

ARENA REX

Rome, 1253 AUC: The Republic and the Empire thrive. Arenas dot the landscape. Warriors from lands both known and unknown perform upon the sands for the chance at freedom, riches, and eternal glory. Many choose this life, some are condemned to it -- they will face men, beasts, and creatures of myth, all for the favor of the crowd.

Arena Rex is a game of gladiatorial combat. Battles of 3 to 8 combatants per side are recommended, and take approximately 30 to 40 minutes to play. Simple, intuitive rules offer myriad tactical possibilities. Maneuver and arena terrain play key roles in the game along with a fatigue-based activation system that twists a traditional round structure in new and exciting ways.

Ours is a world inspired by the most exciting eras of antiquity. The myth, hearsay, and superstition that riddles accounts of these periods is pervasive, and key historical changes lead to a setting that is both familiar and incredible. The Roman Republic endures, as does the Gallo-Roman Empire. The kingdom of Aegyptus is a tributary of the Roman Republic and ruled directly by an Antonian king and Ptolemaic queen. The Atlantic is not the barrier it once was, and men from the twilight lands of the north and natives of the far west join in commerce and warfare. The year is 1253 AUC and this is not the world you know.

ARENA REX PLAYTEST RULES V0.2

Disclaimer: These rules may change before the official release of the game.

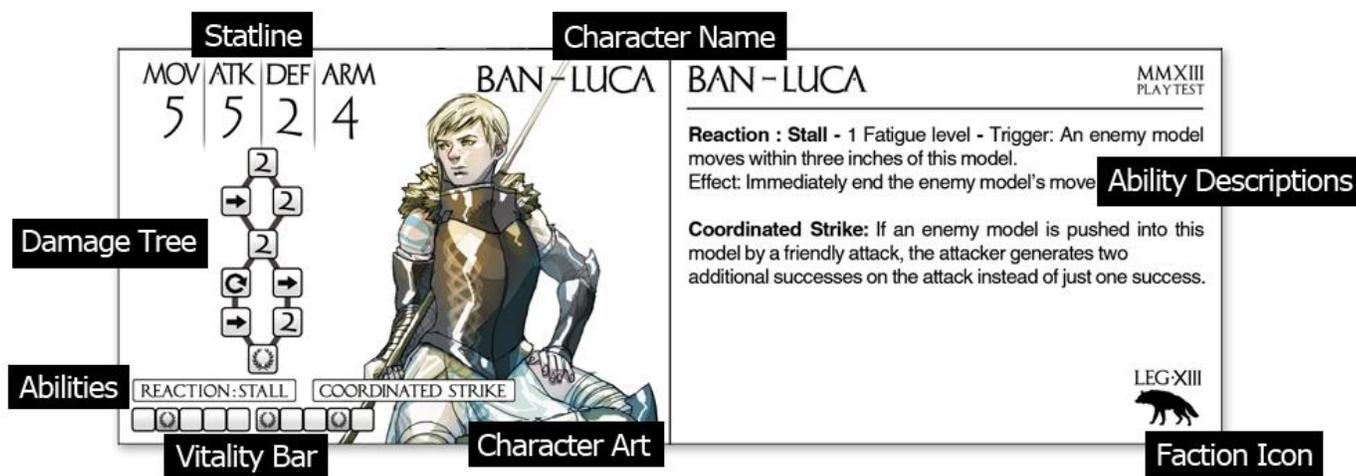
October 10, 2013

Kickstarter Gameplay Video - Some gamers (visual learners especially) may want to watch the gameplay video we created for our Kickstarter campaign before reading this rules document. It can be found on our Kickstarter project page, by searching 'Arena Rex Gameplay Video' on youtube, or at this link:

<http://www.youtube.com/watch?v=u02Wop6XvM>



Anatomy of a Card



Statline:

MOV: (Move) The distance in inches a model may move when performing a move action.

ATK: (Attack) The number of dice this model rolls when making an attack.

DEF: (Defense) The number of dice this model rolls when defending.

ARM: (Armor) Damage dealt to this model is reduced by this number.

