

Gladius

<https://tekeli.li/rogers-rules/>

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Goal

Have the most points at the end of three rounds.

Setup

Each player: take a player bag with player card, deck of influence cards, and betting

tokens. Shuffle the Influence cards and draw ③-④: 6, ⑤: 5.

Lay out 1st, 2nd and 3rd place cards.

Shuffle Gladiator and Event decks and place them below the place cards.

Lay out the Bet Slot cards corresponding with the number of players below that.

Assign a random first player.

Play three rounds.

Round

Reveal a new event: this will specify the number of teams,

number of gladiators in each team, and the skills that will be relevant (red Fight, blue Theatrics or yellow Luck).

Deal out the correct number of gladiators face up under each bet card. (Optional: talk them up as they appear.)

From the first player, each player places one betting token face-down on one of the bet cards. (Gold bets are for first place, bronze bets are for third.)

From the first player, each player takes an action. Continue until all players have placed their second bet. Actions are:

- play an Influence card. Red open eye is played openly and resolved at once; blue closed eye is played face down on an individual gladiator.
- use your unique player power. Discard the specified number of cards and do the thing.
- place a second bet token, after which you may take no further actions. Last player to do this gains the First Player token.

Then proceed to the match. Reveal all face-down influence cards. Resolve Mystic Healer first, then any others, to calculate each gladiator's, then

the team's, total score in the 1-2 skills that are relevant to this contest. Rank teams 1 to 3; ties are broken in favour of the team with the highest number at bottom left of any of their gladiator cards.

Bet tokens for the teams gaining 1st and 3rd place go onto the round-numbered slot of the place cards. Bets for the team gaining 2nd place are returned to the players. Keep tokens face down at all times.

If this was not the final round: discard all Gladiators and Events; return all Influence cards to their owners' discard

piles; each player draws 2 new influence cards (shuffle discards if needed), then discards down to their original hand size.

End game

Reveal all bet tokens on the 1st Place card. Remove all 2-point bronze tokens. Each remaining gold token gives its value to that player's score.

For each stack on the 3rd place card, each bronze 2-point bet scores 2 points plus 1 extra per opponent's gold bet in that stack.