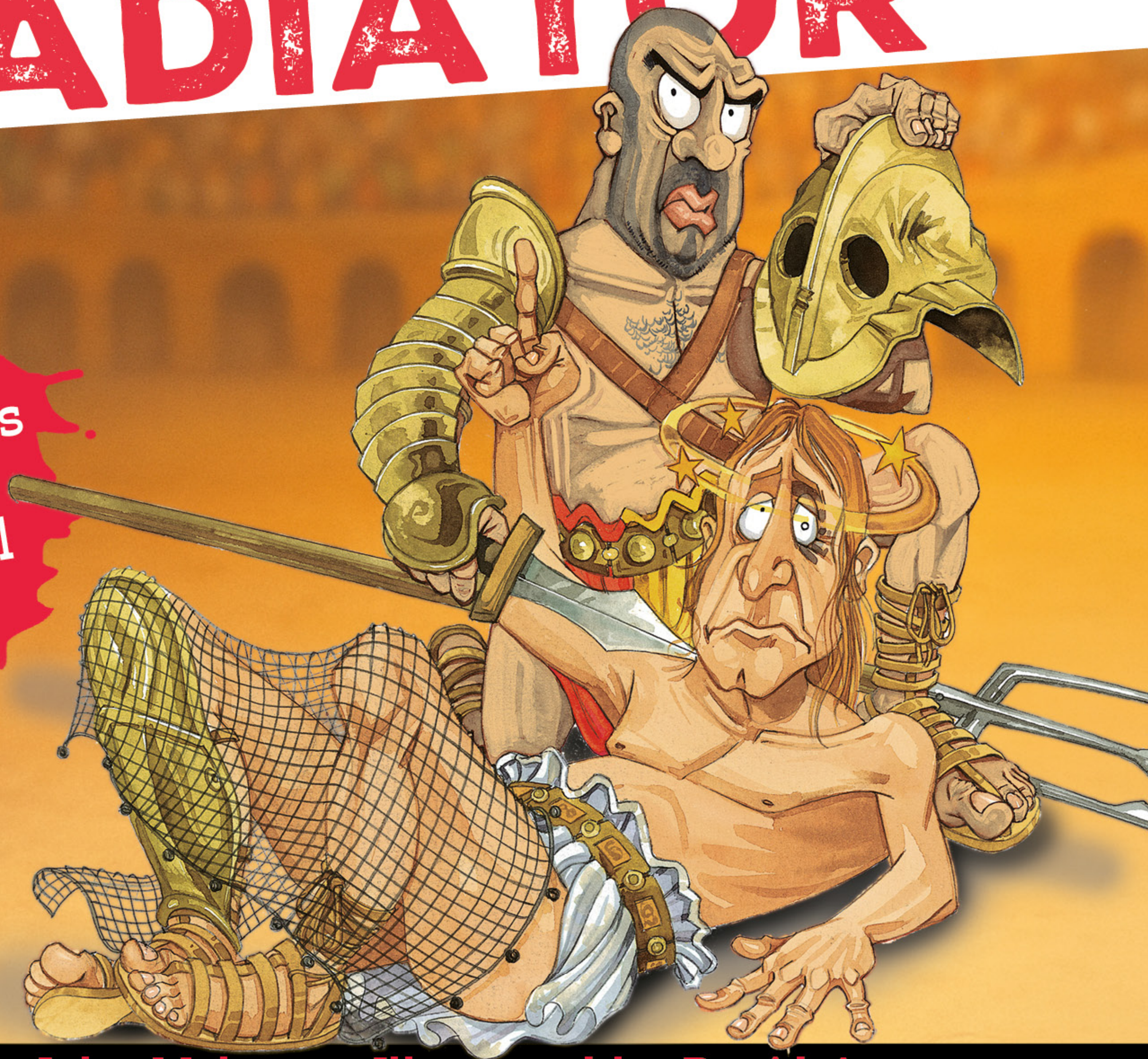


You
Wouldn't
Want to...