Measuring

At any time during the game, players may measure the distance between two models. The distance between two models **is the shortest straight-line distance between their bases.**

Turn Order

Arena Rex consists of alternating turns in which players activate a single model. This activation may involve multiple actions, each of which may cause the activated model to gain fatigue.

Moving, attacking, and power attacking are the basic options accessible to any model during its activation. Activating a model allows it to move once without gaining fatigue. Further movement, or making an attack will cause the active model to gain a fatigue level, or two fatigue levels in the case of a power attack. An activated model may continue acting as long as it does not exceed the Exhausted state.



Fatigue Levels

There are three fatigue levels in Arena Rex: **Ready**, **Fatigued**, and **Exhausted**.



Gaining and Removing Fatigue:

When a model gains a fatigue, it moves from **Ready** to **Fatigued**, or from **Fatigued** to **Exhausted**.

When a model removes a fatigue, it moves from **Exhausted** to **Fatigued**, or from **Fatigued** to **Ready**.

Exhausted models may only remove fatigue during a clear turn, or as the result of a special ability.

Ready (0 fatigue) - A model that begins the turn **Ready** may activate during its player's turn, and make a reaction during the opposing player's turn as long as it is **Ready**. In play, **Ready** models have no fatigue tokens, as shown above.

Fatigued (1 fatigue) - A model that begins the turn **Fatigued** may not activate that turn, and a model may not make a reaction as long as it is **Fatigued**. At the beginning of each of your turns, you may remove a fatigue from a friendly **Fatigued** model (NB: they still began the turn fatigued). In play, **Fatigued** models are indicated by fatigue tokens, as shown above.

Exhausted (2 fatigue) - A model that begins the turn **Exhausted** may not activate, and a model may not take an action or make a reaction as long as it is **Exhausted**. You may only remove fatigue from an **Exhausted** model during a clear turn or as the result of a special ability. Attacking models receive an additional



success on attacks against **Exhausted** models, and successful attacks against

Exhausted models generate a free additional  for the attacker, resolved before or after any box on the attacker's damage tree. In play, **Exhausted** models are indicated by fatigue tokens placed theta side up, as shown above.

Playtest note: We are producing custom fatigue tokens for Arena Rex, in the meantime you can use the printed versions supplied later in this document. We have also found coins to be an excellent stand in, just be sure to decide which side is fatigued and which side is exhausted.

Turn Structure

1A) If none of your models are **Ready** you must initiate a Clear Turn (described later) instead of following the regular turn structure.

1B) You may remove a fatigue from a friendly **Fatigued** model. That model may not activate this turn.

2) Activate a **Ready** model and take actions with that model. You may not activate a model that began the turn **Fatigued** or **Exhausted**. You may not take actions that would cause the model to gain fatigue beyond the **Exhausted** state.

3) After you finish taking actions with your activated model, pass the turn to your opponent. Note: You do not have to continue acting with a model until it is **Exhausted**; you may end the model's activation after resolving any action.

Clear Turn

When all of your models start the turn Fatigued or Exhausted, a clear turn is initiated. A clear turn is a chance for your cohort to rest, reassess the fight, and regroup. On a clear turn, ~~instead of removing a fatigue from one Fatigued model,~~ All of your models remove 1 fatigue. You may then choose one model to remove an additional fatigue.

After you have removed fatigue, you may also spend **Favor** on **Tactics**, and riders may **Mount** or **Dismount**.

Note: do not activate a model on a clear turn. The exception to this rule is the **Last Man Standing** Condition. When your Cohort is made up of only one model, or has been reduced to one model, every turn is considered a clear turn, and you may activate that model after removing fatigue and/or activating **Tactics**



Actions

The basic actions available to any model are:

MOVE

Cost: A model's first move during its activation is free. Gain 1 fatigue for each additional move.

Effect: Move up to the model's **MOV** value in inches.

ATTACK

Cost: Gain 1 fatigue.

Effect: Attacking model makes an opposed roll of **ATK** versus the **DEF** of an enemy model in the attacker's melee range.

POWER ATTACK

Cost: Gain 1 additional fatigue level to upgrade an Attack action to a Power Attack action.

Trigger: After you declare an Attack action, but before dice are rolled.

Effect: Instead of an Attack make a Power Attack—Attacking model makes an opposed roll of **ATK** versus the **DEF** of an enemy model in the attacker's melee range, re-rolling unsuccessful dice once.

