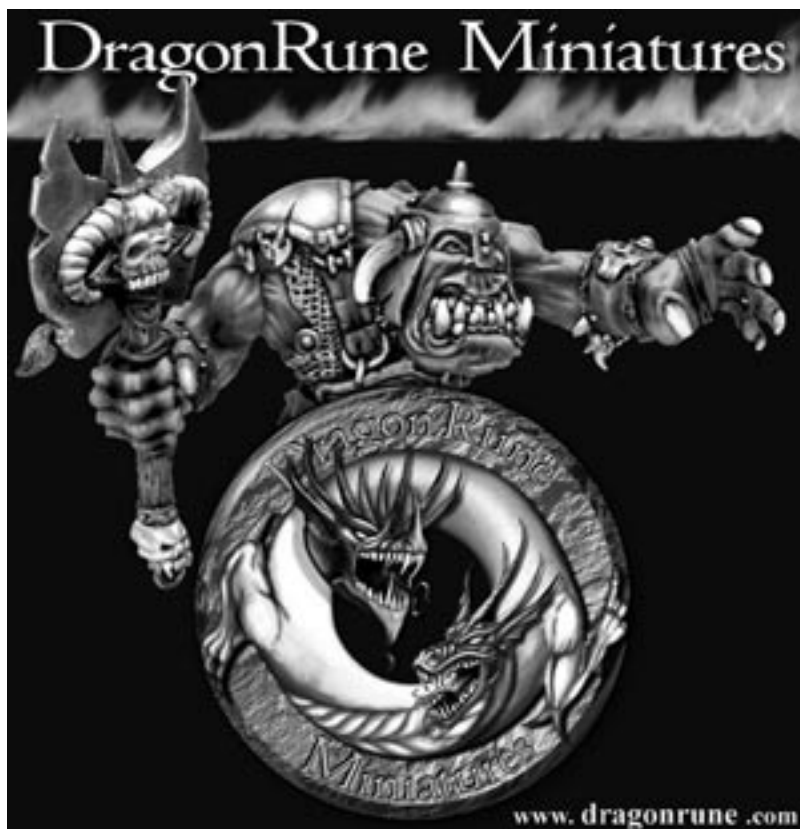
DragonRune: *Arena of Death!*

Rules for:
Fantasy Gladiatorial Combat
with 28mm Miniatures



DragonRune Miniatures

DragonRune: *Arena of Death!*



The Arena of Death rules are based on a modified version of
"Munera Sine Missione"
written by Gary (Comardo) and Alan Saunders
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DragonRune: **ARENA of DEATH!**

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INTRODUCTION

The races throughout the Distant Lands have been in a constant state of war and mistrust for generations. Conflict has become the way of life.

After a particularly volatile period, the kingdoms that would eventually make up the Empire of Tarsus were exhausted from a hundred years of constant warfare. Most of the veteran soldiers and captains were either maimed or dead. So, the local rulers began pressing farmers and tradesmen into the army. Entire villages were stripped of men and boys old enough to carry a spear. But no ruler could gain the upper hand and so the bloodshed continued.

At the edge of the Mortetan Hills two armies met. Night was already falling when they spied each other, so both settled into armed camps to await the morning's battle. A captain, serving King Hanrod, stood watch at the edge of the camp. This captain was of little consequence but he held deep moral values. He performed his duty as he was ordered, but did his best to protect the untrained men and boys who served under him.

As he peered into the darkness, a cloaked figure appeared in front of him. The figure told the captain that on the morrow's battle he should walk forth to the middle of the field between the two armies and challenge the opposing army's champion to single combat. The winner would decide the outcome of the battle and many lives would be spared.

The following morning, as the figure had told him to do, the captain walked out from his army and called for the opposing champion. Yelling, so that both sides could hear him, he declared that whoever won this single combat would decide the outcome of the battle. That only one life would be lost instead of many. Both armies stood puzzled, but the other side sent out their best warrior. He was nearly twice the size of the captain and he swung a huge double-headed axe as he walked.

