# PIT OF ARMS

## COLLECTIBLE BOARDGAME

# BOOK OF RULES

First Edition

# PIT OF ARMS

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# BOOK CONTENTS

# WELCOME <span style="color:orange">INTRODUCTION</span>

Pit of Arms is a fast paced and competitive tabletop miniatures board game for 2 players. Inspired by tactical role playing games, Pit of Arms players lead a team of hand picked gladiators and ruffians to do battle in the pits.

With a diverse selection of fighters available, players can build unique team compositions to suit their play-style.

Pit of Arms offers 24 character models each with their own unique set of abilities, strengths and weaknesses. As well as 12 grand gladiator houses to fight for, adding even more customization to your entire team.

# GAME CONTENTS

Each game of Pit of Arms is played using the following components:

- ❖ A Selection of Character Models

- ❖ Accompanying Character Cards

- ❖ A Tiled Arena Game Mat (20x10)

- ❖ 12 Gladiator House Cards

- ❖ 5 Action Dice

- ❖ 1 Crowd Dice

- ❖ 12 Pit Coins
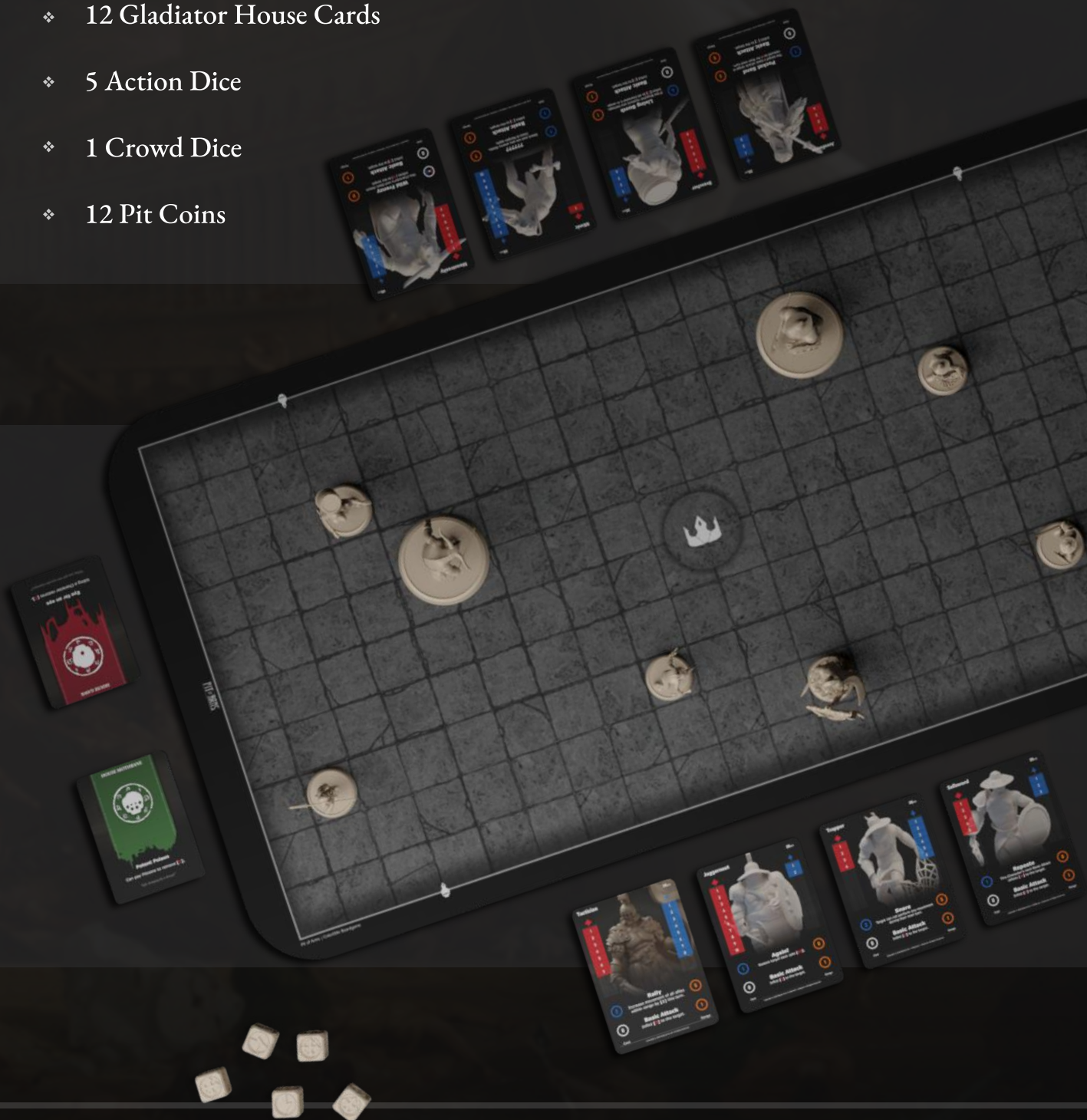
# SETUP - BUILDING A TEAM