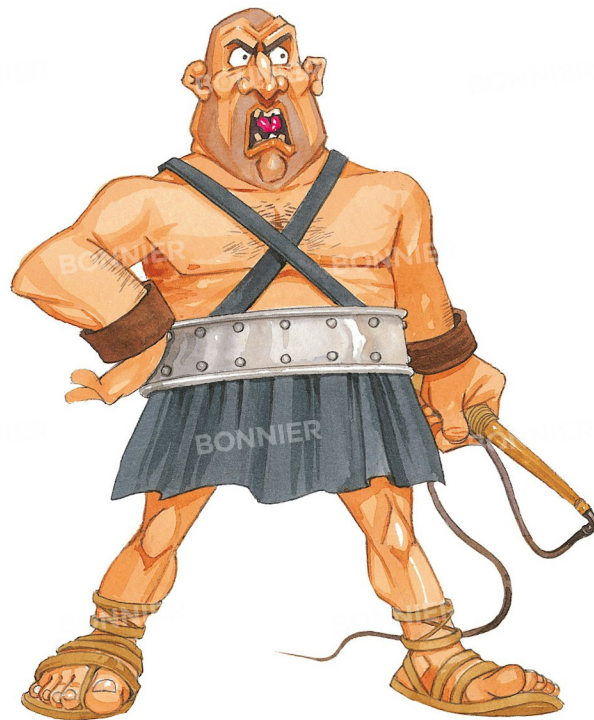
BE A

ROMAN GLADIATOR

Treacherous
training
and brutal
battles!



Written by John Malam • Illustrated by David Antram



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You Wouldn't Want to...

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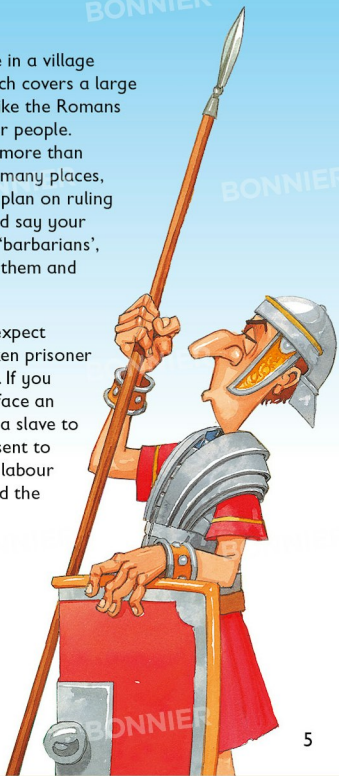
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Introduction

It is the first century CE and you live in a village in the Roman province of Gallia, which covers a large area of northern Europe. You don't like the Romans much, and they don't like you or your people. The Romans invaded your territory more than 100 years ago, as they have done in many places, to build up the Roman Empire. They plan on ruling over you for a long time to come and say your people are uncivilised. They call you 'barbarians', meaning that you are different from them and they are much better than you.

If you're not killed in battle, don't expect to be shown any mercy; you'll be taken prisoner and marched off to the city of Rome. If you survive the long journey, you'll then face an uncertain future. Will you be sold as a slave to a rich Roman citizen, or will you be sent to work in the mines? Will you do hard labour in the quarries or will you sail around the Roman Empire as a 'galley slave'?

Your fate is out of your control, but you can be sure of one thing – you really wouldn't want to be a Roman gladiator!

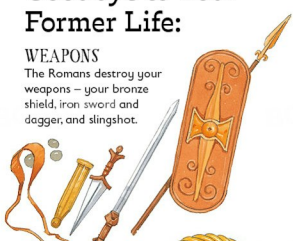


Gotcha! The Romans Arrive

Goodbye to Your Former Life:

WEAPONS

The Romans destroy your weapons – your bronze shield, iron sword and dagger, and slingshot.



JEWELLERY

They take your gold neckring (or torque) and bronze bracelets.



