

Gladiators

Core Units

Spearman (100) (2 x 1)

HP 8
Move 5
Attack 1d10
Combat Melee
Range N/A
Radius N/A
Defense 1d4
Save 25%
Magic Target suffers -1 to Defense rolls.

Pikeman (180) (1 x 1)

HP 7
Move 5
Attack 1d12
Combat Ranged
Range 8
Radius N/A
Defense 1d4
Save 25%
Magic N/A

Phalanx (85) (1 x 1)

HP 9
Move 6
Attack 1d8
Combat Melee
Range N/A
Radius N/A
Defense 1d8
Save 40%
Magic Add +1 to Defense rolls.

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Advanced Units

Bladesmaster (265) (2 x 2)

HP	12
Move	4
Attack	2d6
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d10
Save	45%
Magic	N/A

Chariot (320) (3 x 2)

HP	19
Move	6
Attack	2d10
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d4
Save	55%
Magic	N/A

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Hero Units

Charger (330) (2 x 2)

HP	22
Move	5
Attack	2d10
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d10
Save	45%
Magic	N/A

Battlemaster (405) (3 x 2)

HP	14
Move	8
Attack	3d6
Combat	Melee
Range	N/A
Radius	3
Defense	1d8
Save	55%
Magic	N/A

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Magic Items

Heroic Talisman (70)

The wearer of this artifact receives +1 to Attack rolls.

Heroic Necklace (70)

The wearer of this artifact receives +1 to Defense rolls.

Thunder Maul (185)

This weapon can be used eight times per battle. It has a Combat of Magic, a Range of 3, and a Damage of 3d8.

Oak Shield (165)

The wielder of this sturdy shield receives +2 to Defense rolls and +15% to Save.