Everyone expected the captain to fall easily to his opponent. And the first few strikes of the axe nearly ended it. The captain's shield splintered and his helmet was knocked from his head. Then the captain began parrying the blows of his enemy. With more and more ease he deftly avoided the attacks, as though his hand was being guided by someone else.

For what seemed like an eternity the two fought, with neither letting up. Exhaustion was setting in. The captain was still blocking the axe blows, but each time his own sword came closer to finding its mark. Then the captain, who was down on one knee, swung his sword in one final attack. As he did so, lightning struck the sword. The blow shattered the handle of his opponent's axe and sliced a deep gash across the man's chest.

The captain was declared a prophet of the gods. Soon, he had set up arenas in all the major cities. Each arena was controlled by the priesthood. King Hanrod, as the sponsor of the Prophet, was crowned first emperor of Tarsus, thereby uniting the warring kingdoms under one banner. All disputes were now to be decided in the arenas.

The Prophet set up specific ceremonies to honor the fighters and let all people attend to see the outcome. Tributes were made to the gods and a day of contemplation always preceded the event, allowing the two sides to contemplate their decision to fight before sending their champions to the Arena. A champion could end the fight, before death, by begging mercy of his opponent or the crowd.

After a time, the **ARENA of DEATH!**, as it was now known, became very popular as a spectator event. The priesthood made large sums of money from the cheering crowds. Two hundred years after the death of the Prophet, the people no longer remembered the reasons for the **ARENA of DEATH!** They went to cheer the winners and jeer the losers, demanding blood as payment for their attendance. Representatives became celebrity champions. And as with all sports, betting became a popular pastime for the people. Dwarves set up betting stalls at each arena, giving the priests a cut of their winnings.

Soon, trainers, with the reputations of their schools at stake, began taking on champions from the other races. Elves, Dwarves, Orcs, Goblins, Komodons, and even Ogres now battled in the arenas. An entire city can shut down if a particularly well-known champion is competing in its Arena.

The **ARENA of DEATH!** could make a champion famous beyond that of many kings or end his life in dust and blood.



THE GAME

ARENA of DEATH! comes complete with an arena hex grid floor to fight on, four DragonRune Miniatures, four six-sided dice, 12 Champion Characteristic Cards, 100 Champion Characteristic sheets, two pencils, and these rules. Additional DragonRune Miniatures and other supplies may be purchased separately.

CHAMPIONS

Each Champion will be given ratings for the following characteristics:

- Strength** — **The strength and Endurance of the Champion.**
- Weapon** — **The weapon being used by the Champion.**
- Armor** — **The type of armor worn by the Champion**
- Speed** — **How fast the Champion can move when fighting.**

These ratings are provided on the Champion Characteristic Cards that depict a representative sample set of Champion Types. Or, the ratings may be randomly produced and marked on the player's Champion Characteristics Sheet prior to play. The characteristics, and their game effects are described below.

Random Champion Generation:

If you wish to define your own Champions, the following will tell you how to do it.

Strength

Strength is determined by rolling three six-sided dice and consulting the Strength Table below. This is the Champion's Strength characteristic. Mark it on the Champion Characteristic Sheet.

Strength Table:

RACE	TOTAL STRENGTH
Human	3 Dice - Low Die
Orc	3 Dice
Dwarf	3 Dice - Low Die
Elf	3 Dice - Middle Die
Ogre	3 Dice + 6
Komodon	3 Dice - Low Die
Goblin	3 Dice - High Die
Dyphus	3 Dice
Animal	3 Dice
Monster	3 Dice + 10



Weapon

The player may choose a weapon to arm his Champion. Note on the Champion Characteristic Sheet what the Champion has and in which hand he uses it. The various weapons and their abilities are described below in Appendix 1. This is the Champion's Weapon characteristic.