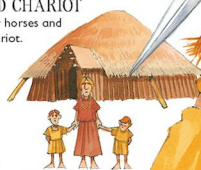
HORSE AND CHARIOT

They steal your horses and smash your chariot.



HOME AND FAMILY

You may never see them again.



The Roman army has invaded Gallia. They want to make it part of their growing empire, but first they must defeat troublemakers. The Gauls (the people of Gallia) live in many different tribes. Some tribes are happy for the Romans to be their rulers, but others fight back.

The Romans wear armour and follow a battle plan. The Gauls fight bare-chested and aren't as well organised. The fighting is soon over and your tribe loses. Captured Gauls have their weapons taken away, and the fittest become prisoners. You are one of the prisoners, and you're about to begin a new life.

Handy Hint



Before the battle, offer a gift to your gods by throwing a weapon into a bog. This is the entrance to their underground world.

What Next?

PRISONERS

Prisoners are chained at the neck and led away to begin a new life as slaves.



Prisoners are marched hundreds of miles from Gallia to Rome, the heart of the Roman Empire.

Sold! A Roman Slave Market

It's a Hard Life for a Slave:



DOWN IN THE MINES
Some slaves are sent to work in the mines. They may never see daylight again.



QUARRYING
Slaves also work in the heat and dust of quarries, breaking rock for buildings and sculptures.



GALLEY SLAVES
Some men will become galley slaves, rowing the Roman navy's fighting ships and being whipped if they stop.



FARMING
Slaves on farms work in all kinds of weather to grow food for the Romans.

After capture by the army you are passed on to a slave dealer, who buys and sells slaves. The dealer takes you to a slave market, where you stand on a platform for everyone to see. Slaves with diseases are made to hold a sign so that people know there is something wrong with them. Chalk dust is sprinkled on your feet as a sign that you are a slave. The slave dealer asks people to call out prices, and he will sell you to the person who pays the most.

A NEW MAN

Your new owner plans to turn you from a 'Gallia comata', Latin for a 'hairy Gaul', into a civilised Roman gladiator.



Before

After



Oh, No! Gladiator School

Are You Ready?

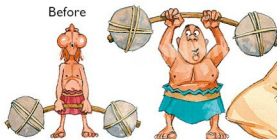


You are now the property of a wealthy Roman citizen. He's decided you will be sent to a '*ludus gladiatorius*' – a school where slaves, criminals and other wretches are trained to fight as gladiators. Once you're in, the gates will be locked and there will be no escape. You'll be trained to fight by a '*lanista*', or 'butcher', an old gladiator whose fighting days are over.

NEW ARRIVAL

Your owner will hand you over to a trainer – a tough man who will teach you how to be a gladiator.

Before



After

GET FIT

You'll exercise every day with weights to build up your body's strength.



FAKE SWORD

Until you can be trusted with a real weapon, you'll practise with a wooden sword.



Go for it!
It won't fight
back you know!

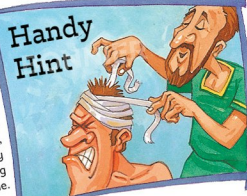


HOW TO FIGHT

You'll learn how to fight with a sword, practising on a 'man of straw'. If you don't train hard enough, you'll feel the sting of a whip on your back.

If you get injured, visit the school's doctor. He'll dress your wounds, and you'll be ready to continue training in no time.

Handy Hint



Who's Who:

THE STAFF



Doctor



Trainer



Owner



Guard



Mortician



Accountant



Armourer



Cook



Slave



Condemned man



Criminal



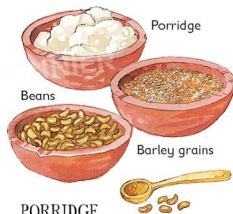
Bankrupt Roman

THE PUPILS

Get to know your place at the school. The staff members are the bossy Romans looking after you; the pupils are the dregs of society.

