



## ADEPTICON TRIALS OF CERBERUS MMXXII

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

# SINE RHYTHME GRADITE

*A beginning is a very delicate time.*

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

**Cohorts:** Each player brings a cohort of equal value.

**Restrictions:** None.

**Victory Conditions:** A player wins if their opponents have no models remaining in the arena.

**Additional Rules:**

**Voracious Sands** – At the start of each clear turn after clearing fatigue, check to find the space on the board where a 60mm base would contact the most models (randomize ties). The player initiating the clear turn rolls a D6. If the roll is less than or equal to the number of models which would be contacted, place the Maker living hazard in that space, displace all contacted models (even Titans), and treat each displaced model as though it were pushed into a Wounding Hazard (in an order determined by the active player).

**Maker** – This scenario uses a special living hazard, initially placed in the center of the board. This hazard has the stats below and the following special rule:

**Spectacle:** When a model successfully attacks this model, the attacking model earns 1 favor.

MOV	ATK	DEF	ARM
0	6	1	3


A diagram showing a central square with the number 4. It is connected to four other squares: one above (4), one to the right (3 with a right arrow), one below (3), and one to the left (3 with a right arrow). The bottom-right square is 4.


A horizontal row of 16 empty square boxes representing arena edge markers.



A close-up image of the Maker living hazard model, which is a circular, textured, brownish object with a central point.

ROUND II

## CONDIMENTUM FLUENDUM EST

*I must not seek prizes. Prizes are the cohort killer. Prizes are cause the gladiator deaths that bring total annihilation. I will face my opponents. I will permit them to carry flags over and through me, and when they have gone past I will turn the inner eye to see the wages of their greed. Where the opponents have sold themselves for spoils there will be nothing. Only I will remain. Although, I do kind of want a Lupa...*

**Deployment:** Cohorts deploy in base contact with the arena edge nearest their Home Zone.

**Cohorts:** Each player brings a cohort of equal value.

**Restrictions:** None.

**Victory Conditions:** A player wins if all of their opponents have no models remaining in the arena.

**Additional Rules:**

**Flags** - Any gladiator model may pick up or drop any flag. To pick up a flag, a gladiator model must end a movement action in base contact with the flag, or defeat an enemy model carrying the flag. The flag is dropped (displaced by the carrying model) if the model carrying it becomes exhausted or is killed by a hazard. Flags may not be attacked, and are considered hazards while not being carried. If there is no flag in the arena for a given cohort, one immediately appears as near as possible to the center of their Home Zone if they still have models remaining in the arena

**Home Zones** – Each cohort chooses a Duel Zone as their “Home” and deploys on the wall of the Arena nearest to it. Flags may be deposited in opponents’ Home Zones to gain prize points. Opponent’s flags may be deposited in a cohort’s own Home Zone to gain prize points.

# ADEPTICON TRIALS OF CERBERUS MMXXII



## ROUND III

# PUGIO LENTUS

*Mood is a thing for cattle, and love-play!*

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

**Cohorts:** Each player brings a cohort of equal value.

**Restrictions:** None.

**Victory Conditions:** A player wins if all of their opponents have no models remaining in the arena.

### Additional Rules:

**Creeping Hazards:** A Noxius model is placed in between each deployment zone, and functions as a living hazard except in the following ways:

- These Noxii have a MOV statistic of 1.
- Each time a model ends its activation, the nearest Creeping Hazard moves 1" toward that model.
- If a Creeping Hazard would be triggered by a push or other ability, only the nearest will be triggered, and pushes from one will not trigger another.

MOV | ATK | DEF | ARM  
1 | 5 | 2 | 1

4  
3 →  
3  
→ 4

★NOXII | HATED | SECOND WIND | EXPENDABLE

NOXIUS

★ **Noxii** - When this model is defeated, the model that defeated it earns 2 Favor.

**Hated** - This model may not spend Favor. This ability has no effect while this model is Last Man Standing.

**Second Wind** - Whenever this model would generate a Favor from its vitality track due to damage from an enemy, this model may choose to remove a Fatigue instead.

**Expendable** - This model may count as a member of any Ludus when determining whether your cohort qualifies for Ludus Benefits.

30MM — ARENA REX — V1.0

THANKS FOR MAKING IT THIS FAR!