Armor

The Armor rating is a combination of two factors. These factors are;

- 1) The armor on the Champion's body, this can be none, light or heavy. Heavy armor is the full mail protection. Most Champions have light armor. Helmets can be none, or "yes." If "yes" the helmet acts as an integral part of the Champion's armor.
- 2) The shield the Champion is carrying. Shields can be none, small, large or extra-large.

The effects of the different armor and shield types are described below. These are the Champion's Armor characteristics. Mark them on the Champion Characteristic Sheet.

Speed

The Champion's speed is determined by a combination of his armor, helmet, and shield factors. Players must consult the chart below to determine how encumbered the Champion is with heavy protective items. Once the Champion's speed factor is determined, mark it down on the Champion Characteristic Sheet.

Determine the 'weight' of the Champion. This is done by calculating how encumbered he is:

Armour/Shield/Helmet	Weight
Light armor	1
Heavy armor	2
Large shield	1
X-Large shield	2
Helmet	1

Total the weight of armor, helmet and shield to give the following ratings:

Weight carried	Champion is:
0 - 1	Light
2	Medium
3	Heavy
4 - 5	Extra Heavy
6 +	Extra-Extra Heavy

Note that since a Champion can become wounded, or lose (or pick up) his shield, helmet, or weapon, a Champion's speed rating may vary during the game.

Example: A Champion has light armor (weight 1) and a large shield (weight 1). With a total weight of 2 the Champion is Medium. If he loses his shield he only has the armor (weight 1) to contend with and becomes Light.



Armor Save Modifier

The armor and shield a Champion has determines his save roll. This should be accumulated as below:

Armour/Shield	Save Modifier
No armor	+0
Light armor	+1
Heavy armor	+3
No shield	0
Small shield	+1
Large shield	+2
X-Large shield	+3

Example: A Champion has light armor (+1) and a large shield (+2), for a total save of +3. If he loses his shield then his save roll drops to +1.

Vorshuk yanked the trident from the man's throat. The crowd roared its approval as blood sprayed across the goblin from the still-pumping jugular of the man at his feet.

He glanced up the length of the weapon. It was nearly a head taller than him. He tossed it aside in disgust as he strode across the arena. Vorshuk preferred his sword, but when cornered and unarmed, he was willing to use whatever weapon was handy, even that of his enemy.

The man on the ground still twitched as his life ebbed out from the wound in his neck. For a moment Vorshuk pitied the man, he had fought well, but in the end, was too slow to exploit the openings he was given.

SEQUENCE OF PLAY

The players each roll one die. The player who rolls the highest number goes first. The player with the second highest number goes second, and so on. After all players have moved or attacked the turn is complete. The players roll dice again to determine the order of movement for the next turn. This time players may be able to modify their roll with unused Action Points from the previous turn. Thereafter, play will continue following this sequence until a Champion dies or surrenders. When this occurs, the owning player is out of the game.

On his turn a Champion does the following:

- 1) Roll a D6 to see how many Action Points he has.
- 2) Spend his Action Points to move and to attack other Champions.
- 3) When a player has finished his turn, the next player starts his turn.

Action Points

At the start of his turn a Champion rolls a D6 to determine how many Action Points he has. He gets Action Points equal to the roll of the die. Modified as follows:



Condition Effecting Action Points	Action Point Modifier
XX-Heavy Champion	-3
X-Heavy Champion	-2
Heavy Champion	-1
Light Champion	+1
Light wound (At least one point of strength lost)	-1
Serious wound (Half or more of strength lost)	-2
Entangled	-3
Off-balance	-2

Action Points can be spent as follows:

Move 1 hex directly forward.....	1 Action Point
Move 1 hex in any other direction, without changing facing.	2 Action Points
Change facing by one hex side	1 Action Point
Attack with weapon	1 Action Point
Attack with net or lasso.....	2 Action Points
Attempt to cut free of net or lasso.....	1 Action Point
Pick up or discard object in same hex.....	1 Action Point
Shoot bow or throw object.....	2 Action Points

In the event that the Champion's modified roll would result in 0 (or fewer) Action Points, the Champion may always use 1 Action Point.

