



ADEPTICON OPEN MMXVIII

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. Note that this event was also the debut of the Patron system, which can be added to any event.

ARENA REX ADEPTICON OPEN MMXVIII



PATRONS

DJED-NOST - A high cleric in Alexandria, Djed-Nost continually stages games for the Morituri proper, as well as scouting matches for new talent. His focus on evaluating the true skills of combatants has given him an uncanny ability to foresee and mitigate the politics that swirl about the sands, and his steadfast support for the current Antony and Cleopatra has given him a broad mandate to pursue the best talent for the Morituri.

(X) Cancel the ability of another patron. X is the influence cost paid by that patron

00000 00000 00000 0

NEFER-SATI - Blessed with a fertile inheritance of lands and the mercantile acumen to leverage their fruits, Nefer-Sati works to maintain a broad peace among the great powers, profits from constant petty squabbles of lesser powers, and claims lineage back to the 18th dynasty of the true Pharaohs.

(2) Pay 2 favor to your opponent. An attack automatically fails. This ability may only be used once per game.

(2) Heal one vitality on every friendly model.

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SEXTUS PUNCTILIUS - Sextus is the Quartermaster and operating manager handling the daily business of Legio XIII. Gruff in an amiable sort of way, he takes extra pains to ensure that the equipment and preparation of gladiators under his care are as sharp and polished as they can be for each match.

(3) Take a clear turn before the start of the game. This ability may only be used once per game.

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ANDAUREUS - The life of an Antonian prince is fraught with peril. The path to petty power is simple, but competition for true influence is fierce and deadly. Andaureus Antonius is not only the prefect of the Antonian guard, but was instrumental in identifying the most recent incarnation of Cleopatra for his reborn forebear.

(1) Activate a single model immediately after a clear turn. This ability may only be used once per clear turn

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LUCIUS BABURRUS - A lover of spectacle above all else, Baburrus is obscenely wealthy and spends his days as a rare animal trader and collector in addition to sponsoring gladiatorial matches whenever he fancies.

(3) Cancel one hazard effect. This ability may only be used once per game.

(1) Generate 1 favor if you started your turn with 0

00000 00000 00000 0

THE UMBER TALON - This shadowy figure spoken of softly, if at all. Somehow arena matches always end in his favor, no matter what happens on the sands. Whispers occasionally even hint at Imperial ties, but no credible link between him and the Empire has ever been established.

(3) Cancel a reaction made by one of your opponent's gladiators. This ability may only be used once per game

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LUCILLA ALBATIUS - Disgusted by the barbarism of the arena, Lady Albatius nevertheless takes a keen interest in the pairings and standings of particular gladiators. One can never tell if she is attempting to support her daughter Aemilia or discredit and discourage her from life in the arena, but coin changes hands regularly to manipulate the standings in either case.

(2) You may make a second reaction during your opponent's turn.

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SIGRUN THYRASDOTTIR - An innovative ship designer, Sigrun has amassed not only a fortune but great clout by maintaining yards crewed with the finest shipwrights available to explore her designs in exacting detail. While longships and others may brave the open seas and make the voyage to trade with or live amongst the Atlanteans, Sigrun's ships are the surest bet to make it a round trip with goods intact.

(1) Instead of activating a model, initiate a clear turn.

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MUNUS PRINCIPIS GEMELLIS

The Munus Principis Gemellis is a classic wargame brought to the arena by the Legio XIII Lanistas. A standard combat between equally matched cohorts, the focus is on taking and holding strategic positions rather than outright combat.

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 first player who simultaneously controls both duel zones is the victor. If this condition is not achieved, the last player with models remaining in the arena is the victor.

Additional Rules: *Noxius models will be used as additional Hazards in this scenario. They are chained to the center of the duel zones with a 2" chain. The Noxii always counter attack when attacked, do not become fatigued or exhausted, and react as living hazards when a model is pushed within 3". Favor generated from the Noxii's vitality track goes to the player that inflicted the damage. The Noxii count as opposing models to all players for the purpose of controlling the duel zones.*

MOV	ATK	DEF	ARM
7	5	2	1



NOXIUS

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

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30MM ARENA REX V1.0

ROUND II

MUNUS DIVIS PLUTONIS

The very definition of risk and reward, the Munus Divis Plutonis is not just about glory in battle or the favor of the crowds, it is a lucrative prize match where you must protect your condemned model, but expose them in order to collect the greatest riches

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

Cohorts: Both players bring cohorts of equal value. Each player adds a Noxius model to their cohort, which is condemned.

Restrictions: None.

