



TRIALS OF CERBERUS 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.

ARENA REX TRIALS OF CERBERUS MMXIX



ROUND I
MUNUS TRIGEMELLIS

Unique to the Trials of Cerberus, Munus Trigemellis pits each lanista against multiple opponents.

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

Additional Rules:

Multiple opponents – Players consider all models controlled by either opponent to be enemy models, and can react once during each opponent's turn.

ARENA REX TRIALS OF CERBERUS MMXIX



ROUND II MUNUS LIBERARE A CAVEIS

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

Deployment: Each player nominates a model from the player to their right to begin the game caged. That model must be deployed inside the cage in base contact with the nearest cage wall to their controller's deployment, and begins the game exhausted.

Cohorts: Each player brings a cohort of equal value.

Restrictions: None.

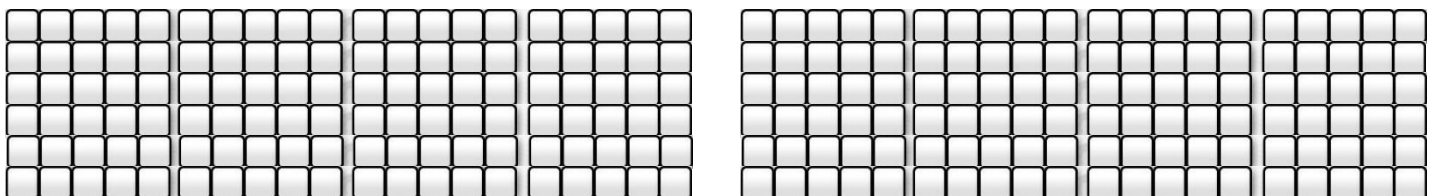
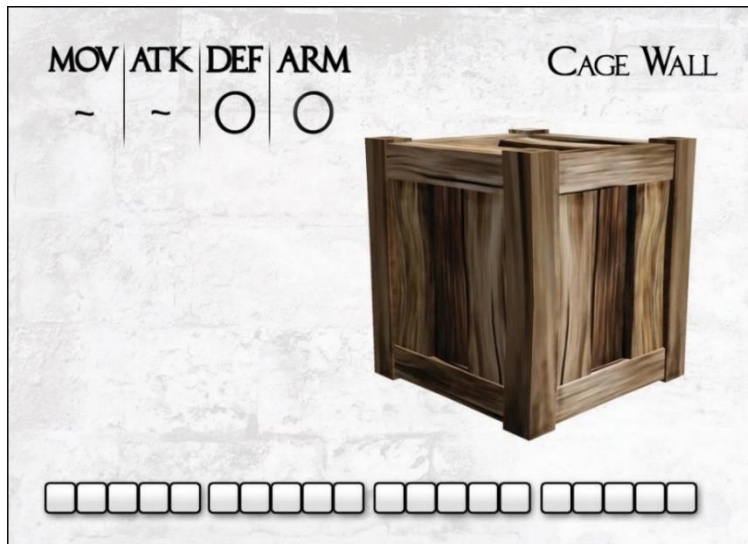
Victory Conditions: The last player with models remaining in the arena is the victor.

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.

Multiple opponents – Players consider all models controlled by either opponent to be enemy models, and can react once during each opponent's turn.

Noxii – the cage will also start with a Noxius inside. This model is considered a living hazard until at least one wall of the cage is destroyed. The first player who destroys a wall of the cage gains control of Noxius and it is considered part of their cohort for the remainder of the game.



ARENA REX TRIALS OF CERBERUS MMXIX



ROUND III
MUNUS TRIVALLIS

Often disorienting to gladiators new to the arena, the Munus Trivallis requires a special arrangement of the arena with a series of walls that may raise or lower at any time during the match. The match begins with each cohort divided on either side of a long wall dividing the arena.

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

Cohorts: Both players bring cohorts of equal value. These cohorts are then subdivided into two troupes that must consist of at least one model each.

Restrictions: None.

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

Additional Rules:

Multiple opponents – Players consider all models controlled by either opponent to be enemy models, and can react once during each opponent's turn.

Walls – Walls are treated as hazards and are impassible. At the start of each clear turn that is not Last Man Standing, a single wall will be raised or lowered by each player by the roll of a D6.