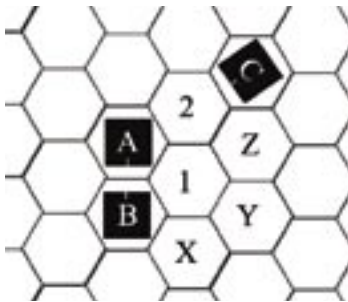
Any Action Points that remain unused at the end of the player's move may be "saved" for use in the following turn's Sequence Roll. Unused Action Points may be used to either ADD to, or SUBTRACT from, the owning player's next Sequence Roll. Unused Action points must be used in the immediately following Sequence roll or they are lost. They are NOT added to the next turn's Action Point total. Players may repeat this process each turn in which they have extra Action Points. Rune Coins are provided to assist players in keeping track of extra Action Points.

Movement

Only one Champion is allowed to occupy a hex.

Champions may not pass through hexes containing other Champions.

If a Champion is in a hex adjacent to an opposing Champion, he may not move directly to another hex adjacent to that same Champion. He must first step back so that there is an empty hex between them. This does not apply to Champions who are fighting as a team or otherwise on the same side.



EXAMPLE: B WISHES TO ATTACK C. SO B MUST FIRST STEP BACK TO X AND MOVE THROUGH Y AND Z. B CAN NOT MOVE DIRECTLY THROUGH 1 AND 2 AS THEY ARE ADJACENT TO A.

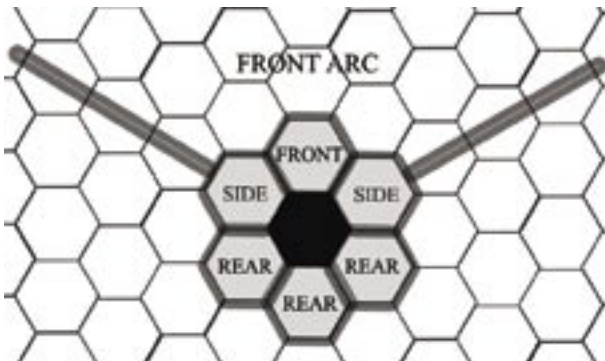
Facing

The hex that is directly in front of a Champion is his front hex.

The two hexes on each side of the front hex are the Champion's side hexes. If the Champion has a shield then one of these is the "shield side". If he is carrying a weapon in one hand then that side is the "weapon side".

The other three hexes are the Champion's rear hexes.

Some Champions or Monsters are so large that their bases occupy more than one hex. In this case the players should consider the figure base to occupy the fewest possible number of hexes. The side and rear hexes should be allocated so that the front, side, and rear hexes are proportionally distributed.



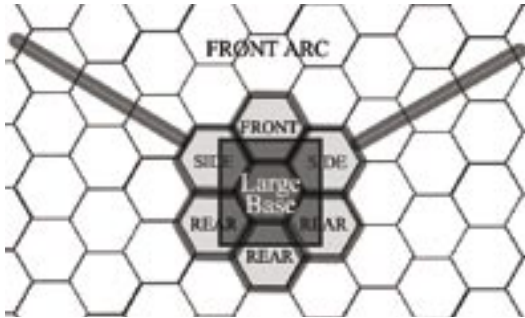
AGILITY

One factor in a Champion's ability to successfully attack an opponent is the opponent's agility. This is a factor of quickness. There are three ranges of Agility (Fast, Medium, Slow). It is left up to the players to allocate these attributes. As a general guideline, Goblins are considered Fast, and Ogres are Slow. Other race's agility modifiers should be allocated relative to these.



SIZE

Another factor, related to agility, in a Champion's ability to successfully attack an opponent is the opponent's size. Big opponents are easier to hit than small ones. There are four ranges of size (Small, Medium, Large, Huge). It is left up to the players to allocate these attributes. As a general guideline, Goblins are considered Small, and Ogres are Large. Dragons would be considered Huge. Other race's size modifiers should be allocated relative to these.