Victory Conditions: The last player with a condemned model remaining in the arena is the victor.

Additional Objectives: Certain hazards in this round will be marked with special prize markers. Condemned models 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

Effect: Reveal and claim the prize contained by the hazard in base contact with this model. Each hazard may only be investigated once

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ATK

DEF

ARM

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HATED

SECOND WIND

EXPENDABLE

NOXIUS

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ARENA REX

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ROUND III

MUNUS PROSERPINAЕ

Named for the abducted daughter of Ceres, the reluctant queen of the underworld, the continual shifting of the very sands sees many an unwary gladiator snatched untimely into the underworld of the hypogeum

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 Rules: The arena will periodically shift beneath the feet of the cohorts during play. The Tournament Organizer will call for a stop at certain points in the match. When this happens, interrupt any action currently taking place (including between steps of an attack resolution). The active player should then roll a single die, flipping the indicated card to open (or close!) a pit. Models on top of an opening pit are defeated and considered killed by hazard as though they were pushed into the pit.

ROUND IV

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 arena edge.

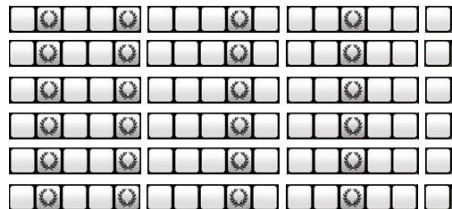
Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

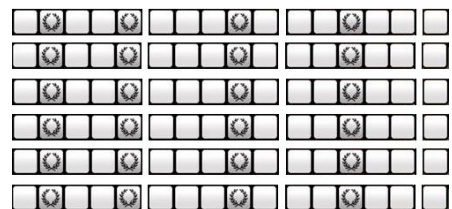
Victory Conditions: The last player with models remaining in the arena is the victor.

Additional Objectives: The Living Hazards in this round are effectively immortal, and use the profile below. 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 V

MUNUS VEXILLORUM

Originating in the annual Transalpine Games held between the Empire and the Republic, Munus Vexillorum requires a coordinated cohort and strategic Lanista to achieve victory

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: 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.

EVENT ORGANIZER NOTES

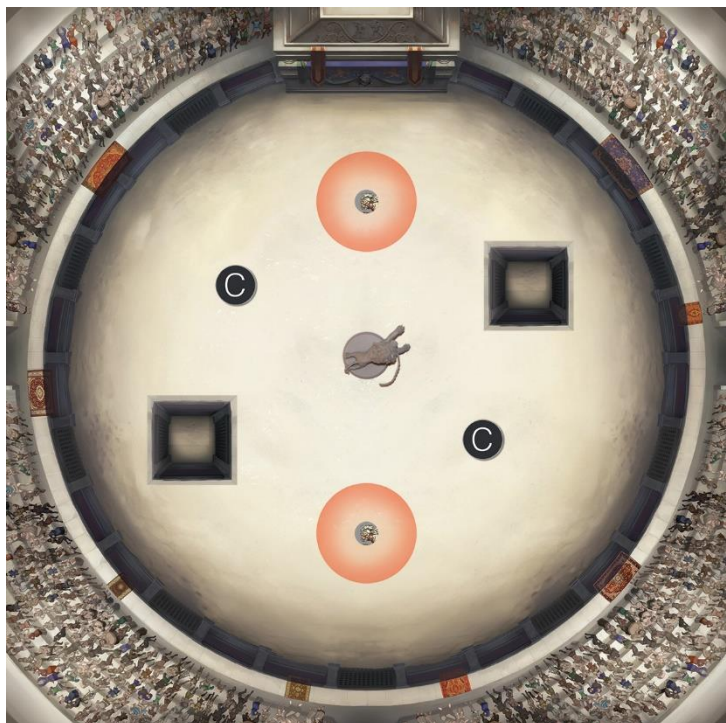
THANKS FOR MAKING IT THIS FAR!

This portion of the document will hopefully give you some insight into our intentions when designing the scenarios we used for Adepticon 2018. 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.

You may notice that many of the scenarios for this tournament are refinements of scenarios from prior events. This is intentional due to the addition of the patrons outlined on the first page. Players began the tournament with 16 Influence to spend. We broke the players into groups of 8 to bid Influence for the patron of their choice with open bidding. Influence tracks at the bottom of each patron card tracked the total throughout the event, so the more influence spent to acquire the abilities, the less the players had remaining to use them. These will likely see tweaks for the next event, but had some key moments of impact throughout the event.

