



ARENA REX ADEPTICON OPEN MMXVII

This document describes the scenarios and special rules used for this particular event. The scenario page for each round is intended for the players, and contains all of the information they are meant to have for the scenario. Notes from our experience designing and running each scenario will be provided at the end for the Event Organizer.

ROUND I

MUNUS VENATIO

A twist on the classic match evolved from funereal traditions, the Munus Venatio is a standard combat between equally matched cohorts, with a bonus prize to the Lanista who proves the strongest hunter

Deployment: Cohorts deploy in base contact with their controlling player's platform edge.

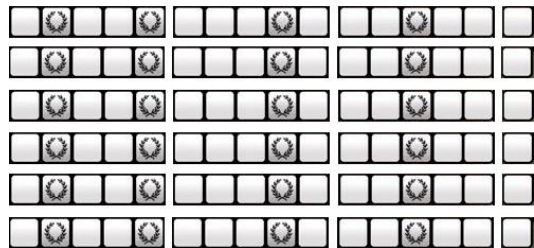
Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

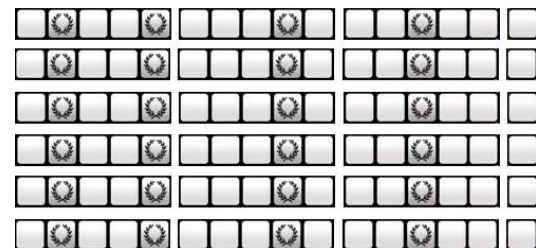
Victory Conditions: The last player with models remaining in the arena is the victor.

Additional Rules: The Living Hazards in this round are effectively immortal. The player who deals the most damage to a hazard over the course of the round will get to choose a single beast or titan model as a prize after the match. Instead of using the vitality track on the model's card, use the vitality tracks below. Damage from attacks and effects that would deal damage past the end of a single row will overflow into the following row. If a Living Hazard is pushed into a Lethal Hazard, mark the remaining vitality on the current row, and then the pushing model's opponent may make a move action with the Living Hazard once the attack is resolved (before the Living Hazard attacks back).

Lanista Primus:



Lanista Secundus:



ROUND II

MUNUS VALLIS

Often disorienting to gladiators new to the arena, the Munus Vallis requires a special arrangement of the arena with a series of walls that may raise or lower at any time during the match. The match begins with each cohort divided on either side of a long wall dividing the arena.

Deployment: Lanistas alternate deploying troupes in base contact with their controlling player's arena edge. One troupe per Lanista must be deployed on each side of the initial dividing wall.

Cohorts: Both players bring cohorts of equal value. These cohorts are then subdivided into two troupes that must consist of at least one model each.

Restrictions: None.

Victory Conditions: The last player with models remaining in the arena is the victor.

Additional Rules: The arena begins the match divided longitudinally by a wall that is treated as a hazard and is impassible. During the match, this wall will be lowered, and other walls may be raised and lowered by the pre-arranged specification of the tournament organizers. The timing is not revealed to the Lanistas. At any point where the Tournament Organizers have specified a change for a table, a pause will be announced for that table. When a pause is announced for a table, no new actions may be declared at that table until the pause is lifted. Any actions which have already been declared when a pause is announced should be resolved before the effects of the pause are revealed and resolved.

ROUND III

MUNUS FORTUNAE

A grand opportunity for the canny Lanista, the Munus Fortunae is not just about glory in battle or the favor of the crowds, it is a lucrative prize match with riches scattered among the hazards of the Arena.

Deployment: Cohorts deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

Victory Conditions: The last player with models remaining in the arena is the victor.

Additional Objectives: Certain hazards in this round will be marked with special prize markers. Models which have attacked another model or have been attacked gain a special "Investigate" action available when in base contact with a prize-bearing hazard, as detailed below.

Special Action: Investigate

Cost: Gain 1 fatigue or spend 1 favor

Effect: Reveal and claim the prize contained by the hazard in base contact with this model

ROUND IV

MUNUS TRIBUNALIS

The Munus Tribunalis was designed to enhance the drama, the danger, and the spectacle of the arena by placing all combatants on a small raised platform at the beginning of the match, and returning any foes removed early from the match to the bloody conclusion of the fray.

Sequence: This scenario is broken up into two segments. The first segment consists of a brutal close fight on top of a central platform, and the second consists of any remaining combatants facing the victors.

Deployment: Cohorts deploy in base contact with their controlling player's platform edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

Victory Conditions: The last player with models remaining in the arena after the second segment is the victor.

Additional Rules: Models treat the edge of the platform as a wounding hazard, with the additional effect that they when it is triggered they are immediately placed outside the platform in base contact with it (at the point they contacted it), and do not count as combatants until the platform portion of the match is resolved. Treat these models as having been defeated by way of hazard for the first segment, but keep their fatigue status and vitality otherwise unchanged.

Once the match atop the platform is resolved, the platform is lowered to the arena level, and the models in base contact with the platform are once again considered combatants. Continue with the match as normal from this point.

Caveat : The platform stage is resolved as though it were a separate match, including Last Man Standing conditions if a player only has one combatant remaining atop the platform. That condition may end if there are more friendly models to rejoin them once the platform is lowered.

EVENT ORGANIZER NOTES

THANKS FOR MAKING IT THIS FAR!