ATTACKS

These rules apply to swords and other simple weapons. Special weapons are described after the main rules.

In order to attack a Champion must have his opponent directly in front of him and in an adjacent hex. Determine if you are attacking the front, side or rear hex of your opponent.

Some weapons can attack targets that are not adjacent. These must be within the front arc of the attacker.

A Champion may only attack with a particular weapon once per turn.

The attack procedure is as follows:

- 1) Both attacker and defender roll one die each. If doubles are rolled a special event has occurred and the attack ends. (see below).
- 2) If the roll was not a double, the attacker modifies his roll according to the table below. The attacker then subtracts the defender's roll from his modified roll.
- 3) If the final score is positive, then he has hit the defender. The defender must roll a D6 to see if he saves.
- 4) If his score is negative or zero, then the defender jumps back a hex.
- 5) Reduce the defender's strength by any wounds caused (if any).

The two combatants struggled in the center of the arena. Sword glanced off shield and sword parried sword. For nearly an hour the two exchanged blows with neither able to gain the advantage on his opponent.

Finally, as exhaustion set in, a misstep sent one of the men to the ground. The other was on him in a flash, swinging with all his might. There was nothing the man on the ground could do to regain his feet. His sword was knocked from his hand.

The blade of the victor pressed against the loser's throat. Both waited for the will of the crowd to be known...



Both attacker and defender roll a D6. If both roll the same number then a special event has occurred and the attack ends.

If the numbers are different then modify the Attacker's roll as follows:

Attacking Defender's front	+0
Attacking Shield Side — (X-Large shield)	+0
— (Large shield)	+1
— (Small shield or net)	+2
Attacking Weapon Side	+2
Attacking any side with no weapon or shield	+3
Attacking Rear	+3
Defender Entangled	+1
Unarmed	-3
Attacking with Disadvantaged weapon	-1
Each other Champion that has the defender adjacent and in his front hex	+1
Defender's Agility — Slow	+1
— Medium	+0
— Fast	-1
Defender's Size — Small	-1
— Medium	+0
— Large	+1
— Huge	+2

Subtract the defender's roll from the attacker's modified roll. If the score is greater than zero, then the defender has been hit and must attempt an armor save, or subtract that many wounds from his strength.

If the final score is zero or less, then the attack misses, and the defender is pushed back. A push back moves the defender into the adjacent hex opposite the hex from which the attack came. If the defender cannot enter that hex, because of another Champion, or the edge of the arena, then he stays where he is but is considered off-balance.

ARMOR SAVES

To make an Armor Save, roll one die and add the defender's Armor Save modifier. If the final score is 7 or more, then the blow has glanced off the armor or shield, and no wounds are scored. Note that a Champion with no armor modifier automatically takes wounds if hit!



SPECIAL EVENTS

If both attacker and defender roll the same number, consult the following table to see which special event has occurred:

Die Roll	Effect
Double 6	Defending Champion is killed outright.
Double 5	Defender loses shield, net or lasso. These cannot be regained.
Double 4	Defender knocked off balance. -2 Action Points on his next turn.
Double 3	Attacker knocked off balance. -2 Action Points on his next turn.
Double 2	If the attacker is adjacent, then the defender is floored, and must appeal to the crowd. The fight is over. Otherwise treat as 'Defender knocked off balance'.
Double 1	A weapon breaks or is otherwise lost for good. Roll one die. On a roll of 1-3 it is that of the attacker, on a roll of 4-6 it is that of the defender. A Champion without a weapon fights with the unarmed modifier.

WOUNDS

Wounds are inflicted each time an unarmored Champion is hit or a Champion fails his Armor Save. A Champion that has taken at least one wound is lightly wounded. If he has taken half or more of his strength in wounds then he is considered seriously wounded. If his strength drops to 0 or less, then he is beaten, and must appeal to the crowd. If his strength drops to -3 or less then he is dead.