ROUND I – MUNUS PRINCIPIS GEMELLIS :

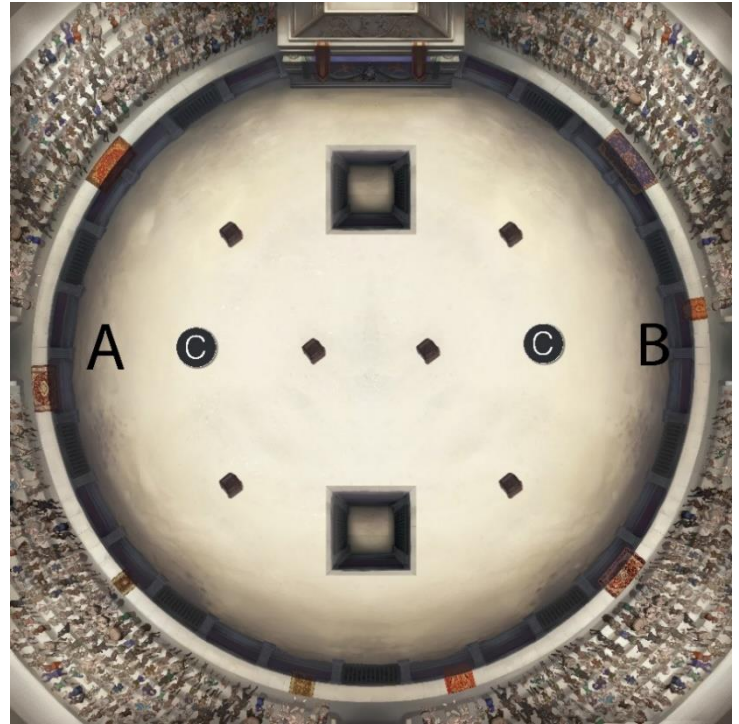
Another spin on the Munus Insulae, this iteration started with Noxii as special hazards occupying the duel zones. This left players with a bit more leeway for picking sides and supporting their friendly gladiators with formations. It also made sure that the duel zones were still deadly and no simple task to claim. And who doesn’t love more Noxii?



EVENT ORGANIZER NOTES

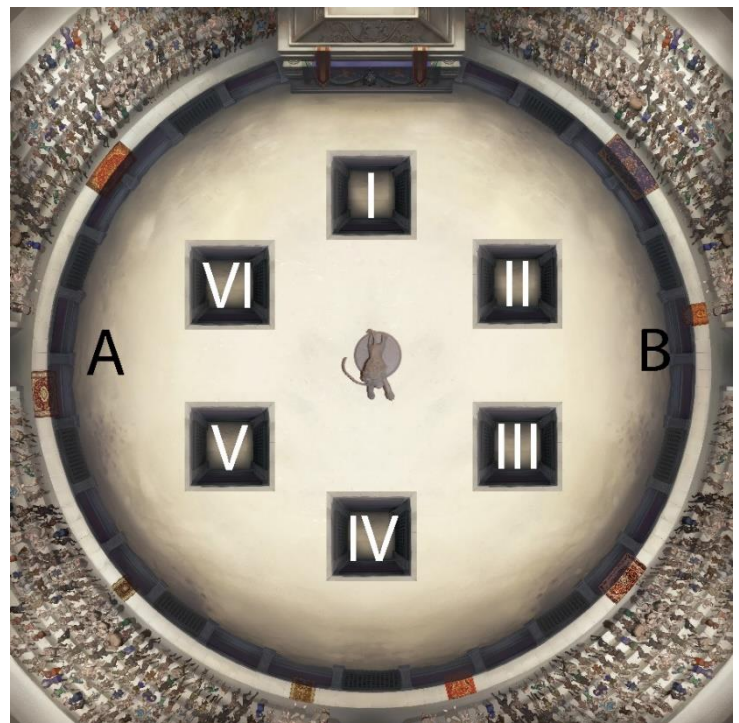
ROUND II – MUNUS DIVIS PLUTONIS :

A scenario we have always had fun with, this time the condemned models were additional Noxii, instead of champions. The temptation to expose your condemned model for extra prizes is a great interaction, and always makes for a fun match to watch.