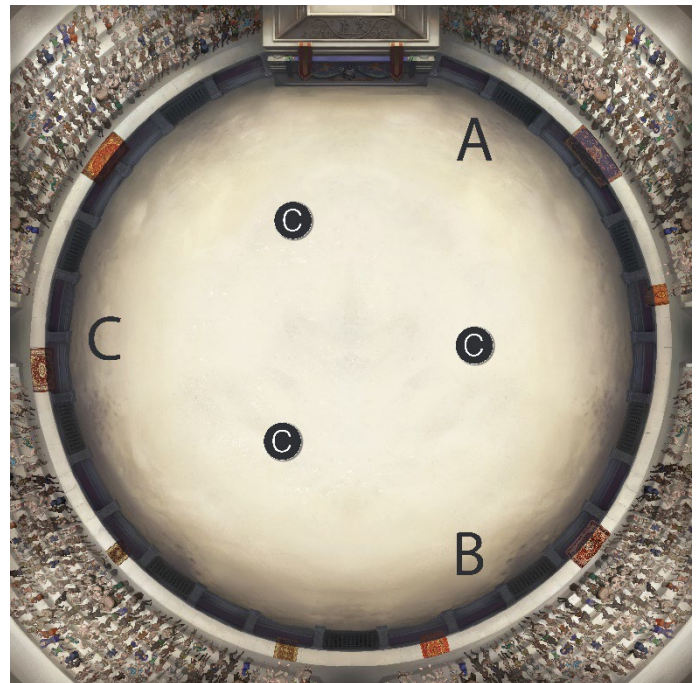
This portion of the document will hopefully give you some insight into our intentions when designing the scenarios we used for the Trials of Cerberus event at Adepticon 2022. This event is meant to be a bit chaotic, and to get people back into the swing of Arena Rex for the rest of the weekend. We use Swiss pairings for the Open because they're easy to understand – obviously with 3 players it's a little more complex, but following a 1,2,3 point structure and pairing highest points with each other works well enough. 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.

Also, I couldn't help myself. With all of the thinking about the sands of the arena, I couldn't help but think of a much larger arena. That meant lots of sand, and inevitably, the worm. Trials of Cerberus was always meant to be a bit political and over the top with fun scenarios, so this year's event came with a theme.

#### ROUND I – SINE RHYTHME GRADITE:

This round was a great way to get people to flow in and out of combat – clumping up would inevitably attract a very mean hazard, and having a third player that could potentially sacrifice a single model to bring pain down on a whole clump of foes made the negotiations and betrayals even more interesting.

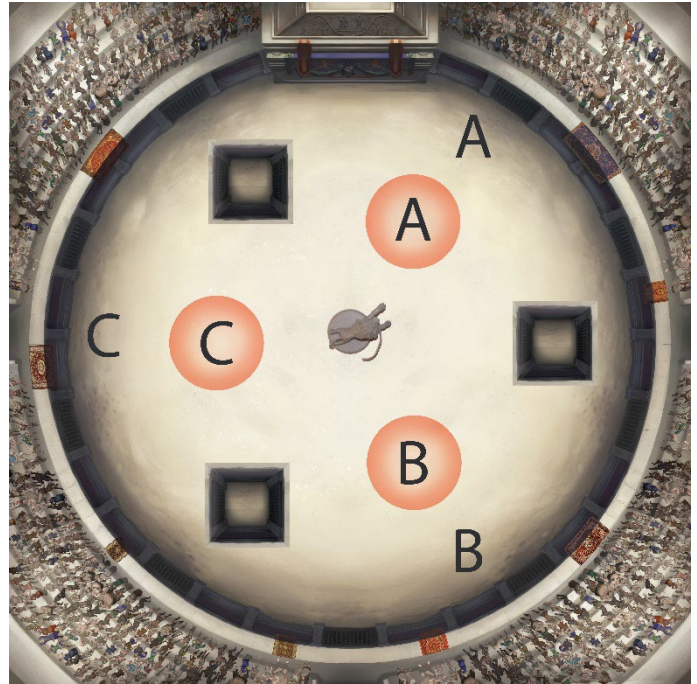
A 0" movement tripped some people up when triggering the Maker as a living hazard normally – Living Hazards will move up to their MOV stat to engage, this came into play here and in Round III. Either can be adjusted if you want more movement, but the idea here was to break up clumps already, which it did pretty well.



## EVENT ORGANIZER NOTES

### ROUND II – CONDIMENTUM FLUENDUM EST:

The idea of being able to mess with people and get prizes was too much to resist, and especially on theme. Collusion was definitely a possibility, and the temptation to betray an ally when the chips were down was present. All of these came up. Working as intended. Lots of fun.



### ROUND III – PUGIO LENTUS :

It's always fun to tweak existing hazards for scenarios and give players something new to worry about. Some tables will embrace the chaos and impending doom. Others will work together to give themselves a clean slate. At least one of the tables came to an accord to each take their nearest hazard out before anyone engaged, others ended up with a brutal clump in the middle, and again – working as intended. 2-3" movement could work OK as well if you want a more mobile board and more dynamic hazards, but remember they're creeping in *every activation*, so 1" covers a lot of ground.