The severity of each wound is determined by the strength difference between the attacker and the defender. A wound will always cause a minimum loss of 1 strength point if the Armor Save is unsuccessful. However, whenever the attacker's Strength Characteristic is greater than the defender's Strength Characteristic the severity of the wound increases by an additional number of strength points equal to the difference in Strength Characteristics.

APEALS TO THE CROWD

In order to appeal to the crowd, a Champion must roll 2 dice.

A straight roll of '12' indicates that the crowd is automatically merciful (Thumbs up!).

A straight roll of '2' means that the crowd wants blood and the Champion is killed (Thumbs down!).

Otherwise, on an adjusted score of 8 or higher, the crowd spares the Champion. If the adjusted score is 7 or less he is dispatched.



In addition, the following modifiers should be applied to the roll:

Modifier	Status or Event
+1	Started fight as a Light Champion
-1	Started fight as Heavy or X-Heavy Champion
-2	Started fight as XX-Heavy Champion
-2	If unwounded.
+1	If seriously wounded.
-1	If the Champion has not inflicted any wounds on his opponents.
+1	For each Champion he has seriously wounded
+2	For each Champion he has defeated (killed or spared by the crowd).
-1	For each Champion the crowd has spared today.

As you can see, the crowd likes to have seen lots of blood, they think armored Champions shouldn't get defeated and they only have a limited supply of mercy.

OPTIONAL RULES

Experience

This is for continuing campaigns, or if you wish to pit one skilled Champion against several less-skilled ones.

A Champion can have up to four skills. These are:

- Reflexes.....+1 Action Points
- Attack.....+1 to attack die roll
- Dodge.....+1 to defense die roll
- Stamina+2 to strength roll

He may only have each skill once. At the end of a bout, a Champion may gain one skill if he has defeated another Champion with the same or more skills. In other words, in order to progress you must beat Champions at least as good as yourself.

Example: Urgzakh and Gorbag both have no skills. Urgzakh beats Gorbag in a bout, so he gains one skill. A few weeks later they meet again, and Urgzakh beats Gorbag once more. However, because Urgzakh has more skills than Gorbag, he gains no new skill.



APPENDIX 1 - WEAPONS

The above rules assume that the Champions are armed with a sword, long dagger or some equivalent short hand weapon. The following rules cover more exotic weapons.

Trident - The weapon of the Komodons. This is treated as a normal weapon, but is used in the left-hand.

Dagger - A secondary weapon for some Champions. Always treat as a disadvantaged weapon.

Long Spear - This can attack targets that are adjacent or two hexes away. When attacking an adjacent target, however, it is treated as a disadvantaged weapon.

Throwing darts - Darts can be thrown at a target between two and six hexes away, using the normal combat rules. At 5 hexes range they are disadvantaged. At 6 hexes they are doubly disadvantaged (-2). If they cause a wound, are deflected by armor or cause a special event, then they are lost. Otherwise they land in a randomly determined hex adjacent to the target if the attackers roll was even, or in the target hex if the roll was odd. Make this roll before the defender is pushed back. If a Champion is in the same hex as a dart he may pick it up at the cost of 1 Action Point. Darts may not be used against a target adjacent to the Champion throwing them.

Javelin - May be used to attack targets that are adjacent or two hexes away, but is disadvantaged at two hexes range. Since it is tied to the Champion's wrist it may not be used at ranges greater than this.

Axes, Maces, Clubs – Treat as a normal weapon.

Two-Handed Swords, Axes, Maces or Clubs - For more exotic Champions. It costs 2 Action Points to strike a blow with one of these weapons, but if they hit the target's armor save is reduced by 1.

Net - Used in the right hand to entangle an opponent. It may be used at up to 2 hexes, needing a 6 to entangle an opponent in an adjacent hex and a 5-6 to entangle an opponent 2 hexes away. If the cast misses, the defender is pushed back. Once an opponent is entangled the net is lost. An entangled opponent may make up to one attempt to cut free each turn, at a cost of 1 Action Point, and needs a die roll of 5-6 to succeed. As long as the Champion has his net, he is considered to have a weapon in his right hand.