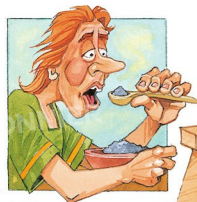
Locked In! Your New Family

Do You Have the Stomach for It?



PORRIDGE

Every day the school cook will feed you barley, porridge and boiled beans. Don't complain about boring, bland food – you'll get nothing else.



ASH

A few mouthfuls of dry, dusty ash are said to be good for building up the body. Just close your eyes and swallow.

When you hang up your sword at the end of the day, you'll go back to your barracks (a long, low wooden building). This is where you'll eat and sleep... and be locked in at night. Your trainer will come too and watch over you as you eat specially prepared 'gladiator food'. The trainer thinks of the men in the barracks as his family, so he will make sure you are taken care of.

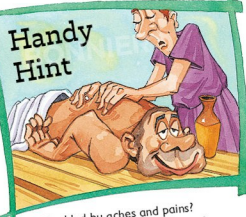
This stuff is only fit for dogs.

Eat your porridge – otherwise no ash for dessert!

YOUR TRAINER

He takes great pride in seeing how weak slaves can be turned into muscly fighting men – but only if they follow a strict, nourishing diet. It's no wonder that gladiators are sometimes called 'hordearii', which means 'barley men'.

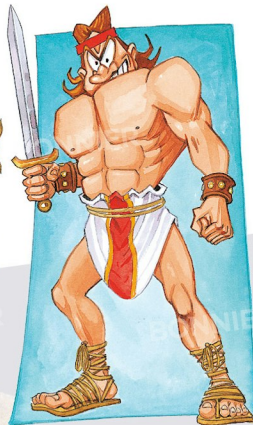
Handy Hint



Troubled by aches and pains? Then visit the school uncare, who will massage your body.



This isn't even fit for dogs!



MUSCLE MAN

Believe it or not, the school food really is good for you. All that porridge helps you to grow muscles and gain strength.

Behave or Be Punished

Punishments:



BRANDING.

A runaway will have FHE (Fugitivus Hic Est) and the initials of his owner, such as LT (for Lucius Titius), burned into his forehead. It means: 'This man is the runaway slave of Lucius Titius'.



FLOGGING

One hundred lashes of the whip will tear the skin from a runaway's back.



STOCKS

For a first offense, you might be locked in the stocks for a week.

It's no use trying to escape, since the school is surrounded by high walls and fences. You won't be able to climb over them without being spotted by the security guards. And if you attack a staff member, you will be punished. The school has a prison – a dark, rat-infested hole where prisoners are shackled and chained to the walls.

If you're unlucky enough to be locked inside, eat whatever the guards give you – it might be days before you get your next rotten meal. If you cause trouble too often, your owner might sell you and you could end your days working in the mines. The choice is yours!

Handy Hint



The prison has a low ceiling. There's not enough room to stand, so you have to lie or crouch on the ground.

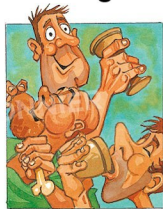


I never thought I'd miss that porridge.

I never thought I'd miss the ash dessert.

On Parade! The Big Day

The Night Before:



BANQUET

You will be given a splendid feast of as much good food as you can eat. There will be meat and wine – definitely no porridge.



PUBLIC

The public views the gladiators at their banquet. They look for men they think will fight well in the games – not for those who won't.



SAY GOODBYE

At the banquet, some gladiators plead with the public to take final messages to their families.

When your training is over, it's time for you to face the toughest challenge of your life. Your owner will take you, together with his other gladiators, to perform in the games. You will arrive in town the day before the games begin to have time to recover from the journey. That night you will be treated to a splendid meal. Enjoy it – it might be your last. On the day of the games you will march into the arena and parade before the emperor. Remember, you are a gladiator – a courageous fighter. Do not show any fear. There is silence as you call out the traditional words spoken by gladiators before the contest begins (right).