**Pit of Arms** is a collectible board game with many different models and character cards to collect. Build the perfect team composition to match your play style, or just flood the arena with Peasants.

Before the start of a game, each player must choose a **Gladiator House** to represent in the arena & build their Gladiator Team.

Each miniature has its own point cost, which is displayed on its accompanying **Character Card**. A standard tournament team is made up of 100 points in total. The players can choose to use a different point total if both players agree.

**Example of 100 point teams:**

**A )** Tactician - Juggernaut - Grunt - Grunt - Beast

**B)** Collector - Fleshweaver - Fleshweaver - Preacher - Shaman

HOUSE OUR...

HOUSE DREADMANE

HOUSE MOTHBANE

...YRANNOS

HOUSE BLACKMIRE

HOUSE VALEN

HOUSE SOF...

...E TRENCH

HOUSE GAWK

**Delicious Decadence**

Spend **1** Pitcoin to restore [**1**]
to any target.

*"Ah, the entertainment has arrived."*

**Sands of T...**

If the Crowd Dice result is **Bide**,
remove [**1**] from any target.

*"As the sand slips away,
your chance at victory flows with it."*

...n Tythe...

...oin to resto...
...o any target.

*"Pay the tythe, turn the tic..."*

**Eye for an eye**

Killing a Character restores [**1**]
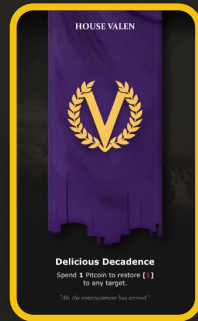to any target.

*"What you got two eyes for anyways?"*

# SETUP -  CHOOSING A GLADIATOR HOUSE

Within the **Pit of Arms** there are twelve great **Gladiator Houses**, each house offers a different bonus effect that players can use to their advantage during a battle.

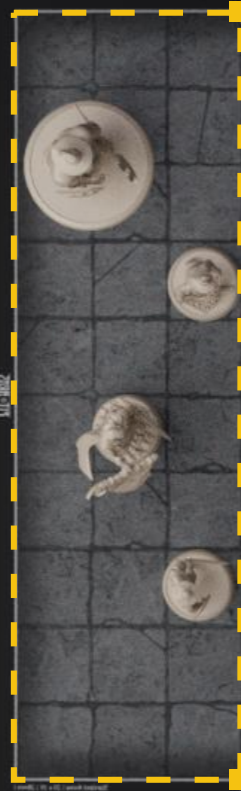Before the start of a game, each player must choose one of the **Gladiator House** Cards.

Some **Gladiator House** effects can trigger as the result of a dice roll or a character being defeated. Other **Gladiator House** effects can be purchased using Pitcoins at any point during the game.

