



GEN CON 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. We have also included the patrons used for this event, and templates and round cards for the event will be posted along with this document.

ROUND I
MUNUS VEXILLAE

Originating in the annual Transalpine Games held between the Empire and the Republic, Munus Vexillae 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.

ROUND II
MUNUS COPIAE

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

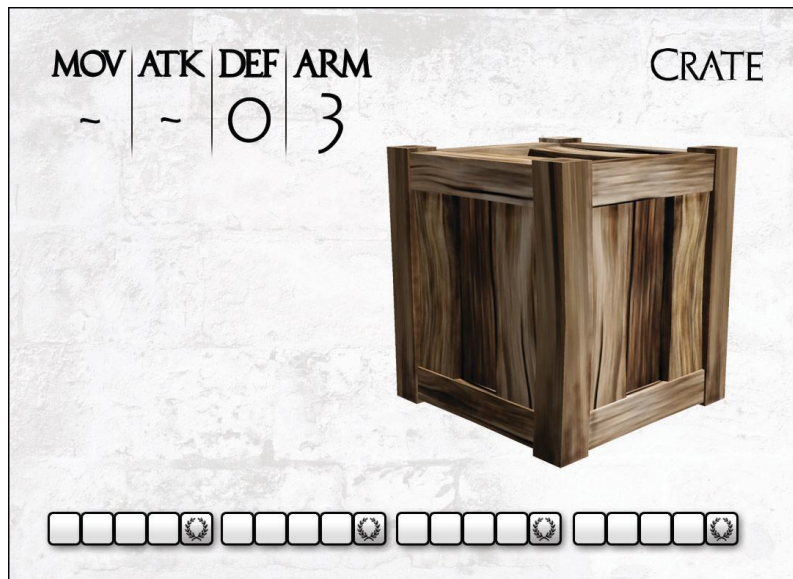
Deployment: Cohorts deploy in base contact with their controlling player's arena edge.

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.

ROUND III
MUNUS CONTRACTIS

Frowned upon as a squandering of talent by some and appreciated as a lucrative side-business by others, unsanctioned pit-fights can be found in nearly every hamlet, for those who are willing to risk them

Deployment: Cohorts deploy in base contact with their controlling player's arena edge, between the spiked wall segments. If there is not enough room, between the spiked wall segments for all models from a cohort, models which cannot contact the arena edge may be placed in base contact with a friendly model that is in contact with the arena edge.

Cohorts: All players bring cohorts of equal value.

Restrictions: None.

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

Additional Rules: Moving Spiked Wall segments. At various times announced by the event organizer, numbered spiked wall segments will move toward or away from each other. 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 d6 damage instead of the usual d3. 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 IV MUNUS LIBERARE CAPTIVIS

Sometimes in war, an exchange of prisoners does not go as planned. Munus Liberare Captivis recreates a failed prisoner exchange, as each side tries to recover their compatriot while keeping their own hostage intact.

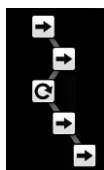
Deployment: Cohorts deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value. A condemned Noxius is added to each roster, and is chained (4") to a model from the opposing force.

Restrictions: None.

Victory Conditions: The first player who brings their Noxius to the duel zone nearest their deployment zone and controls that duel zone wins. If a condemned Noxius is ever Last Man Standing, the player whose captive is still alive wins. Otherwise, the last player with models remaining in the arena is the victor.

Additional Rules: condemned Noxius models will be added to each cohort in this scenario. They are chained to a "Warden" gladiator model chosen by their opponent, and set up by that opponent with their cohort. The Warden gains two special actions:



- 1.) **Get Over Here:** When declaring an attack against their condemned Noxius, the Warden may use the chain itself as a weapon instead of relying on their usual equipment. When using the chain, the Warden's engagement range is the length of the chain. The chain uses the damage tree to the left, and grants the benefits of **the special ability** Lash: when resolving push effects, this model may push an enemy model directly toward itself.
- 2.) **Investigate:**
- 3.) **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

When chained to the Warden, condemned Noxii also gain the special rule Bound: *When this model attacks, it must reroll successful dice once.*

MOV	ATK	DEF	ARM
7	5	2	1

NOXIUS

★ 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.

30/400 ARENA REX V1.0

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ROUND V
MUNUS TURBATUS

The chaos of war, especially in a rebellion, can be daunting. In this scenario, opponents stumble upon each other amid the confusion of a great battle, and are beset by enemies and reinforced with allies seemingly at random.

Deployment: Cohorts do not deploy any models. At the end of each player's turn, they will deploy a model from their cohort at the edge of a randomized pit marker as determined by a d6. That model may reposition immediately, and then the turn is passed to the opponent (each player's first turn will consist only of deploying a single model). Once all of the models from a cohort have been deployed, this rule has no more effect for that cohort.

Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

Victory Conditions: The last player with models remaining in the arena after all models have been deployed 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 pit 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 by a model controlled by the active player.

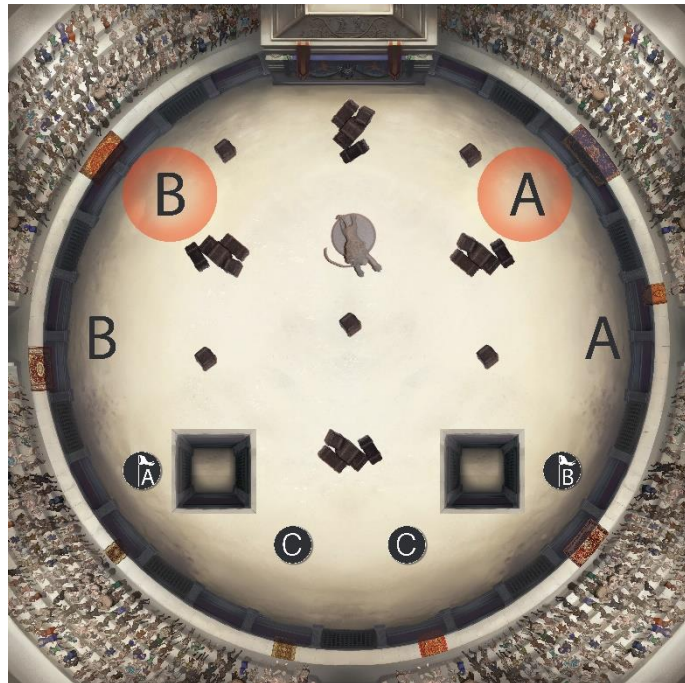
EVENT ORGANIZER NOTES

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 Gen Con 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. Additionally, at the very end you can find the round cards we used for reporting and tracking, as well as the patrons used for this event.

ROUND I – MUNUS VEXILLAE :

This year’s Gen Con we opened with a revision of the capture the flag scenario from prior events. The previous layout led to a couple of quick wins, which were well executed but not particularly satisfying games in some cases. The revised layout led to much more direct conflict and allowed for more of a contest between the gladiators to control some of the space instead of just a sprint for the objectives. This was a far preferable result from a design perspective. Encouraging the players to interact a little more directly.



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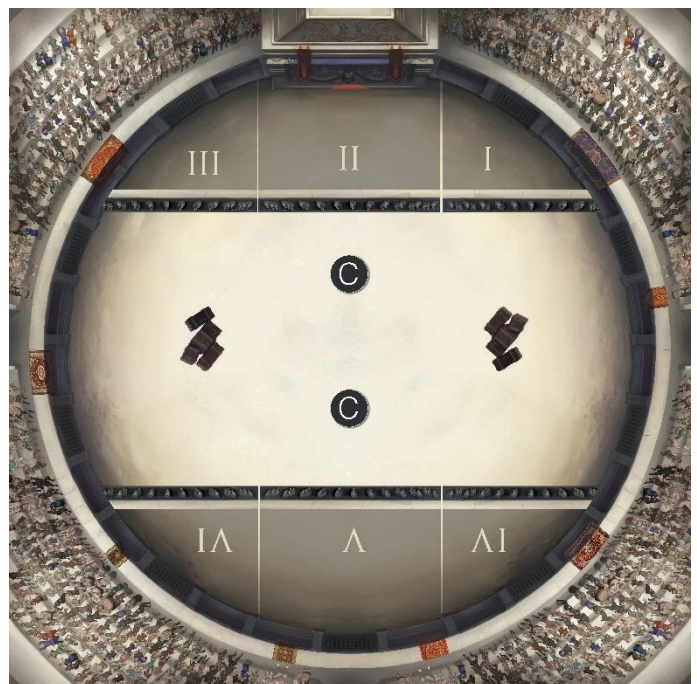
ROUND II – MUNUS COPIAE :

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. The band of potential hazards across the middle of the board was used to add a little mystery to the scenario, although having the pits laid out so centrally led to them having a very strong influence on the match. In one case, a Gorgon player lost both Stheno and Medusa to pits which opened beneath them. Playing with the features revealed from the start would be a little less chaotic for folks who like to play more competitively. The destructible crate was fun to watch folks compete over, and will likely return as a mechanic in future scenarios.