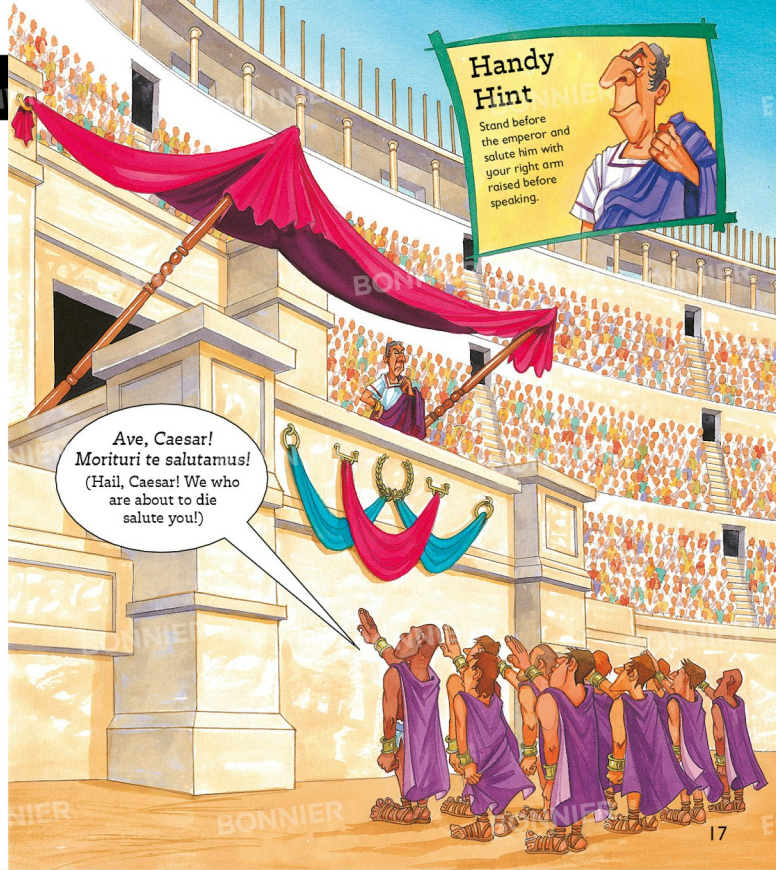


ADVERTISEMENTS

Notices painted on walls announce the games. Street criers call out the names of the gladiators.

BANNERS

Men carry painted banners with details about the games to let everyone know they are about to begin.



Handy Hint

Stand before the emperor and salute him with your right arm raised before speaking.

Who's Who in the Arena?

In your training you will have learned how to fight as one particular type of gladiator. Perhaps you were trained to fight as a lightly armoured 'retarius', or 'net man'. Or maybe your skills as an *essedarius* – a chariot fighter – will be called upon. It has cost your owner a lot of money to buy, feed, train and equip you for the contest. Now you must be victorious – winning is all that matters. If you lose, you die. So, be brave! Fight, conquer... and live!

GLADIATORS



ANDABATUS

Wears a helmet with no eye holes. Charges blindly on horseback at an opponent.

ESSEDARIUS

A gladiator who drives a horse-drawn chariot.

RETARIUS

Snares opponents in his net. Left arm and shoulder are covered in armour.

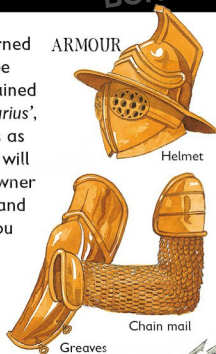
MYRMILLO

Carries a dagger and shield. Wears a wide leather belt and leg bands.

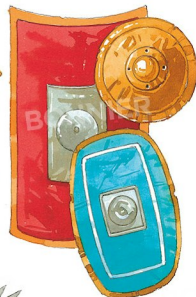
THRACIAN

Uses a small shield and a curved dagger. Wears greaves on both legs.