Reactions

Ready models may react during an opponent's turn. Reactions do not prematurely end the active model's turn, they simply interrupt it.

You may only make **Reactions** with **Ready** models.

You may only make one **Reaction** a turn and only during your opponent's turn.

Reaction: Movement

Cost: Reacting model gains 1 fatigue

Trigger: After an enemy model resolves a move action.

Effect: Move inches equal to **SPD**.

Reaction: Opportunity Attack

Cost: Reacting model gains 1 fatigue

Trigger: After an enemy model declares a move action while in your melee range.

Effect: Roll **ATK** +1 bonus success versus opposing Defense



Reaction: Counterattack

Cost: Reacting model gains 1 fatigue

Trigger: After an enemy model declares an attack action against you.

Effect: Roll your **ATK** instead of **DEF** against the attack. If you roll more net successes than the Attacker, resolve as if you made a successful attack. Declaring a Counterattack reaction is not considered declaring an attack against the opposing model. **When declaring a Counterattack reaction against a mounted pair, the defender chooses whether they are counterattacking the mount or the rider.**

Reaction: Assist

Cost: Reacting model gains 1 fatigue

Trigger: After an enemy model declares an attack action against another friendly model.

Effect: If the attacking enemy model is within your melee range, add your **DEF** to the friendly model's **DEF**. **When declaring an Assist reaction for or against against a mounted pair, the defender chooses which model and/or attack it applies to.**

Combat

Combat in Arena Rex has been designed to be as streamlined and evocative as possible. Models have a simple 1" melee range. There is no facing; models can fight freely in a 360 degree arc around their base. Line-of-sight rules aren't necessary because there are no ranged attacks -- all of the action in Arena Rex is up close and personal.

At its simplest, combat is an opposed roll between the attacker and the defender. To resolve an attack, the attacker rolls a number of six-sided dice (d6's) equal to their **ATK** and the defender rolls a number of d6's equal to their **DEF**. Any die that rolls a four or higher (4+) is counted as a success. The defender's successes are subtracted from the attacker's; if the attacker has any remaining successes (net successes) it is considered a successful attack. The number of net successes determines the effectiveness of the attack. Successful attacks in the arena can come in many forms, and this is represented in Arena Rex by a model's damage tree.

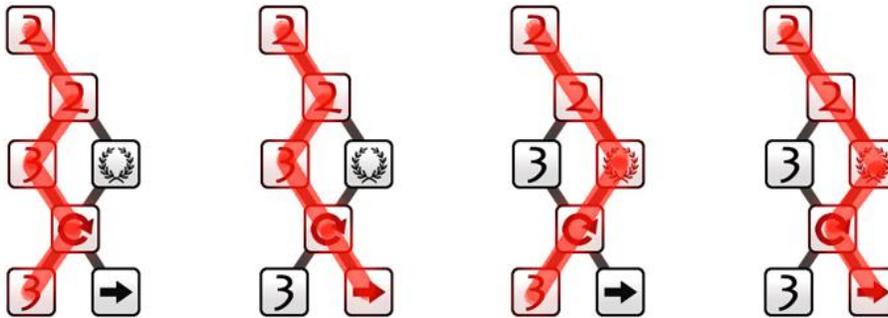
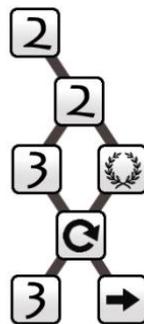


Damage Tree

After making a successful attack, apply your net successes to the attacking model's damage tree, beginning at the top and moving downward.

You must follow a path downward between connected boxes on the tree in one continuous line.

Damage and effects are resolved in the order they appear on the tree. The defending model's **ARM** modifies the attack's total damage, not each effect individually. You must apply all of your net successes if possible (once you have reached the end of the tree, any extra successes are wasted).



Example: The examples in red are the valid paths for an attack with 5 net successes on the damage tree shown above.

Damage Tree Results

3 **Damage** (any number) - The amount of damage this box generates.



All of the following damage tree results generate one damage as well as their effect.