ROUND III – MUNUS CONTRACTIS :

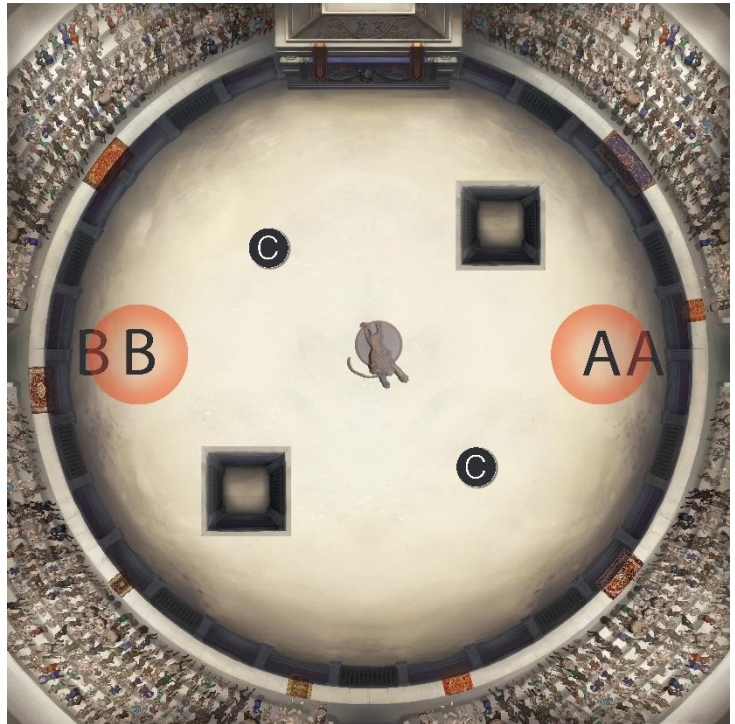
This scenario was the star of the tournament. Make sure the walls move regularly to keep players on their toes, but it was also important to create “safe” zones to offset the randomness, which you can see with the large crate piles and columns. It’s best to move sets of walls together (i.e. “all corners in” or “center sections out” to keep enough movement to make things interesting without having to interrupt the game too often.



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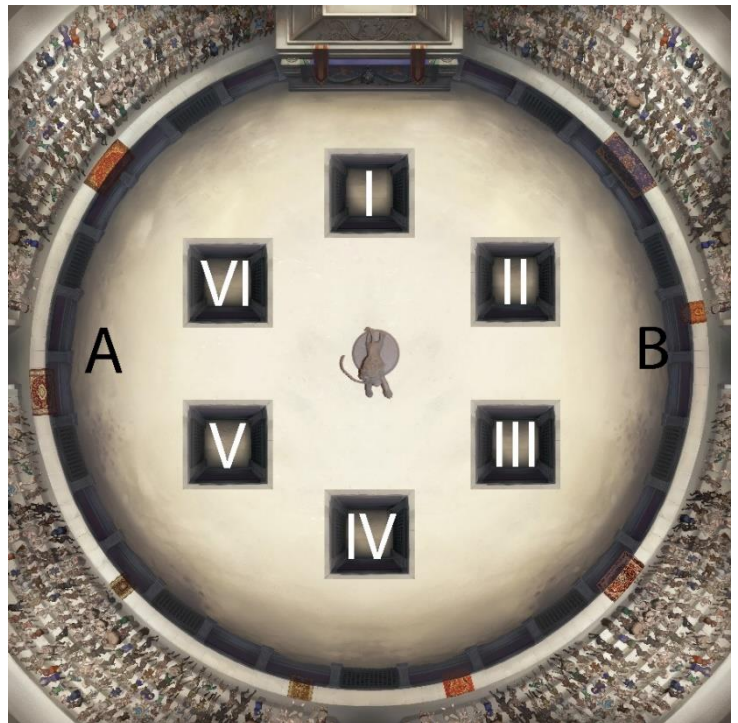
ROUND IV – MUNUS LIBERARE CAPTIVIS :

There were a lot of questions about this scenario, which was understandable because of the additional rules added. My favorite part of this scenario is the victory conditions force a prisoner's dilemma on the players and make them really think about whether killing their captive to free up their Warden is worth the risk that their opponent might be able to protect their own captive and win by scenario that way. I liked this trade-off even more than the risk of simply exposing a specific model like we have done in past versions.



ROUND V – MUNUS TURBATUS :

Again the culmination of the story for this entire tournament, for those that have been reading along. I liked how this scenario added some randomness not only with the pits as we have seen before, but also modified the deployment a little more strongly than we have done in the past. I feel like it made for some really interesting positioning and encouraged players to stretch their tactics and work with positions that they might normally avoid.



PATRONS

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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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

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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.

- (2) Take a clear turn before the start of the game. 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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PATRONS

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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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.

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

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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.

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

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

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