ROUND III – MUNUS PROSERPINAЕ :

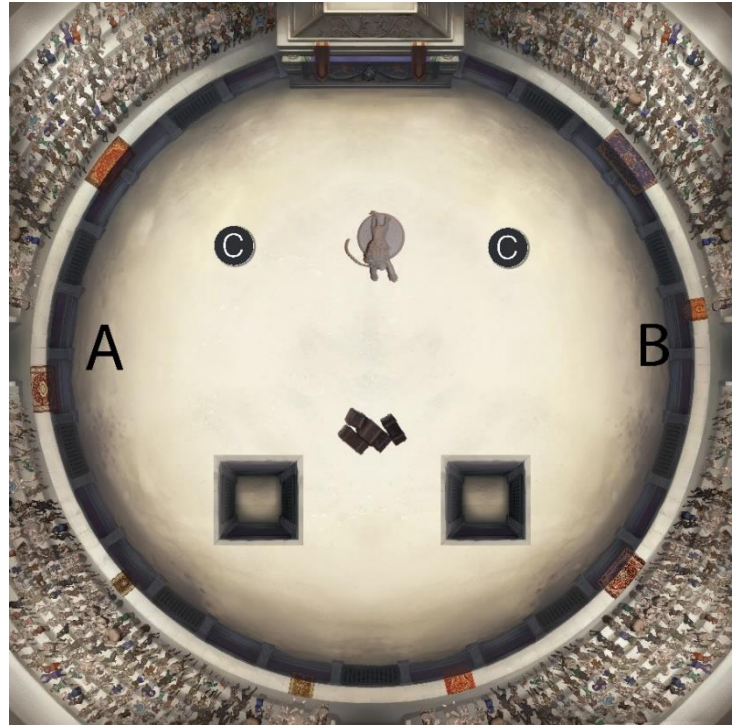
Now a returning classic, this scenario continues to work well at creating controlled chaos in the arena.



EVENT ORGANIZER NOTES

ROUND IV – MUNUS VENATIO :

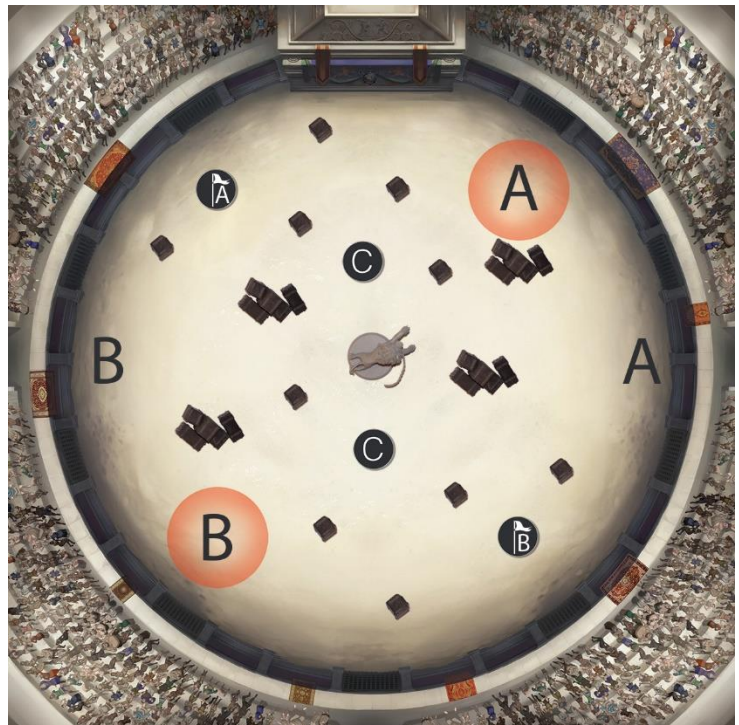
Further standardized beyond the original, this time we simplified to Leos statistics across the board, despite having a variety of living hazards on the tables.



ROUND V – MUNUS VEXILLORUM :

This round was intended to be a bit more like a traditional military battle in terms of setup with lots of broken ground and some areas where larger models especially would run into some difficulty with maneuvering.

The need to keep resources engaging with the flag or the opposing duel zone made for a good mix of offensive and defensive focus, but for future iterations I would recommend moving either flags and duel zones closer to the longitudinal axis between the two players or keeping the flags on one side and the zones on the other. This should improve the mid-field action and not split the game into two separate lanes.



EVENT ORGANIZER NOTES

PATRONS

Patrons were a little bit of a wildcard in this tournament and it was a bit difficult to track their overall impact despite efforts to keep other elements straightforward. Part of that difficulty was due to a lack of extra hands and some difficulty with pairing software in the middle rounds of the tournament. Overall results were evenly spread for each patron, but the amount of influence spent varied widely from what I expected to see. Some of that was likely due to its debut as a new and unfamiliar system.

Either way it was a fun way to add a little additional flavor to the world of Arena Rex. Expect to see the system return for future events, with additional patrons, new abilities, and tweaks to the existing ones as Arena Rex Organized Play continues to develop.