

# Caesar's Lions™ Bonus Game:

## Caesar's Skirmish (2 players only)

*Designed by Steve Holub and Giulio Quagliari as an alternate gameplay for Caesar's Lions deck*

*For original game, visit [caesarslions.com](http://caesarslions.com)*

©2020 Giovanni Giulio Quagliari | [caesarslions.com](http://caesarslions.com)

In this faster and lighter version of Caesar's Lions, both players begin with evenly matched Gladiators, and three are always revealed. It is basically an intensified version of "paper-rock-scissors" – the key to victory lies in bluffing, predicting and outwitting your opponent.

### OBJECT OF THE GAME

To defeat all 12 of your opponent's Gladiators.

### SETUP

For this game, each player starts with the following cards:

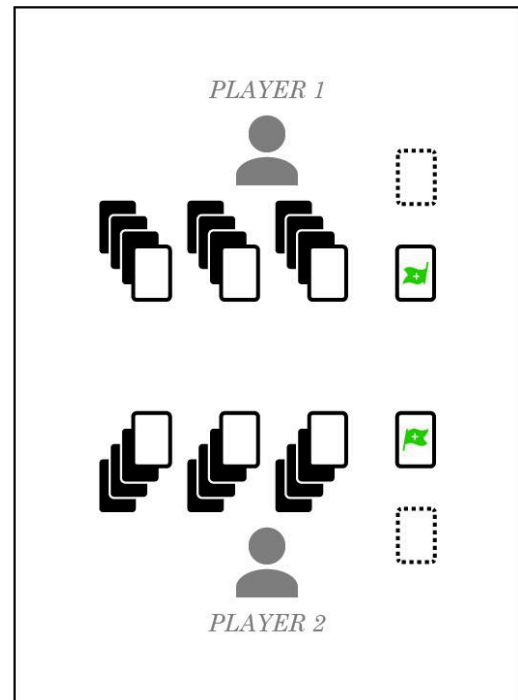
- 3 Retiarius
- 3 Lancea
- 3 Murmillo
- 2 Cestus
- 1 Bestia
- 1 Populi

The rest of the cards are not used and can be set aside.

**STACKS:** Each player shuffles their remaining cards and deals them into 3 face-down stacks. There are 4 cards in each stack. The top card of every stack is turned face-up. The pile should be fanned slightly so you can always see how many cards are left in the pile.

**POPULI:** Each player gets 1 Populi, placed face-up on the table next to the last stack. Populi is an 'instant win' card that can be used at any time, but only used once.

**DISCARDS:** Each player will keep their own discard pile. (Defeated Gladiators will be discarded.)



## GAMEPLAY

### 1. *CHOOSE!*

Each round, when both players are ready, they must simultaneously choose one of their stacks (or Populi if still available) to charge into battle. The face-up card at the top of the stack is the card that will fight.

- Players count down together “3, 2, 1, CHOOSE!”
- On “CHOOSE”, both players point to which of their stacks/Populi is going into battle.
- If a player “balks” or otherwise fails to choose an option in time with the count, that player automatically loses and must discard a Gladiator.

### 2. *FIGHT!*

Combat is resolved based on the cards chosen:

- Murmillo defeats Lancea (sword breaks spear)  
Lancea defeats Retiarius (spear penetrates net)  
Retiarius defeats Murmillo (net snares sword)
- Bestia defeats any Gladiator
- Cestus defeats any opponent including Bestia, but sacrifices himself in the process (in other words, Cestus always forces a tie)
- Populi defeats any Gladiator or Bestia
- Any card (including Bestia and Populi) versus the same card is always a tie

### 3. *AFTERMATH*

- The winner remains in place, the loser is discarded into the losing player’s discard pile.
- If there is a tie, both combatants are discarded into their respective discard piles.
- After discarding the top of a stack, the next card in the stack is turned face-up.
- Populi can only be used once; then it is turned face-down to indicate it is not in play.

## REVIVAL BONUS

The crowd loves an underdog, and their cheers can inspire a fallen Gladiator to fight on! The first player to lose an entire stack can revive 1 of their discarded Gladiators (not Bestia) to replace that stack.

If both players empty their first stack at the same time, they *both* get to restore 1 Gladiator.

## ENDING THE GAME

The game is over when one or both players have discarded all 12 cards in their stacks. If playing a set of games, the winner gets 1 point for each card they have left at the end of the game, and the first player to get 5 points wins the set.