



GENCON OPEN MMXVII

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 for this event each player was required to choose a single model (or the first stage of a staged model) to serve as “Champion” for their cohort throughout all 5 rounds. This event was also the first time we had Organized Play prize dice available, but you can expect to see them in the future at any events run by Arena Rex staff, and they will also be made available to Emissaries and Retailers once we release our Organized Play kits.

ROUND I

MUNUS INSULAE

A reflection of the difficulties of archipelagic warfare, this scenario forces opponents to choose between committing the bulk of their cohort to defend their own place of strength and spending them to assault their opponent's stronghold.

Deployment: Each player's Champion is deployed completely within the duel zone to the player's left. The remainder of each player's cohort deploys in base contact with their controlling player's platform edge.

Cohorts: Both players bring cohorts of equal value, with one model designated as their cohort Champion.

Restrictions: None.

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

Additional Rules: If a Duel Zone generates favor as the result of a clear turn, a prize die is awarded.

Duel Zone: Places of prominence in the arena may be designated as Duel Zones. Models within a Duel Zone earn one additional Favor whenever they earn Favor. When either player initiates a clear turn and controls a Duel Zone that player earns one Favor. A player controls a Duel Zone when they have models within that duel zone and their opponents do not.

ROUND II

MUNUS CINGULIS

A Hellenic reflection on the nature of slavery and perhaps a not-so-subtle reference to their own political situation prior to their recent independence, the Munus Cingulis centers around the cohort's champion being bound to a condemned criminal.

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

Cohorts: Both players bring cohorts of equal value with one model designated as their cohort Champion. Each player adds a Noxius model to their cohort, which is chained to their Champion

Restrictions: None.

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

Additional Rules: The Champion and Noxius are chained together, and may never be more than 4" apart. Players who defeat their opponent's champion are awarded a prize.

Chained: Models may be chained to other models or terrain features. The chain's length is determined before the game begins (generally 4"). A model must always remain within the chain's length of whatever it is chained to. If a push would move a chained model more than the chain's length away from its counterpart, halt the push at the chain's length and treat the pushed model as having hit a hazard. If a shift would move a chained model more than the chain's length away from its counterpart, halt the shift at the chain's length.

ROUND III

MUNUS PROSERPINAE

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. In addition, for the duration of the match, each cohort's Champion gains the **Spectacle** special rule below:

Spectacle: When a model successfully attacks this model, the attacking model gains 1 Favor. Favor generated by this rule is awarded as a prize die during this scenario.

ROUND IV

MUNUS OPTIMIS FORTUNAE

A variation of the simpler Munus Fortunae, the Munus Optimis Fortunae relies on a Cohort's Champion not only to guide their cohort as usual, but also to fill their lanista's coffers with the rich rewards scattered among the hazards of the Arena.

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: Certain hazards in this round will be marked with special prize markers. Cohort Champions 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

ROUND V
MUNUS KASARMAE

The Munus Kasarmae is a dramatization of one of the few land battles in the war for Hellenic independence. A particularly bloody squabble over a tiny bridge of the same name in Mycenae that was nevertheless a strategic bit of highway, the reenactment features a crude bridge dominating the center of the Arena.

Deployment: Cohort Champions deploy completely within the duel zone on the top level of the bridge, in contact with their controlling player's edge of the zone. The remainder of each player's Cohort deploys 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 is the victor.

Additional Rules: The top level of the bridge is a Duel Zone. If a Duel Zone generates favor as the result of a clear turn, a prize die is awarded. Additionally, models on top of the bridge treat the edge of the bridge as a wounding hazard, with the additional effect that they when it is triggered they are immediately placed in base contact with the bridge at its base (at the point they contacted it).

Duel Zone: Places of prominence in the arena may be designated as Duel Zones. Models within a Duel Zone earn one additional Favor whenever they earn Favor. When either player initiates a clear turn and controls a Duel Zone that player earns one Favor. A player controls a Duel Zone when they have models within that duel zone and their opponents do not.

EVENT ORGANIZER NOTES

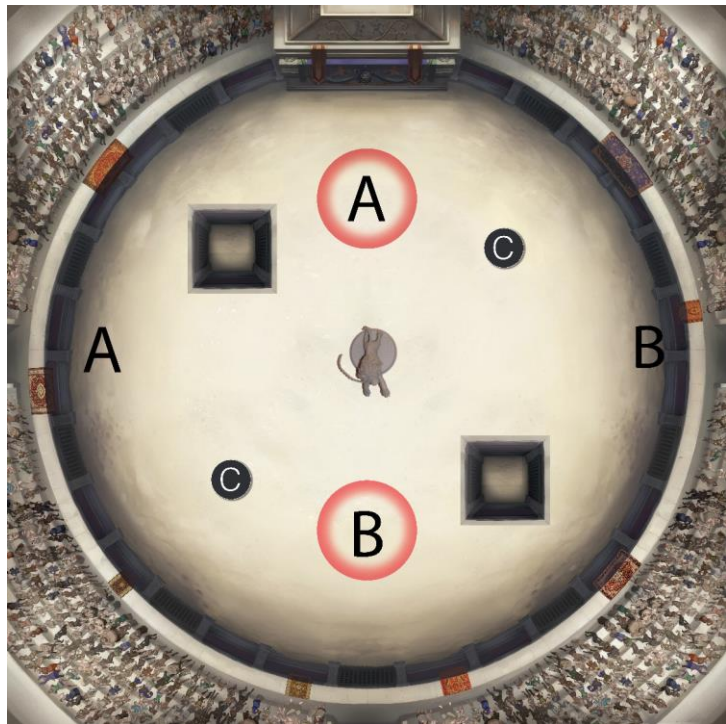
THANKS FOR MAKING IT THIS FAR!

