



ADEPTICON OPEN MMXIX

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 VEXILLAE CHARYBDIS

Originating in the annual Transalpine Games held between the Empire and the Republic, Munus Vexillae Charybdis requires a coordinated cohort and strategic Lanista to achieve victory, but also adds some unpredictability to the scoring element.

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: A player who controls their nearest duel zone and whose opponent's flag is in their nearest duel zone while their own flag is not being carried by an enemy gladiator wins. A player also wins if their opponent has no models remaining in the arena.

Additional Rules:

Flags - Any gladiator model may pick up an opponent's flag, or their own team's flag once it has been picked up by the enemy. 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.

Moving Spiked Wall segments - At various times announced by the event organizer, numbered spiked wall segments will move as directed by the event organizer. Models, *including Titans*, contacted by a moving spiked wall segment are displaced by the wall segment at the end of its movement, treating its entire spiked edge as the wall segment's base. Models displaced in this way are treated as having been pushed into a Wounding Hazard. Titans suffer 6 damage instead of the usual 3. Riders in a Mounted Pair are not affected, as their mount bears the brunt of the walls' impact. The most recently active player places their displaced models first.

ROUND II
MUNUS SACRIFICIS

A test of faith and daring, the Munus Sacrificis offers great rewards at great risk.

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 a condemned model remaining in the arena is the victor.

Additional Rules:

Hypogeum – Pit markers will be arranged around the board. At the end of each clear turn until one Cohort is reduced to Last Man Standing, the player completing their turn rolls a D6. The corresponding pit opens or closes. When a pit closes, place a Votary token on the center of the marker.

Votary – Votary tokens are not models, and will be displaced by any model that moves onto them. To pick up a votary token, a gladiator model must end a movement action in base contact with the token. The token is dropped (displaced by the carrying model, placed by their opponent) if the model carrying it becomes exhausted or is killed.

Special Action: Devotion – Models carrying a votary token may attempt to deposit the token into a nearby open pit. The carrying model gains a fatigue and may place the token anywhere completely within 1" of their base. They may attempt to toss the votary token by attacking it (token has DEF 0). Damage has no effect, but pushes are cumulatively resolved against the Votary token without a follow-up (or need to maintain contact). Enemy models along the line of travel may add their defense to the Votary token for this roll. Assist reactions may be used by opponents as though the Votary token was a friendly model.

ROUND III MUNUS LIBERARE A CAVEA

Prisoners often end in mixed company, and the savvy with friends on the outside can use this to their advantage. Munus Liberare a Cavea focuses on making new friends, or at least new enemies of your enemies.

Deployment: Each player chooses an enemy model to be deployed in one of the central cages. Models deployed in the central cages begin the game exhausted. Any models not deployed in cages are then deployed as a Cohort in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

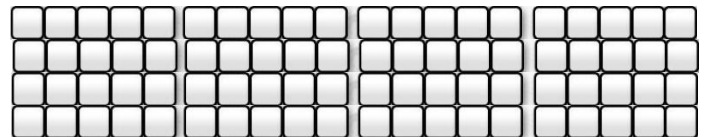
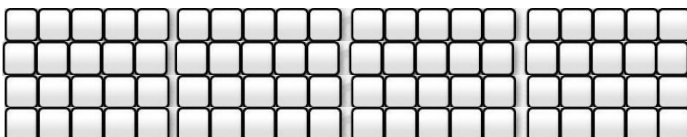
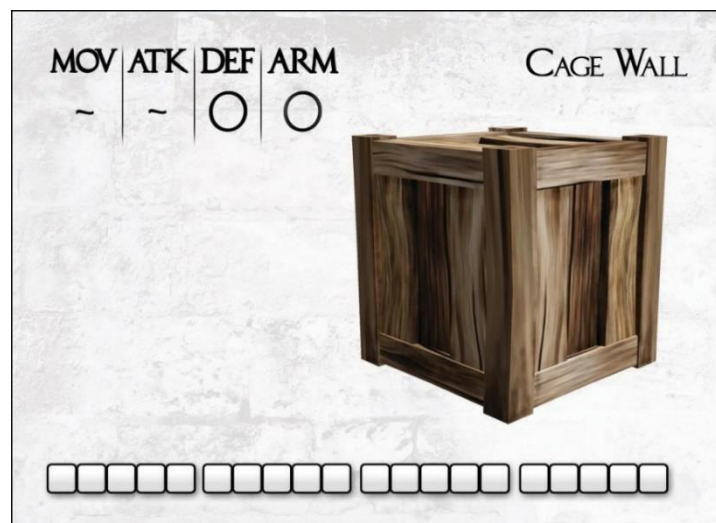
Restrictions: None.

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

Additional Rules:

Cages – Cage walls are considered hazards, and may be attacked as though they were models. Each wall segment is separate, and will deal 10 damage to adjacent wall segments when destroyed.

