

# PLEASE STAND BY

## SCENARIO: GLADIATOR

### Setup

1 Gladiator Character Player  
1 Zombie Player  
Sword, Mace, Flail  
2' Radius Game Board Suggested: Play area or board should resemble arena or coliseum with at least two marked entrances.

### Objectives

Players may roll 1d6 to determine objective randomly or choose one of the following

1-3 = Arena  
4-6 = Gauntlet

### Scenario Setup

The Gladiator will begin at the center of the fighting arena. Before the game begins the zombie player may roll 1d6 for the gladiator. This is the number of initial zombies generated. Zombie player may play only shambling zombies.

Randomly Place the two remaining weapon tokens within the arena at least 12 inches apart from the nearest weapon token.

### Special Rules

Bite Attack, *Infection!*

### Objective: Arena

The Gladiator has been chosen to fight the hordes of undead to purify the Empire. The Gladiator will begin at the center of the fighting arena. Zombie player deploys zombies at the edge of each entrance. Starting round one the zombies may move inside the arena. New zombie deployments enter from any entrance.

### Winning

If the Gladiator is alive at the end of turn 10 he is declared victorious.

### Objective: Gauntlet

The Gladiator must run the gauntlet of undead. He begins at one entrance of the arena and must make it to the other entrance point directly across from his starting position. Zombies are placed anywhere in the arena at least 3" from the starting entrance of the Gladiator.

### Winning

If the Gladiator does not make it across the arena to the opposite gate by the end of round 8 he has succumbed to the zombie masses.

## Gladiator

<b>Strength</b>	5	<b>Starting Gear:</b> May choose one of the following to begin the game with: Sword, Mace or Flail. <i>Helm and Shield:</i> Damage Soak 5+
<b>Toughness</b>	4	
<b>Attacks</b>	5	<b>Special Abilities:</b> <i>Immune to Fear.</i> <i>Ambidextrous:</i> Gains +1 attack when equipped with two Melee weapons but loses <i>Helm &amp; Shield</i> Damage Soak.
<b>Reaction</b>	4	
<b>Movement</b>	5	
<b>Health</b>	5	
<b>Initiative</b>	4	



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