Push - The defending model is pushed 1" directly away from the attacking model. This push is mandatory. The attacker **may make a follow-up move of up to 1"**, which must be toward the defender.



Fatigue - The defending model **gains one fatigue**.



Favor - The attacking model generates one Favor die for its controller's pool.



Re-position - The attacking model may move 3 inches. If a model has repositioned and ends its activation unengaged by any enemy models it may recover one fatigue. **If after the re-position move the attacker no longer engages the enemy model, all remaining successes below the Re-position on the damage tree are ignored.** Ending a reaction does not count as an ending an activation.



Special - This symbol denotes a unique result which will be described under the model's special rules.

Pushing

A push result on the damage tree moves an enemy model 1" directly away from the attacker. The attacker may make a free follow-up move after each push. A follow-up move is a 1" move toward the pushed model. **Pushes are resolved individually, and in order. If after the follow-up move the attacker no longer engages the enemy model, all remaining successes below the push causing the attacker no longer to engage are ignored on the damage tree.**

The first time during each attack you push an enemy model into a friendly model, generate an immediate additional success on the attack. Pushing models into Hazards is also an important part of Arena Rex; please be sure to read about their effects in the Terrain section of the rules (p. 15)

Exhausted models are easier to push, and successful attacks against them generate



a free **for the attacker, resolved before or after any box on the attacker's damage tree.**



Resisted pushes: If a defender resists a push, the damage for the push result is still applied, but the push movement and follow-up do not occur. If the attacker has multiple pushes to resolve, they may choose which of their pushes are resisted.

Large Defenders are more difficult to push. If the defender is on a larger base than the attacker, the defender resists 1 push generated by the attack.

Titans are accustomed to holding their ground. Titans resist 1 push generated by any attack.

Note that these effects are cumulative. If a Titan is defending against a model with a smaller base, the Titan resists 2 pushes (1 from base size, one from being a Titan).

Vitality Track

After the total damage is calculated from the attacker's successes and damage tree, it is reduced by the defending model's **ARM** stat. If a successful attack would be reduced to less than one damage by the defender's **ARM**, it does one damage. The wounded model marks the remaining damage by filling an equal number of boxes on their Vitality Track, from left to right. **All damage from a single attack is considered to be marked simultaneously.**

Vitality boxes can also trigger effects when marked. The most common effect earns Favor. When a vitality box with laurels  is marked, that model's controlling player adds a Favor die to their pool. Stars or other icons in a vitality box denote a unique effect that is activated when the box is marked (the effect will be described on the model's game card).

When a model has no remaining unmarked boxes on its Vitality Track, it is destroyed. Remove it from play.



Favor Dice

The **Favor** of the crowd is a concrete resource in Arena Rex. It fuels many special abilities and can be used to enhance attack and defense rolls.

Each player begins the game with 3 **Favor** in their pool. Any model in their cohort may spend from this pool. Whenever **Favor** is gained, it goes into the shared pool.

Favor Dice are earned through various means. Vitality boxes, Damage tree boxes, special abilities, etc.

Each model may spend up to two **Favor** dice a turn. When **Favor** is spent to enhance an attack or defense roll simply add it to your pool of ATK or DEF dice and roll it along with them. A success on a **Favor** die counts as two successes! The attacker must first how many **Favor** dice they will spend on the attack roll before the defender is required to declare how many **Favor** dice they will spend.

Playtest note: We are producing custom favor dice for Arena Rex, in the meantime you can use different color dice to represent Favor.

Building Your Cohort

The group of miniatures each player selects for a game is their **Cohort**. Before the beginning of a game, both players decide on the number of combatants in each Cohort. We recommend 3v3 for novices and 5v5 to 8v8 for seasoned miniature gamers.

In general, each model counts as one combatant. **Models with the Mount, Beast, or Titan special rule count each of their Stages as one combatant during list building.**

Titans and Beasts

Certain models will have one or more of these qualities listed on their card(s). These models function slightly differently than normal gladiators, and tend to be larger and worth several gladiators in a fair fight. As the fight goes on, these models will progress through **Stages**.

Each **Stage** has its own card, with its own damage tree, vitality, and traits. The model is treated as if that is their only card while it is active, and each **Stage** must be played in ascending numeric sequence. Each **Stage** lasts until that stage's **Vitality** has been reduced to 0.

