ADEPTICON OPEN 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
MUNUS OFFERTORIA

A traditional opening ceremony for the Morituri, The condemned are offered to Antony and Cleopatra as beacons to return them home to Aegyptus

Deployment: Active members of Cohorts deploy in base contact with their controlling player's arena edge.
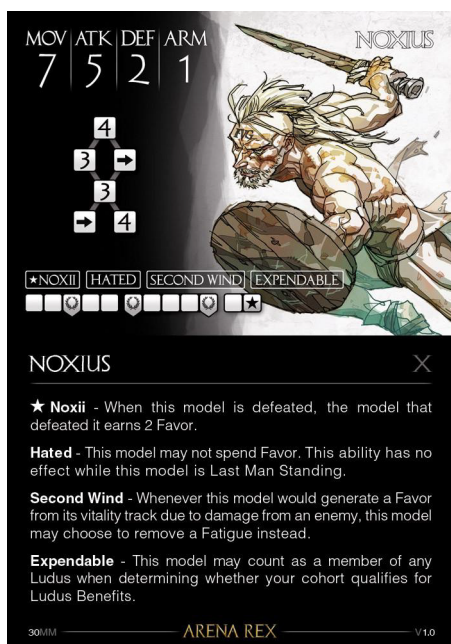
Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

Victory Conditions: A player who has delivered two more flags than their opponent immediately wins. A player also wins if their opponent has no models remaining in the arena.

Additional Rules:

      Flags - Any gladiator model may pick up a 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. Models carrying a flag may deliver that flag by ending their activation entirely within a Duel Zone controlled by their cohort. Flags in this scenario may only be delivered to the duel zone opposite their origin (A flag > B zone and vice versa).

      Flagbearers – A Noxius will be chained to the center of each Duel Zone and treated as a living hazard. The flags for this scenario are initially being carried by each Noxius. When a flag is delivered, a new Noxius carrying a flag is placed at the center of the Duel Zone of that flag's origin (A flag > B zone > A Noxius) .

ROUND II
COPIAE ALTIS

A classic reflection on the gifts of the afterlife and the precarious balance the living must walk.

Deployment: Active members of 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 to have 7 points more than their opponent wins. A player also wins if their opponent has no models remaining in the arena.

Additional Rules*:*

   Crates – Crates full of riches are distributed around the lower level of the arena. Gladiator models in base contact with a crate may open it by spending a fatigue.

   Platform – A raised platform is at the center of the Arena with the following special rules:

   Duel Zone - The entire platform is treated as a Duel Zone.

   Transfer - A model in base contact with the platform may use the entirety of a single move action to climb onto or off of the platform.

   Perilous – Models pushed into the edge of the platform treat it as a wounding hazard, with the exception that models pushed into base contact with the edge from the inside are placed outside the platform as near as possible to the point they contacted the platform edge.

   Unstable – Titans on the platform do not resist pushes by virtue of being Titans. Titans on the platform may choose to suffer 5 damage in order to resist a push.

   Scoring – if a player controls the platform at the end of any model's activation, they gain a point.

ROUND III
ARAE CONTRACTIS

Gladiators not chosen to participate in the honor of this scenario can still contribute to their cohort's success... for a price.

Deployment: Active members of Cohorts deploy in base contact with their controlling player's arena edge. Players then alternate assigning inactive cohort members to spiked wall segments.

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:

    Spiked Wall Segments - 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.

    Price of glory – *Tactic* – An Inactive Cohort member may suffer 1 vitality drain to move their Spiked Wall Segment inward or outward by any amount. Spiked Wall Segments must stop when contacting a hazard.

ROUND IV
ARAE DIVIS

Spoils always come at a cost, whether risk, effort, blood or all.

Deployment: Active members of 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:

Sealed Crates – Crates full of riches are distributed around the arena. Any model in base contact with a crate may open it by spending a fatigue and suffering 2 Vitality Drain.

Variable Pits – At the start of each clear turn (excluding Last Man Standing), pits in the arena may open or close. Roll a d6. If a pit's number is rolled, it will open if closed, or close if opened.

ROUND V
CONCLAVIS HOSTIS

The final weight of a cohort's worth.

Deployment: Active members of Cohorts deploy in base contact with their controlling player's platform edge. Inactive members of Cohorts are deployed within the central cage section nearer to their opponent.

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.