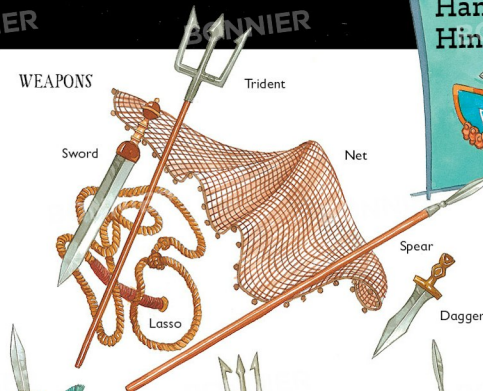
ARMOUR



SHIELDS



WEAPONS



Handy Hint



Make sure you have an attendant to see to your needs and carry your equipment into the arena.



SAMNITE

Wears a visored helmet with crest. Carries a sword and a large shield.

DIMACHAERIUS

Fights with two swords and wears little armour.

LAQUERIUS

Similar to a retarius but with a lasso instead of a net.

SECUTOR

A lightly armed fighter who chases his opponent.

VELITUS

Armed with only a spear.

WOMAN

It's uncommon, but women fight as gladiators too.

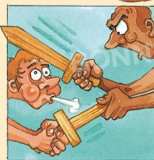
Fight! Gladiators in Action

The games are about to begin. Your moment of glory is upon you – you hope. But first, you must entertain the crowd by fighting with blunt, wooden swords. Music sounds, and your fake sword is taken from you and replaced with a real weapon. You are about to fight for your life, but it is not just your opponent you have to worry about. Your trainer will be watching every move, and if he thinks you are not trying hard enough, he has a painful way of prodding you back into action.



Prepare to Fight

As you prepare for your fight, the arena will be buzzing with excitement. Don't let nerves get the better of you – the show must go on!



WARM-UP FIGHT

First you'll fight with wooden swords in a practise duel.



GAMBLING

Spectators will gamble on whether you will win your fight... or not.



OPPONENT

You will be drawn to fight against another gladiator.



REAL WEAPON

You will be given your real weapon – no more wooden swords from now on.



MUSIC

Musicians will play war trumpets, pipes and flutes.



ACTION!

The contest begins – it's a fight to the death!



NOISY CROWD

The crowd will cheer and shout all the time you are fighting.

Ouch! Let Him Have It!

Bad luck! In your contest you were drawn to fight a *retarius*, a gladiator who catches opponents in his net before moving in for the kill. As you lie on the sandy floor of the arena, he brings his dagger to your throat. You must think fast – you may only have seconds.

Will You Live or Die?



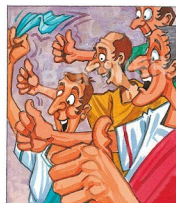
EMPEROR APPEAL

A fallen gladiator can appeal to the emperor by raising one finger on his left hand. The emperor will ask the crowd what it wants.



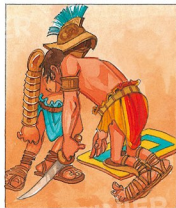
THUMBS DOWN

If the people turn their thumbs to the ground, as if swiping a sword through the air, then the defeated man must die.



THUMBS UP

If the people hold their thumbs up and wave their handkerchiefs, the fallen gladiator will be allowed to live.



DRAW

If both gladiators are still on their feet and have fought their best, then a draw may be declared and neither man will die.

The crowd shouts, "Habet, hoc habet!" which means, "Got him! Let him have it!" There's only one thing to do: appeal to the emperor. You raise your left hand and the emperor turns to the crowd to let them decide your fate. You hope they call out, "Mitte!" – "Let him go!"



Handy Hint

Try and stay alive until midday. Then you'll have a chance to rest, when you'll be able to watch pairs of criminals fight to the death.

Splash! A Sea Battle

Who Are You?

Greek



Persian

ENEMIES

The Greek and Persian peoples were sworn enemies.