Noxii – each cage will also start with a Noxius inside. These models are considered living hazards until at least one wall of their cage is destroyed. The player who destroys the first wall of each cage gains control of that cage's Noxius and it is considered part of their cohort for the remainder of the game.



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ROUND IV MUNUS COPIAE

Sometimes the line of battle is known, but the stakes are not. Munus Copiae reflects this uncertainty.

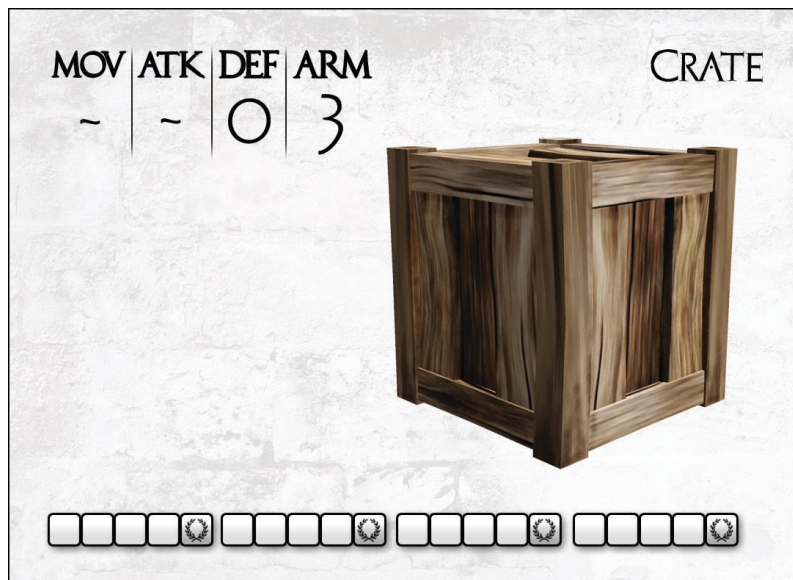
Deployment: Cohorts deploy in base contact with their controlling player's arena edge.

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: A crate will appear at some point in the scenario. The crate has the following profile:



The crate is a Titan, and must be attacked to secure the prizes within. Prizes accumulate with each favor box shown on the crate's vitality bar. Gladiators in base contact with the crate may claim any accumulated prizes from the crate by gaining a fatigue, but may only do so if there are no enemy models in base contact with the crate. Remaining prizes may be claimed by later actions if they are accumulated separately.

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ROUND V MUNUS ALTIS

The Munus Altis is a variant of Munus Tribunalis where the action continues on the lower level as well as the raised platform.

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). Models on the platform cannot target or affect models not on the platform.

When only combatants from a single cohort are left on the platform, it platform is lowered to the arena level, and the restriction on targeting and effects is removed. Continue with the match as normal from this point.

Caveat : The platform is effectively a separate arena until it is cleared of one opponent.

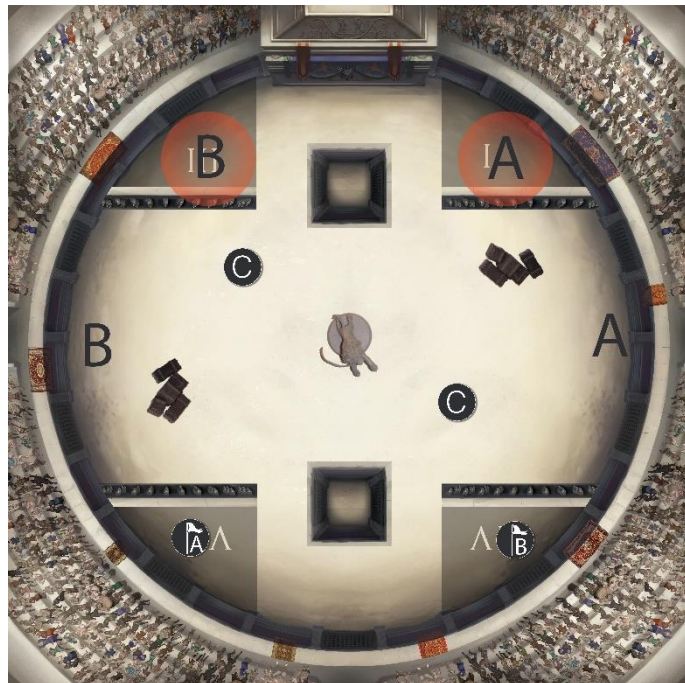
EVENT ORGANIZER NOTES

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 2019. As an “Open” tournament the intention is more to have a fun event in a casual tournament structure. 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 VEXILLAE CHARYBDIS:

