COLLISION IMPACT FACTOR MO

DRM	Condition
+2	Heavy Gladiator
+1	Medium Gladiator
+2	Gladiator has Large Shield
−2	Gladiator has no Shield
+2	per hex Gladiator moved F this phase
+1	per hex Gladiator SF this phase
+3	if Gladiator plotted F(RQ) or SF(QF)
0	if Gladiator plotted SF(QB) or SR(QF)
−1	per hex Gladiator moved B or SB this phase
−2	if Gladiator Kneeling
−3	if Gladiator attempted to recover Shield/Weapon
−2	if Gladiator Stumbling
−1	per stun factor of previously stunned Gladiator
+ST	Strength factor of Gladiator
+AG	Agility factor of Gladiator
+?	Modifier for Positional Advantage

WEAPON DROP (P or P*)

3 dice − AS − NAA − Arm CF Loss + DS ≤ 0

SHIELD DROP (S*)

3 dice − AS − NAA + DS ≤ 0

STUMBLE: COLLISION

- die − Stun ≤ 0
- Loser Prone if already in S and fails Stumble Roll again.

RESULTS TABLE

	net attacker advantage:								
ll	0	1	2	3	4	5	6	7	8
3	M	M	M	M	—	S	S	S	S*
4	M	M	M	—	S	S	S	S*	P
5	M	M	—	S	S	S	S*	P	P
6	M	—	S	S	S	S*	P	P	P*
7	—	S	S	S	S*	P	P	P*	H
8	S	S	S	S*	P	P	P*	H	H
9	S	S	S*	P	P	P*	H	H	H+1
10	S	S*	P	P	P*	H	H	H+1	H+2
11	S*	P	P	P*	H	H	H+1	H+2	H+3
12	P	P	P*	H	H	H+1	H+2	H+3	H+4
13	P	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	P*	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+10

Limit: 8 factors maximum in one attack

WOUND & STUN SEVERITY TABLE

dice roll	wounds	stun factors
8 or less	0	1
9-10	1	2
11-12	2	3
13-14	3	4
15	4	5
16	5	6
17	6	7 & weapon drop
18	7	8 & shield drop
19 or more	Kill	9 & prone

Armor DRMs: A= −8
B= −6
C= −3

CRITICAL HIT TABLE

Area Hit	Dice Roll 2-6	7	8	9	10	11	12	13	14+
1. Head	—	1	V	S	H	2x	2xM	3xM	K
2. Chest	—	—	1	1	ST	2x	2xM	3xM	K
3. Groin	—	—	1	1	AG	2x	2xM	3xM	K
4. Arms	—	—	—	1	ST	WD	SD	SAM	2xM
5. Legs	—	—	—	1	AG	LMP	STU	SAM	2xM

COMBAT RESULTS TABLE

dice roll	net attacker advantage: 0	1	2	3	4	5	6	7	8
3	M	M	M	M	—	S	S	S	S*
4	M	M	M	—	S	S	S	S*	P
5	M	M	—	S	S	S	S*	P	P
6	M	—	S	S	S	S*	P	P	P*
7	—	S	S	S	S*	P	P	P*	H
8	S	S	S	S*	P	P	P*	H	H
9	S	S	S*	P	P	P*	H	H	H+1
10	S	S*	P	P	P*	H	H	H+1	H+2
11	S*	P	P	P*	H	H	H+1	H+2	H+3
12	P	P	P*	H	H	H+1	H+2	H+3	H+4
13	P	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	P*	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+10

Limit: 8 factors maximum in one attack

WOUND & STUN SEVERITY TABLE

dice roll	wounds	stun factors
8 or less	0	1
9-10	1	2
11-12	2	3
13-14	3	4
15	4	5
16	5	6
17	6	7 & weapon drop
18	7	8 & shield drop
19 or more	Kill	9 & prone

Armor DRMs: A= −8
B= −6
C= −3

CRITICAL HIT TABLE

Area Hit	Dice Roll 2-6	7	8	9	10	11	12	13	14+
1. Head	—	1	V	S	H	2x	2xM	3xM	K
2. Chest	—	—	1	1	ST	2x	2xM	3xM	K
3. Groin	—	—	1	1	AG	2x	2xM	3xM	K
4. Arms	—	—	—	1	ST	WD	SD	SAM	2xM
5. Legs	—	—	—	1	AG	LMP	STU	SAM	2xM

COMBAT RESULTS TABLE

dice roll	net attacker advantage: 0	1	2	3	4	5	6	7	8
3	M	M	M	M	—	S	S	S	S*
4	M	M	M	—	S	S	S	S*	P
5	M	M	—	S	S	S	S*	P	P
6	M	—	S	S	S	S*	P	P	P*
7	—	S	S	S	S*	P	P	P*	H
8	S	S	S	S*	P	P	P*	H	H
9	S	S	S*	P	P	P*	H	H	H+1
10	S	S*	P	P	P*	H	H	H+1	H+2
11	S*	P	P	P*	H	H	H+1	H+2	H+3
12	P	P	P*	H	H	H+1	H+2	H+3	H+4
13	P	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	P*	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+10

Limit: 8 factors maximum in one attack