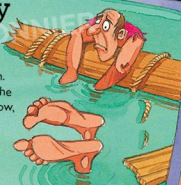
It's an amazing sight to see the arena flooded to make a lake. Water is piped in from a pool outside, then battleships called 'triremes' float gracefully across it.

A sea battle is about to begin, based on one fought between the Greeks and the Persians about 300 years ago.

To entertain the crowd, you will dress as either a Greek or Persian soldier. A sea battle is a great spectacle, so play your part well.

Handy Hint

Learn to swim. Even though the water is shallow, you could still drown.



Fighting at Sea:



LONG AND SHORT RANGE

From a distance, you will shoot burning arrows at the enemy ship. Then, when you are upon them, you will use hand weapons.



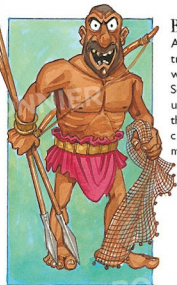
BATTERING RAM

The prow of a trireme is fitted with a bronze battering ram to smash into and sink other ships.

Prepare to perish, Persians!

Growl! Attacked by Beasts

You Will Need:



BESTIARIUS

A gladiator trained to hunt wild beasts. Some bestiarii use weapons, but those who are criminals have no means of defense.



WEAPONS

You hunt with spears, arrows, daggers, nets, and fierce hunting dogs.

After the sea battle, the water is drained from the arena and another scene is set. The arena will become a park, with trees, rocky outcrops and wild beasts brought from Africa and other Roman provinces. An animal hunt will take place, where hunters stalk their prey with dogs and weapons. You must take great care – the animals are savage, hungry beasts.



THE ARENA

Contains lions and tigers, which can be taught to lick their tamer's hands, and elephants that kneel before the emperor.

Handy Hint

Know your escape routes! Look for a pole to climb up, a wall to jump over or a cage to take shelter inside.



Aaargh!

Grrr

Down, boy!

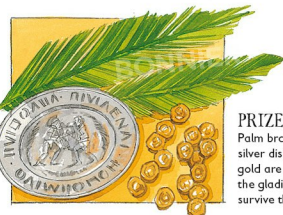
Grrr...

Let me at him! Let me at him!

It's Over! The Games End

It seems the crowd showed you no mercy and the *retarius* was the winner of the contest. While your body is dragged from the arena, the victorious gladiator is presented with his prizes. At the end of the games, officials write up the record books, putting letters next to the names of the competitors: 'P' means the person perished, 'V' stands for victor and 'M' indicates that the gladiator lived to fight another day.

If You Are Still Alive. . .



PRIZES

Palm branches, silver dishes, and gold are given to the gladiators who survive the games.



BACK FOR MORE

The owner of a winning gladiator will enter him in further contests.

At the End of the Day

Victor today – back to porridge tomorrow!



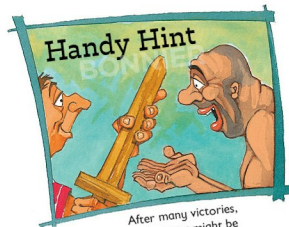
FINISHED OFF

Dying gladiators are killed by a man dressed as the mythical character Charon from the Underworld.