This portion of the document will hopefully give you some insight into our intentions when designing the scenarios we used for AdeptiCon 2017. We called it an “Open” tournament because the intention was more to have a fun event in a casual tournament structure. Thankfully that’s what we got from the attendees as well, with some of them even having the foresight to bring doughnuts and beer alongside their cohorts. We recommend Swiss pairings to determine standings because they’re easy to work with and understand, and the usage of a Swiss structure should not be taken to mean these scenarios were intended for a hardcore tournament. As the event organizer, all of the tracking is up to you, and this structure makes it relatively easy to determine pairings and makes sure folks are challenged throughout all the rounds, that’s all. We have also included a diagram indicating the terrain setup we used for each scenario with our Arena Mats, for reference. It’s your event, however, so please think of this as a guideline that you can adjust as needed to fit your local group or meta, or even just as alternative scenarios to use more casually.

ROUND I – MUNUS VENATIO :

This round is relatively straightforward. The intention for our event was to offer a beast to each table for the player who dealt the most damage on the beast, but from the wording could easily be adjusted to offer a single beast for the highest damage among all tables. Be sure to clarify this with your players. We used Leo at AdeptiCon, but feel free to adjust which living hazard (or how many) you use to suit local conditions. The first round we allowed a 90-minute time limit, as there was plenty of time for the event, and this helped folks shake off the rust a bit and kept things pretty casual. We did announce every 30 minutes so that players could get a sense of how much time future rounds would have available.

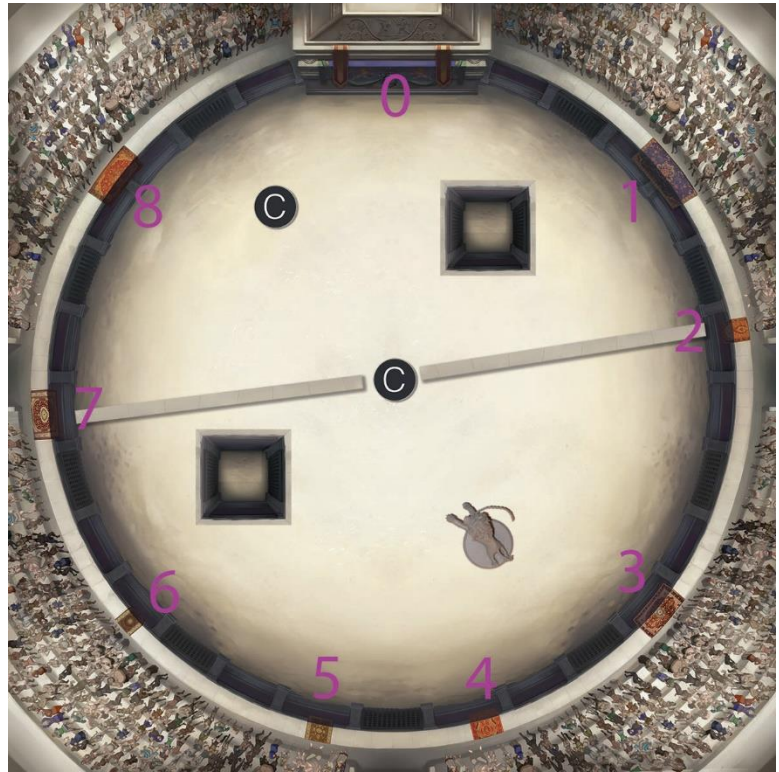


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ROUND II – MUNUS VALLIS :

This round is the opposite of straightforward, and got players moving a bit more quickly after a leisurely first round. There was a 60 minute time limit. We used simple 15" lengths of 1/2" square balsa rod for the walls. The first pause was called at the 5-minute mark and the dividing walls were lowered. Pauses were called every 3-6 minutes for the next 40 minutes and walls were raised or lowered according to a schedule that I drew up shortly beforehand. The schedule should be either randomized or predetermined in order to avoid the temptation to swing a game by placing a wall in an "interesting" position by reading the board – it's already chaotic enough as it is.

Models that had a wall come up underneath them were simply displaced by it to the nearest side and point. Engagement ranges did not extend through the walls, but some other effects would (e.g. Necrosis). There were never more than 2 walls up at a time except for a short period from 40-45 minute mark where there were 3 up, and all the walls were lowered at 45 to allow for any clean-up battles to resolve in the final 15 minutes.



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ROUND III – MUNUS FORTUNAE :

This round was another prize round, at 60 minutes, and went to time. The individual crates each had a number from 1-6 beneath them, which corresponded to a prize from a pool we had determined. The requirement to make or defend against an attack before opening boxes made for some interesting early maneuver as people decided carefully whether to fight for the match or pursue boxes. Our prizes were as follows, but could easily be adjusted to fit your event's scale and scope:

- I. 2 Favor
- II. \$10 Arena Rex store credit
- III. An ancient coin
- IV. 2 Favor
- V. \$10 Arena Rex store credit
- VI. An ancient coin



The number/location of each prize was not known to the players at the start of the match, nor was the range of prizes.

EVENT ORGANIZER NOTES

ROUND IV – MUNUS TRIBUNALIS :

The final round was brutal. 60 minutes were allotted, but not a single match went beyond about 45. Starting the players so close to each other made the round move quickly from the start, and the fact that models could be eliminated from immediate concern by being pushed off the platform almost from the start meant that the first phase of the match moved into Last Man Standing quickly. Remember that the edge of the platform is a Wounding Hazard, so it deals 3 damage in addition to sticking affected models with a fatigue, and whoever pushes models off gains favor as though it were a death by hazard. Models pushed off the edges were often close to other hazards once the platform was no longer in play, so the match continued moving quickly afterward.

The platforms were simply 12” cake trays (corrugated cardboard) that we prepared ahead of time with a bit of sand texture and color. Note that the lack of a living hazard in this scenario – it should balance somewhat the advantages of a beast-heavy cohort with Anum starting in close quarters. We used clumps of crates as regular Hazards in this match, since they were on-hand from the previous round.