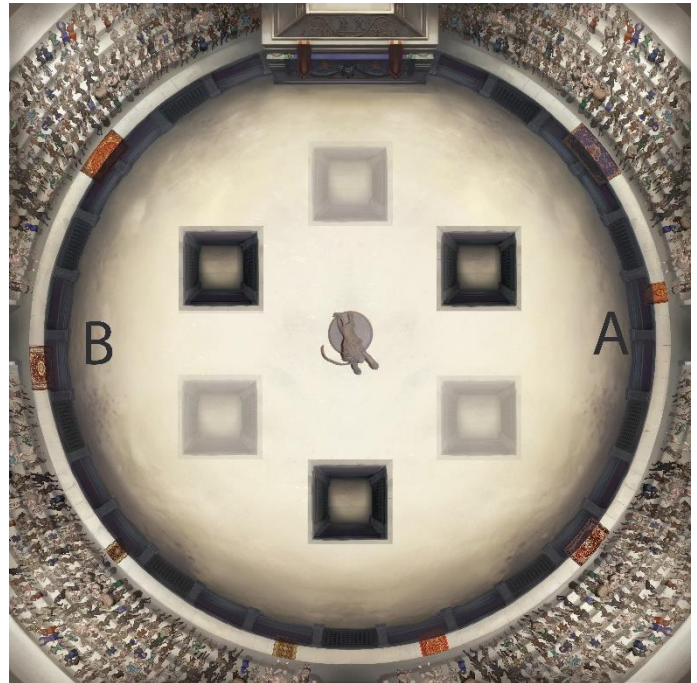
Another twist on the ‘capture the flag’ scenarios from prior events, this one put pressure on people to score while the scoring was good. The flags and scoring zones were covered initially, so people had to deal with their opponent directly for the first portion of the match. The opening and closing availability of various scoring sections really made for some scrambles to get flags while they were available, and some fun keep-away when they couldn’t be scored immediately.



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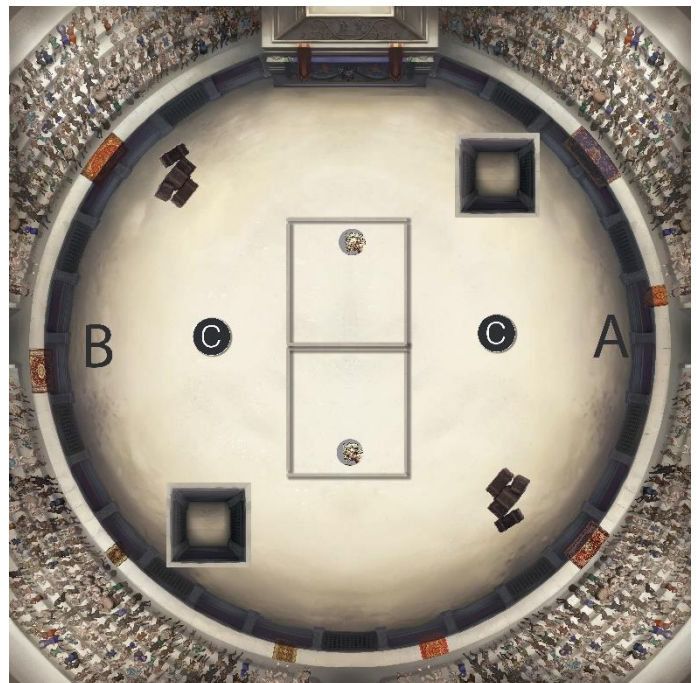
ROUND II – MUNUS SACRIFICIS :

More prizes! I really wanted to do something different than we had previously for a prize round here, and also make it feel a little closer to some of the scenario rounds. To that end the prizes were a bit riskier than usual to score – not only did you have to go grab them, but you had to get yourself close to a pit to score them. The randomness of the pits opening and closing did mean that there was a bit more variance in total prize availability between tables than usual, so you may need to adjust depending on your group or available prizes.



ROUND III – MUNUS LIBERARE A CAVEA :

It was fun to add some new constructed pieces to the scenario, and the cages are pretty fun to work with and around. The ability to claim the caged Noxii made for hot contention around the center, while the walls kept the battles distinct and avoided a giant cluster of models in the center.



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ROUND IV – MUNUS COPIAE :

Another Prize-focused round, this was again designed for a bit more interaction between players rather than folks just grabbing the crates on their own side of the board and moving on from there. In this revised version, the locations were more random (although the same for all tables). The living hazard would periodically make wild attacks, and the crate could be lowered back into the Hypogeum and come back up somewhere else, making it more of a rush for the prizes.



ROUND V – MUNUS ALTIS:

A revision of the final round from the very first Open event, this rendition allowed folks on the bottom floor to continue activating and potentially hunting down other models who had been knocked off of the platform. There were also a bunch more hazards in the outer ring, leading to some pretty brutal pit-fighting on the outside edges.