Push Resistance: Titans are accustomed to holding their ground. **Titans** resist 1 push generated by any attack.



Mounts

Mount: Mounts are usually bonded to a particular rider in Arena Rex. They may be chosen for a cohort with or without their rider. If taken in a cohort with their rider, they can work together in a few unique ways.

Mounting and Dismounting: During a clear turn, a rider may become mounted if its mount is within 1". When the rider becomes mounted, remove their model from the arena -- the pair now share the space of the larger model's base, and the rider is treated as having the same base size as the mount. A rider may also dismount, in which case their model is returned to the arena anywhere within 1" of the mount. These actions may only be done when both models are **ready**. The pair may begin the game either mounted or dismounted.

Activating: When mounted, treat both models as sharing a single activation.

Movement: When mounted, use the mount's MOV to resolve all movement actions and reactions.

Attacks are made by both the rider and the mount when an attack is declared. They may each choose targets independently, but neither can declare a power attack. The attacker may choose which order the attacks are resolved in. The defender may choose which of the attacks they react to, if reacting.

Fatigue: When mounted, the pair shares a single fatigue level. Either may make a reaction, fatiguing the pair.

Attacking a mounted model: when attacking a mounted pair, either the mount or rider may be targeted by the attack.

Pushed Rider: If an attack targeting the rider successfully pushes the rider, the rider is forcibly dismounted. If this happens, place the rider in base contact with the mount, directly opposite the attacker, then resolve the push. If the rider cannot be placed directly opposite the attacker when they are pushed off, place them as close as possible to directly away while still in base contact with the mount. Treat the rider as having been pushed into whatever hazard or model was in the way, then continue to resolve the push normally.

Destroyed models: If a mount is destroyed while mounted, place the rider anywhere completely within the base area of the mount, and then exhaust the rider. If the rider is destroyed while mounted, a mount will continue to fight on its own. Note that Wounding and Lethal Hazards apply to both the mount and the rider, since they share the same base.



Tactics

Tactics are special bonuses and abilities that may only be activated during the Clear Turn. They may have an immediate effect or provide a lasting bonus that expires at the beginning of your next Clear Turn.

All cohorts have access to the following standard **Tactics**.

Standard Tactics:

Maneuver - Cost: 1 Favor

You may take a standard movement with a friendly model at no fatigue cost. Maneuver can only affect each model once per clear turn.

Recover - Cost: 1 Favor

Remove an additional fatigue.

Additional **Tactics** may be granted based on the composition of your **Cohort**.



Ludus Benefits

If **at least** 75% of the gladiators in your cohort are from the same Ludus then you gain access to that Ludus's bonus abilities and tactics.

In Arena Rex, our game factions take the form of famous Ludi that inhabit our world. These Ludi serve as soft factions as Arena Rex has very open force construction rules. When constructing a gladiator team to fight in the arena you may take any mix of gladiators and titans you desire. There are bonuses for keeping mostly within a single ludus (**at least** 75% of your Cohort). The benefits are listed below:



LUDUS MAGNUS

For over 400 years Ludus Magnus has stood as the Roman Republic's most celebrated gladiator school. Located adjacent to the Coliseum, the school lies at the heart of bloody spectacle in Rome. Emerging from their exclusive tunnel entrance onto the sands of the arena, these exemplars of showmanship and violence drive the city to a fevered pitch.

The Ludus Magnus aesthetic centers on classic Roman gladiator motifs.

Ludus Magnus Benefits:

Passive Ability: Circus Maximus

Gladiator models in your cohort may spend up to 3 Favor dice per turn.

Tactic: Outclass - Cost: 2 Favor

Gladiator models in your opponent's cohort may only spend up to 1 Favor die per turn until your next clear turn.

LEG·XIII



LEGIO XIII

Legio XIII, Ludus Britannicus, is the premier Gallo-Roman Imperial gladiator school. Sponsored by the military, this ludus marries the raw ferocity of the Celtic warrior with discipline of the Roman legions.



Legio XIII, Ludus Britannicus, focuses on Medieval European, Celtic, and Roman Military influences in a blended aesthetic.