HOUSE VALEN

V

**Delicious Decadence**
Spend 1 Pitcoin to restore [4]
to any target.

*"Ah, the entertainment has arrived."*

**Player 1
House Card**

**Player 1 - Start Zone**

**Player 1 - Character Cards**

# GAME SETUP

**Pit of Arms** is a turn-based skirmish game. Before the start of each game, the players determine which one of them will place their team first. The players may use any mutually agreeable method to do so.

For example: rolling a dice, flipping a coin, etc.

Each player places their team within a start zone at each end of the arena, and collects 3 **Pit Coins**. The player chosen to place their team first will then take the first turn.

Player 2 - Start Zone

Player 2
House Card

Player 1 - Pit Coins

# TURN ORDER

During a turn:

- ❖ The player rolls **5 Action Dice** to determine the available actions that turn.

- ❖ The Player then spends those **Action Dice** by choosing which **Character** should perform what actions. (A character can only perform one of each type of action per turn).

- ❖ The Player then rolls the **Crowd Dice** & collects their **Pit Coins**.

# ACTION DICE

At the start of each turn the player rolls **5 Action Dice** to determine which actions their characters can perform that turn.

Multiple actions can be used by a single character, but only one of each type of action.

### MOVE

A **Character** moves up to **3** tiles.
**Characters** can not move through other **Characters** and must move orthogonally *(non diagonally)*.

### ABILITY

A **Character** uses the named **Ability** detailed on their **Character Card**.

### ATTACK

A **Character** uses the **Basic Attack** detailed on their **Character Card**.

A player can spend **Pit Coins** to change the result of their **Action Dice**.
Changing the result of an **Action Dice** will cost **1 Pit Coin** per dice.

## Tactician

**30pts**



### Rally

**2**

Increase Movement of all allies within range by [1] this turn.

**5**

### Basic Attack

**0**

Inflict [3] to the target.

**1**

Cost

Range

# CHARACTER CARDS

Each **Character** model has an accompanying **Character Card**. These cards are used to keep track of each **Character**'s stats over the course of a game.

❖ **Name** - Name of the Character
❖ **Points Cost** - Each Character has a points value for team building.
❖ ✚ - If a Character's red stat reaches zero it is removed from the game.
❖ ⚡ - The main resource to use Character Abilities.
❖ **Ability** - The named ability details.
❖ **Basic Attack** - The basic attack details.
❖ **Cost** - The cost of an Ability or Basic Attack.
❖ **Range** - The maximum number of tiles away from the Character an ability or attack can be used.

**Range** can not be counted through other **Character** models, and must be counted orthogonally. (non diagonally)

# CROWD DICE

At the end of each turn the Crowd Dice is rolled to determine which crowd bonus the player receives.

### TRICLOPS

Gain **1 Pit Coin** for each **Character** defeated this turn. (Including your own)

### KINGS

Gain **1 Pit Coin** for each **Character** you have placed in the centre zone.

### FATE

Choose from any crowd bonus.

### BIDE

Gain **1 Pit Coin** if all of your **Characters** did not move this turn.

### FORTUNE

Gain **1 Pit Coin.**

# PIT COINS

At the start of the game both players receive **3 Pit Coins**.

**Pit Coins** can be earned by scoring a crowd bonus & through **Character Abilities**.

**Pit Coins** can then be spent on changing the result of the **Action Dice**.
Changing the result of an **Action Dice** will cost **1 Pit Coin** per dice.

# GAME TYPES

**Deathmatch**

The standard game type for **Pit of Arms**. The aim of the **Deathmatch** game type is to use your team to defeat all of your opponents **Characters**. The game is over when only one player's **Characters** remain on the gameboard.

**Meat Shield**

At the beginning of a **Meat Shield** game, each player is given a **Peasant Character** called '**Meat**'. If a player's '**Meat**' is slain, that player loses the game.

**Bloodletter**

A token **Pit Coin** is placed in the centre of the arena across four tiles. The first player to deal 50 points of damage to a token wins the game.

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**www.PitOfArms.com**