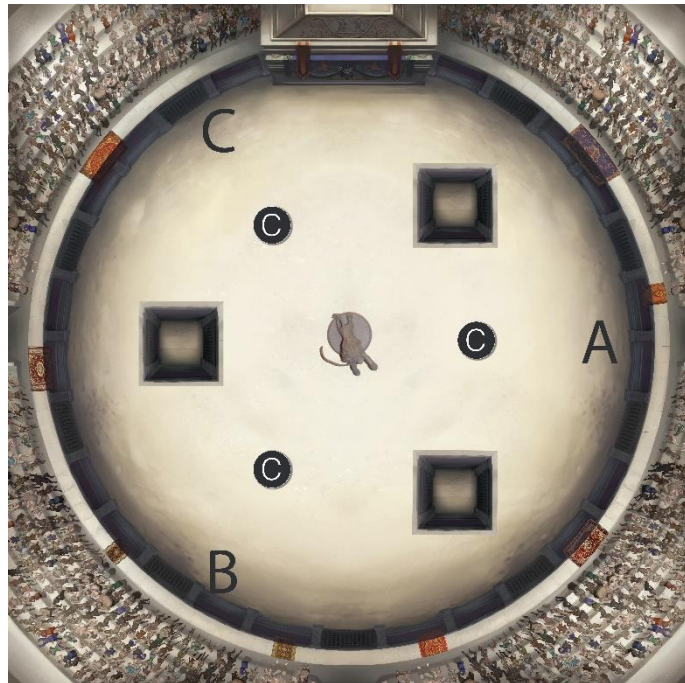
EVENT ORGANIZER NOTES

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. The Trials of Cerberus was a new format, and was intended to be even more casual and a way for newer players to have some fun and returning folks to shake the rust off before the Open. Normally we recommend Swiss pairings to determine standings because they're easy to work with and understand – This event requires a little more finesse in match setup, but really not a whole lot. Basically 5 points were awarded to the last player standing as the victor, 1 for the first player eliminated, and 3 for the second eliminated. As the event organizer, all of the tracking is up to you, so feel free to adapt it as you like. 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 TRIGEMELLIS:

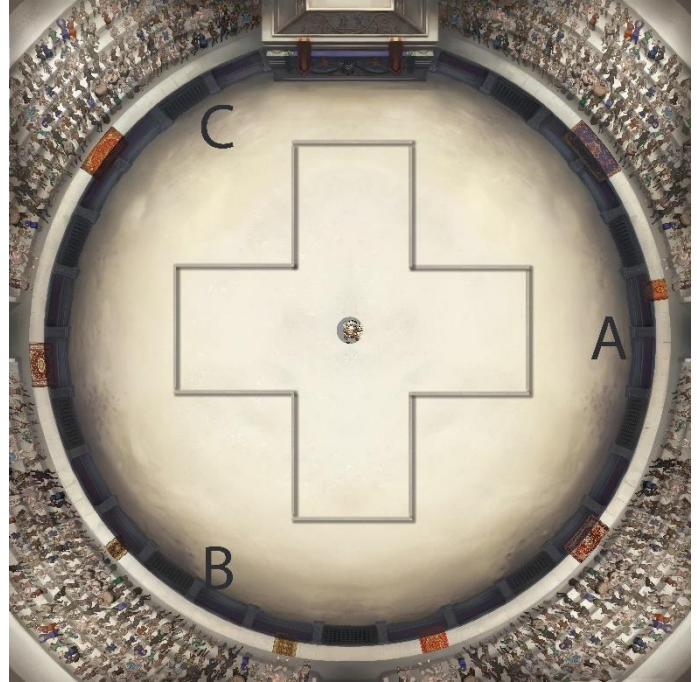
Since this was intended as a more casual event, and it was not expected that most folks had experience with three-player games, I wanted to start off simple. This was a good way to iron out any weird interactions people were worried about without having to add scenario concerns on top of that. There were plenty of questions, and it was a good way of easing into the new format.



EVENT ORGANIZER NOTES

ROUND II – MUNUS LIBERARE A CAVEIS:

After letting folks dip their toes in the water in round one, I thought it was still important to remind people it was an Arena Rex event and there would be some surprises! The cage walls debuted here, and despite the fact that they were an obstacle, getting their own model free and potentially a free Noxius for the match made a great way to drag people into a scrum in the center where they couldn't just focus on one opponent at a time.



ROUND III – TRIVALLIS

A classic with a twist, this round was sort of the opposite of the previous, breaking up cohorts as much as possible. This did lead to some isolated fights where the third opponent got to cheer with the crowd for a while. Some players were not thrilled with these instances, so you may need to adjust the randomness depending on how diplomacy inclined your players are!