Legio XIII Benefits:

Passive Ability: Maniple

While in base to base with a friendly gladiator model, friendly gladiator models gain Support. In addition they gain +1 DEF when making an Assist reaction.

Support: Instead of gaining a fatigue to make an Assist Reaction, this model may spend 1 Favor.

Tactic: Stone Guard - Cost: 3 Favor

Enemy models treat your gladiator models as Hazards. Stone Guard lasts until your next Clear Turn.



THE MORITURI

The royal ludus of Aegyptus, the Morituri elevate and twist the munera far beyond the scope of anything Roman. Believing these sacred funerary games not only honor the fallen, but have the power to breach the boundaries of the afterlife, the Morituri eternally prepare for the next royal munera to aid in the restoration of their divine rulers.

The Morituri aesthetic features the opulence of the pharaonic tomb, zealous and exotic warriors, and a dark fascination with death.

Morituri Benefits:

Tactic: Blessing of Osiris - Cost: 2 Favor

Immediately trigger a  effect. Each model's  effect can only be triggered once a clear turn.

Tactic: Bleed - Cost: 2 Vitality from a friendly gladiator

Gain 2 Favor. This ability may only be used once per clear turn.





THE BLOOD BROTHERS

Based out of Hibernia in the Gallo-Roman Empire, Ludus Fratrum Cruore is the only gladiator school that can claim fabled Atlantean fighters in its ranks. Composed of a unique mix of Nordic warriors and natives of the far western continent, the Blood Brothers draw huge audiences within the empire and republic alike.

The Blood Brother aesthetic is a vibrant and uncharacteristic mix of Viking and Native American cultures.

Blood Brothers Benefits:

Passive Ability: Relentless

You may activate a gladiator model at the end of your clear turn.

Tactic: Blitz - Cost: 2 Favor

Until your next clear turn, you may make two reactions during an opposing player's turn. The reactions must be made by two different models and trigger off of two separate events. If you make two reactions during a turn, at least one of the reactions must be made by a gladiator model.

Terrain

Hazard: The first time during each attack a model is pushed into a hazard (column, wall, rubble, etc.) it gains one fatigue.

Wounding Hazard: The first time during each attack a model is pushed into a wounding hazard, it suffers 3 damage. This damage ignores ARM. A Wounding Hazard is considered a hazard.

Lethal Hazard: If any part of a model's base touches a **Lethal Hazard** (pit, most likely), that model is destroyed. Mark any remaining vitality boxes and resolve their effects (if any). Then remove the model from play. Any additional successes after a model is pushed into a pit are lost.

Generate 1 **Favor** die if you push an enemy model into a **wounding or lethal hazard** and they are destroyed in the same action.



Starting a Game

Play Area - We suggest a board at least 24" x 24" for Arena Rex. Our games typically take place on a 30" diameter circle. But we encourage players to experiment with different play area sizes and shapes. Your board should have at least two pits and a good mix of spikes and hazards.

Who Goes First - At the beginning of a game, both players roll a D6. The one with the higher result gets to decide who will go first. The first player deploys first, and activates first.

Deployment - Players alternate deploying miniatures along their board edge, in base to base contact with the edge. Find the center of your board edge, your cohort may be deployed up to 6 inches away from the center in either direction.

Additional Terms

Away: Movement away from a point (or another model) as long as it is not moving toward that point (or model). As long as the distance between the two never decreases, you are free to move along any path.

Directly Toward/Away: Movement directly toward or away from a model must be along the straight line formed by the center of the two bases.

Engaging: A model is engaging an enemy model if the enemy model is within its melee range.

Engaged: A model is engaged by an enemy if it is within the melee range of that enemy

Shift: A shift is similar to a push, but stops immediately before contact. A model can't be shifted into contact with other models or hazards, though it can be shifted infinitely close to contact with them. In practice, it's easiest to place models as though they had been pushed, and simply ignore any results that would have been triggered if it were a push. Shifts cannot be resisted in the same way as pushes.

Toward: Movement toward a point (or another model) as long as it is not moving away from that point (or model). As long as the distance between the two never increases, you are free to move along any path.

Thanks to all the backers on Kickstarter, whose support is bringing Arena Rex to life.