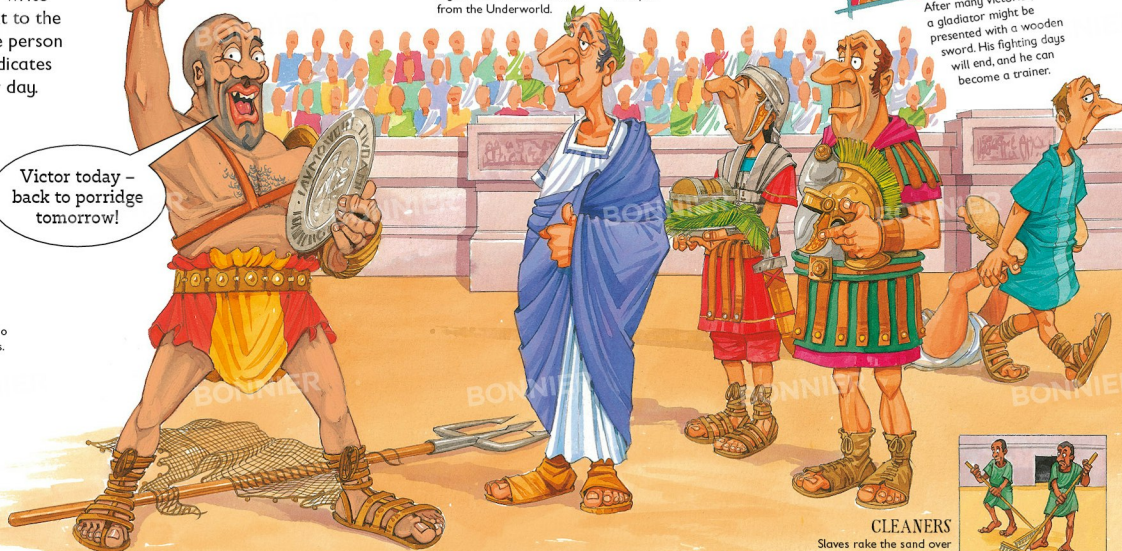


DRAGGED AWAY

Men drag away the bodies of the dead and dump them in a pit.



After many victories, a gladiator might be presented with a wooden sword. His fighting days will end, and he can become a trainer.



CLEANERS

Slaves rake the sand over to remove all signs of blood.

Glossary

Arena The building where gladiatorial games were held. It literally means 'sand' – a reference to the sand-covered floor.

Barbarian Anyone who was not a Roman. An uncivilised person.

Barracks The building in which gladiators lived while at training school.

Bestiarius A beast fighter trained to hunt wild animals in the arena.

Chain mail A type of armour made from small interlocking rings of metal.

Charon The ferryman who the Romans believed took the souls of the dead from the land of the living to the Underworld.

Galley A type of ship rowed by slaves.

Gallia An area of northern Europe where the present-day countries of France and Belgium are.



Games A form of public entertainment involving gladiators.

Gaul A member of one of the tribes that lived in Gallia.

Gladiator A man (or, occasionally, a woman) trained to fight for the entertainment of others.

Greave A leg protector, usually made of metal, worn over the lower leg.

Hordearii A popular name for gladiators meaning 'barley men', due to the barley porridge they were fed.

Lanista A man who trained or taught others to become gladiators.

Lasso A length of rope with a loop, used to catch an opponent.

Ludus gladiatorius A school or camp where gladiators lived and were trained to fight.

Man of straw A framework, post or sack that a gladiator practised using his weapons against.

Mortician An undertaker: a person whose job is to organise funerals.

Prow The front of a ship.

Sestertii Coins used in Roman currency.

Slave collar A name tag worn by a slave that stated whom he or she belonged to.

Slingshot A handheld weapon that hurled a small stone over a long distance.

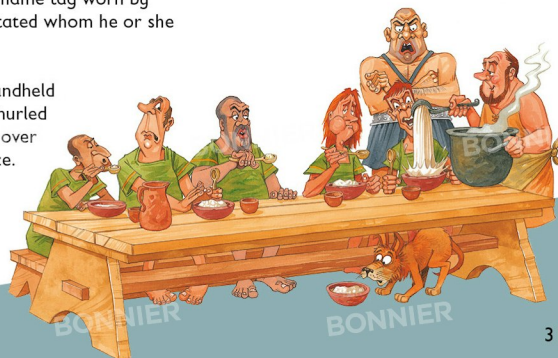
Torque A loop of metal, often bronze or gold, worn around the neck as an item of jewellery.

Trident A three-pronged fishing spear.

Trireme A battleship of the Roman, Greek and Persian navies.

Unctore A person whose job it was to massage or rub soothing oils into someone's body.

Underworld The world of the dead according to Roman belief.



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