This portion of the document will hopefully give you some insight into our intentions when designing the scenarios we used for GenCon 2017. 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 INSULAE :

The Gencon tournament introduced the idea of a “Champion” to our scenarios, a model chosen by the player at the start of the tournament which had various effects through the rounds of the tournament. Often there was a choice between pursuing prizes or protecting your champion and trying to use them aggressively to win an additional overall prize. This round was relatively straightforward, but isolated the champions at the start. Players therefore had to choose early whether to form up and support their champion or try to take out their opponent’s before they could be supported. The duel zones meant

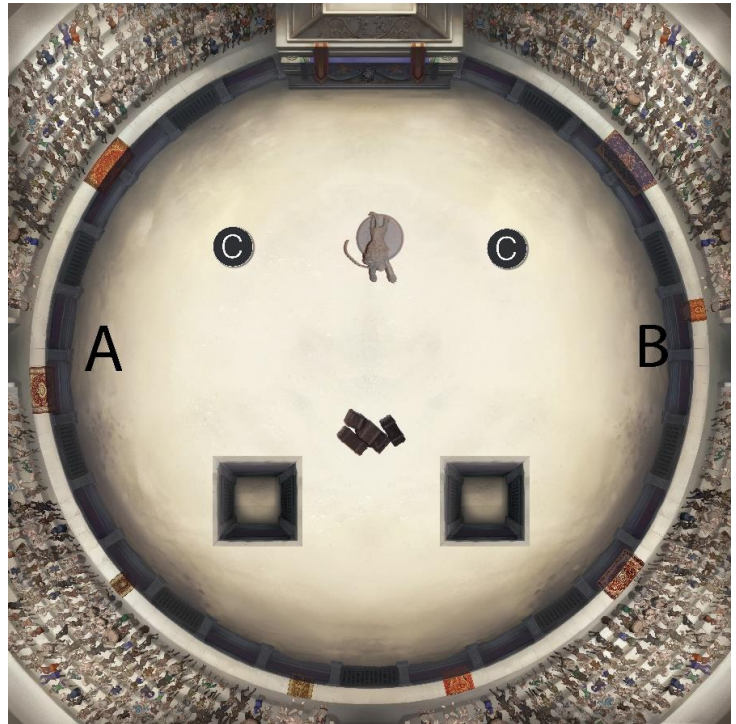
that challenging your opponent’s champion early was important, but being able to support your own was difficult to do at the same time. It was also a good excuse for us to play around with some of the rules ideas that didn’t make it into the 2017 Adepticon Open.



EVENT ORGANIZER NOTES

ROUND II – MUNUS CINGULIS :

As mentioned before, we wanted to play with some more of the concepts in the rulebook that we didn't get to include in the Adepticon Open 2017. The first was the inclusion of Duel Zones, and the second was to incorporate Chained models. While the Champions were isolated in the last round, here they were likely to be well defended, but with a giant "PRIZE" target painted on their heads. Meanwhile the objective for the round would always be right near them, so when it came down to choosing targets players were stuck with the decision of potentially winning the game outright, or aiming for a prize if they were in a stronger position.



ROUND III – MUNUS PROSERPINAE :

A reimagining of the Munus Vallis scenario from the 2017 Adepticon Open, this round was intended to be the test of a player's adaptability. We had pits printed with numbers that made things quite a bit easier to administer, and while we were concerned about the pits being far deadlier than the walls, everyone had a fun time.



ROUND IV – MUNUS OPTIMIS FORTUNAE :

EVENT ORGANIZER NOTES

Similar to the Munus Fortunae, the main differences were a more widely spread prize cache and the restriction that the Champion was the only model able to open the crates, forcing the players once again to choose between pursuing glory or filthy (but delicious) lucre!

ROUND V – MUNUS KASARMAE :

The culmination of the story for this entire tournament, for those that have been reading along. This scenario was a fun way to force a central battle similarly to the Munus Tribunalis from Adeptcon, while being a little less of a crazy scenario for the final round. The prep for it was the hell of a thousand popsicle sticks, but it made for some great cinematic moments in the final round. The bridges were ~2" high in the middle section. During the tournament it was ruled that the vertical distance should be ignored when measuring distances, but that will be revised for future events, and the distance will simply be measured directly from base to base.