Karl limped slowly from the arena. The gash in his leg, though already staunch by his trainer, still caused a great deal of pain when he moved.

For the hundredth time today he thought about abandoning the Arena of Death and opening his own school to train future gladiators. It was safer, though far less lucrative. A good trainer could make a respectable living but he could never command the sums that a true champion made in the arena. And money he needed.

At the end of the hall loomed a massive ogre, scarred and twisted from years of fighting. Beside him, a dwarf watched Karl approach. There was greed in the dwarf's eyes.

"So Karl, you did well today," the words rolled off his tongue. "But many of the others that you bet on did not fare so well. It seems that you and I will be working together a little longer than planned."



Lasso - This is treated as a net, except that it does not count as a 'weapon' for defense purposes. It may be used to entangle a target at two or three hexes, needing a 6 at two hexes and a 5-6 at three hexes.

Cone - A specialist tool. If a Champion with a cone is attacked by a net, roll one die. On a 5-6 they have caught and shredded the net, regardless of whether it hit or not.

Bows - A bow can be shot at an opponent between two and eight hexes away, using the normal combat rules. At 2 - 7 hexes range they are disadvantaged. At 8 hexes they are doubly disadvantaged (-2). Arrows are lost or recovered in the same manner as throwing darts (see above). A bow costs 2 Action Points to shoot.

Champions with more than one weapon may strike with each weapon once per turn. Thus a Komodon Champion may cast his net (for 2 Action Points) and then attack with his trident (for 1 Action Points).



APPENDIX 2 - ANIMALS, BEASTS & MONSTERS

As the events in the **ARENA of DEATH!** grew in popularity, so did the public's desire for diversity.

Animals such as Lions, Boars, and Wolves are common throughout the Distant Lands of DragonRune. Other more exotic creatures also exist in fewer numbers.

Animals – Animals use claws and teeth as their main weapons in the arena and they use the normal combat rules. All three front hex sides are considered as weapon sides. Animals do not have shields. Some animals may wear armor in which case the normal armor saves would apply.

Beasts & Monsters – There are many creatures that inhabit the world of DragonRune that are not “normal” animals. These creatures are of the supernatural kind and include Dragons, Hydra, Griffons, and the like. These creatures may be given special characteristics such as the ability to breathe fire, fly, or attack with their tail. Being supernatural in origin, these creatures are not subject to the limitations for strength, weapons, armor, or speed that other Champions must follow.

ANIMALS	STRENGTH	WEAPON	ARMOR	SPEED	AGILITY	SIZE	SPECIAL ABILITY
Lion, Tiger, Panther, Etc.	3 Dice	Claws & Teeth	None *	Medium	Fast	Medium	None
Boar	2 Dice +3	Tusks	None *	Medium	Medium	Medium	None
Wolves & Dogs	2 Dice	Teeth	None *	Medium	Medium	Medium	None
Bear	3 Dice +3	Claws & Teeth	None *	Heavy	Medium	Medium	None
Elephant, Rhino, Hippo	4 Dice	Weight	None *	X- Heavy	Slow	Large	None
BEASTS & MONSTERS							
Giant Serpent	4 Dice	Fangs & Coils	None *	X-Heavy	Medium	Large	Crush
Griffon	3 Dice +6	Claws & Teeth	Light	X-Heavy	Fast	Large	Fly
Hydra	4 Dice +6	Claws, Teeth, Tail, Fire	Heavy	XX-Heavy	Medium	Huge	Fire Breath
Dragon	6 Dice	Claws, Teeth, Tail, Fire	Heavy	XX-Heavy	Medium	Huge	Fire Breath, Fly

* Armor may be added to these animals. If armor is added, the animal's speed will decrease one level for light armor and two levels for heavy armor.

Random generation of animals and monsters for the arena is done in the same manner as when generating Champions. Subject to the above limitations.

Boulding's mouldings



BOULDINGS MOULDINGS

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