Imprisoned – Inactive Cohort members may not damage outer cage walls, but may damage the inner cage wall.
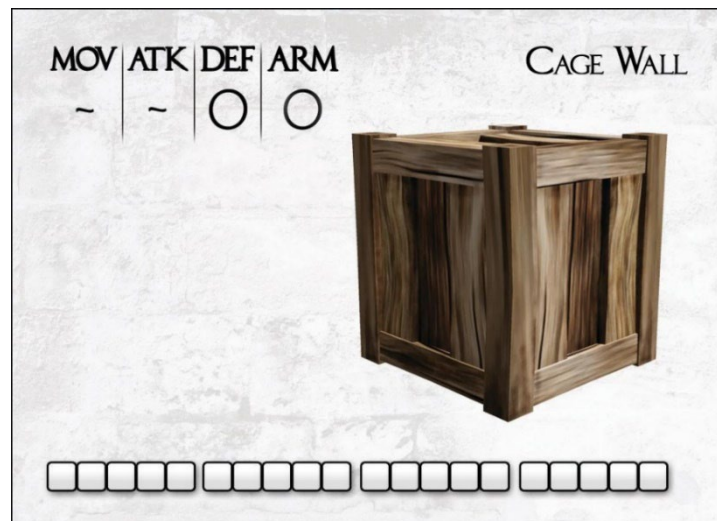
EVENT ORGANIZER NOTES

SPECIAL RULES FOR THE EVENT:

Cohort selection: Cohorts for these scenarios will be divided into Active and Inactive members. Players will alternate picking their own models for their active members and banning their opponent's models to their inactive models as listed below:

First Player	Second Player
	Pick #1
Pick #1	
Ban #1	
	Ban #1
	Pick #2
Pick #2	
Pick #3	
	Pick #3
	Ban #2
Ban #2	
	Pick #4
Pick #4	
	Pick #5
Pick #5	
	Ban #3
Ban #3	
Pick #6	Pick #6

Vitality Drain: Models may be affected by Vitality Drain in some of these scenarios. Vitality Drain reduces the maximum Vitality boxes of a model (or stage) until it is recovered. Vitality boxes are lost from the left of the vitality track, regardless of whether those vitality boxes have been marked by damage. If a model or stage suffers no Vitality Drain for an entire round of the event, it is restored for the following round.

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 2022. 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.

SPECIAL RULES:

For this event, I wanted to do the following: break out of the 6-card cohort box, give people a chance to play with more of their models, keeping the game size in the sweet spot, and give people additional interesting choices to make.

One of the core ideas behind Arena Rex is that list building is open and simple, and locking people into a set list for tournaments always has felt a little stifling to me on that count. The idea of picks and bans has been kicking around in my head for a while (one day we'll do a true draft!). So this year coming back fresh to events I decided we'd try something new, and I think it was quite a bit of fun.

Players were given a 5 minute window at the start of the round for picks & bans, after which the round would begin. In practice there were no real penalties for going over, it was just sort of a structured time callout. It was great for getting people right into the

scenarios a bit quicker and keeping the round times more consistent. It did seem to interrupt a bit of the socialization at the start of the rounds, so flavor to taste.

There were some concerns about painting a model for the tournament and never getting to use it, which would be a shame. That is part of the reason for the Round V scenario this year, and also part of the reason for the first pick coming before the first ban in the sequence (from a raw mechanical standpoint, I think banning first is a more interesting choice).

I also wanted to make sure that people coming a minor ludus would be able to play without major pain points, so in addition to allowing pick 1 before ban 1, I adjusted the cohort benefits so that A.) active models determined benefits, and B.) if A gave no benefits, any 6 cards in the cohort could be chosen to determine benefits.

EVENT ORGANIZER NOTES

ROUND I – MUNUS OFFERTORIA:

I always like to start with a relatively simple scenario to make sure people can focus more on the core game rules (and any tournament-wide wrinkles) in the first round. In this iteration, the variation on 'capture the flag' required a strong effort to start the scoring, and provided enough of a speed bump to give the opponent a chance to react before things got too out of hand.

This worked well as another variant to capture the flag – If you want more focus on the flags, consider reducing the health of the Noxii. Reducing them to less than half may mean you need to increase the win condition to 3 flags to avoid very fast wins from players who mismatch their focus on the scenario goals.
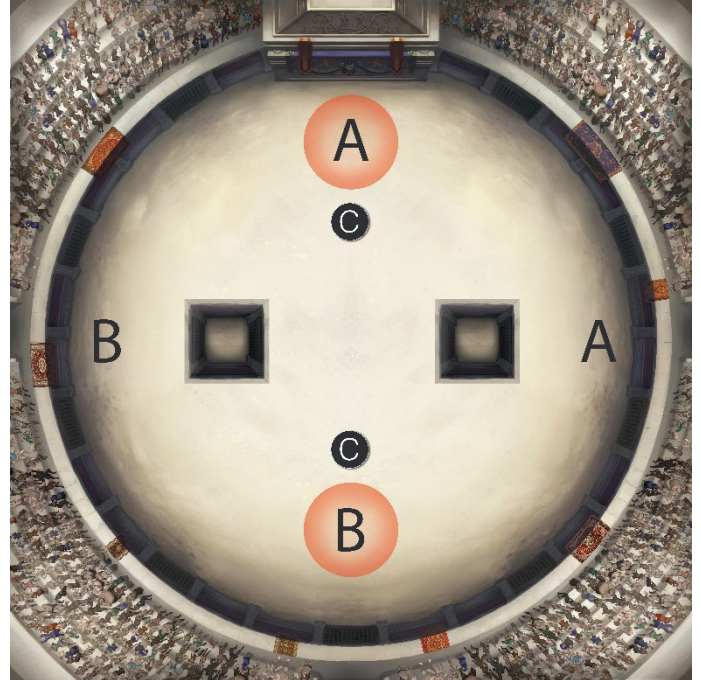
ROUND II – COPIAE ALTIS:

If you have been reading along with these scenarios from the start, you probably know by now that I love to give people the opportunity to choose their focus for the events. The winners get specific prizes, but there is a separate prize pool that everyone gets the chance to choose from at the end as well. Having a mechanical cost to pursuing the prizes means that players balance risking their tournament standings to pursue them, but with the separate prize pool it's a great way to make sure everyone is having fun.

The Round II scenario was also a little bit of a test bed to see how things played out with titans that aren't quite as stable and a little bit of tweaking to how hazards/zones play out – stay tuned for more of that!

EVENT ORGANIZER NOTES

ROUND III – ARAE CONTRACTIS:

This round had a lot going on mechanically, though it turned out that most players took it more conservatively than I expected.

I liked the introduction of Vitality Drain here to give players another choice point where they could capitalize in the short term for a future price. With that said, there were not very many wall movements in the games I was able to observe.

Introducing the Vitality drain a round earlier may have made players more comfortable with it. Adding a random element in addition might have spiced it up – the random element may lead to players being more willing to take risks.

ROUND IV – ARAE DIVIS :

A dense scattering of crates and hazards along with random pits is always fun to watch people navigate. The price in Vitality Drain for opening crates was great in this late round, people were really willing to burn it to the ground for prize points this late, which was great setup for Round V.
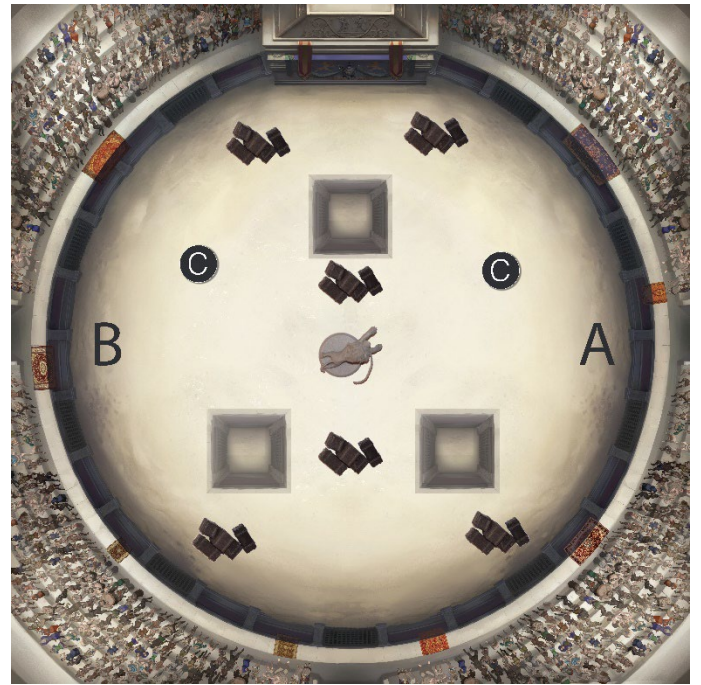
EVENT ORGANIZER NOTES

ROUND V – CONCLAVIS HOSTIS:

We went a bit long on this one, which is not terribly surprising given the additional model count and complexity. I may have overcomplicated this by allowing picks & bans on individual cards -- split staged models were an interesting choice for prior rounds, but this scenario called for them to be in two places at once, which was tricky. This created a lot of confusion how to handle them in this scenario, though in practice the resolution didn't seem to have a lot of effect on the outcome of the games. In the event, both cards could be separate if picked/banned out that way, with a placeholder in the cage if necessary. If a placeholder was necessary, things got a little complicated.

Placeholders could not activate unless the other (not caged) stage was defeated, in which case it would no longer be a placeholder and would become active. The placeholders could not activate, but could be attacked, and the active version could choose to fatigue to allow the placeholder to react. If the cage's outer walls were breached, the placeholder and active model would merge, taking the position of the first stage, regardless of which was initially caged.

All of that is a lot to keep track of, and especially in the final round where standings are important it led to a lot of questions. There may have been a more elegant solution, but this was the one which I felt best followed the wording of the core rules. We'll be doing picks and bans again in a few months, so I expect to get myself int a whole new world of complications at Gen Con!