# ARENA REX

INTRODUCTION

The following has been laid out with the intention of guiding new players through the core concepts and game play of Arena Rex, one step at a time. The language is precise and intentional, and if any questions or disputes arise between players, re-reading the text closely should be the first step. Remember, the purpose of a game is not simply to compete, but also to have fun. Fun for us means streamlined rules that are easy to pick up and play, an engaging experience where each player has a stake in every action and meaningful choices that dictate the flow of the game.

> *"Fortune, which has a great deal of power in other matters but especially in war, can bring about great changes in a situation through very slight forces."*   *-Caesar, The Civil War, Book III*

ANATOMY OF A CARD

All models have corresponding game cards that describe their abilities and statistics. The information on these cards is referenced throughout game play. When asked, players must share the information on their models' game cards with their opponents.
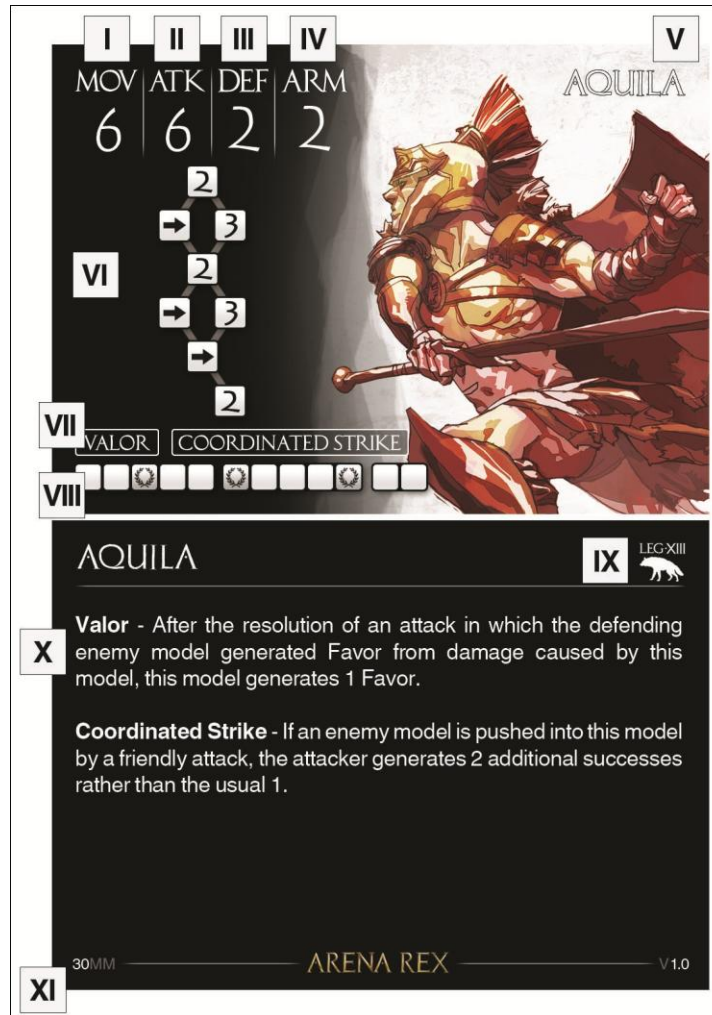
I - MOV - Movement : The maximum number of inches a model may advance during a Move Action.

II - ATK - Attack : The number of dice (d6) a model rolls when making an attack.

III - DEF - Defense : The number of dice (d6) a model rolls when defending an attack.

IV - ARM - Armor : Damage taken from attacks is reduced by this amount.

V - Model Name - Some abilities will reference specific models by name.

VI - Damage Tree - See page 7 for details.

VII - Abilities and Effects

VIII - Vitality Bar - Damage taken is tracked here, from left to right.

IX - Model Type : Model's affiliated with a Ludus will have the Ludus's corresponding icon. The Titan and Beast model type is also listed here.

X - Rule Descriptions : Special rules and abilities are explained here.

XI - Base Size

MEASURING

At any time during the game, players may measure the distance between two models. The distance between two models is the shortest straight-line distance between their bases.

TURN ORDER

Arena Rex consists of alternating turns in which players activate a single model. This activation may involve multiple actions, each of which may cause the activated model to gain fatigue.

Moving, **Attacking**, and **Power Attacking** are the basic options accessible to any model during its activation.

Activating a model allows it to move once without gaining fatigue. Further actions, such as attacks or additional movement will cause the active model to gain fatigue. An activated model may continue acting as long as it does not exceed the Exhausted state.

FATIGUE LEVELS

There are three fatigue levels in Arena Rex**: Ready**, **Fatigued**, and **Exhausted**.

When a model *gains* a fatigue, it moves from Ready to Fatigued, or from Fatigued to Exhausted. When a model *removes* a fatigue, it moves from Exhausted to Fatigued, or from Fatigued to Ready.

Exhausted models may only remove fatigue during a clear turn, or as the result of a special ability.

Fatigue tokens are used to track the fatigue level of models in play. Fatigue tokens must be placed on the game board next to the model whose fatigue level they are representing.
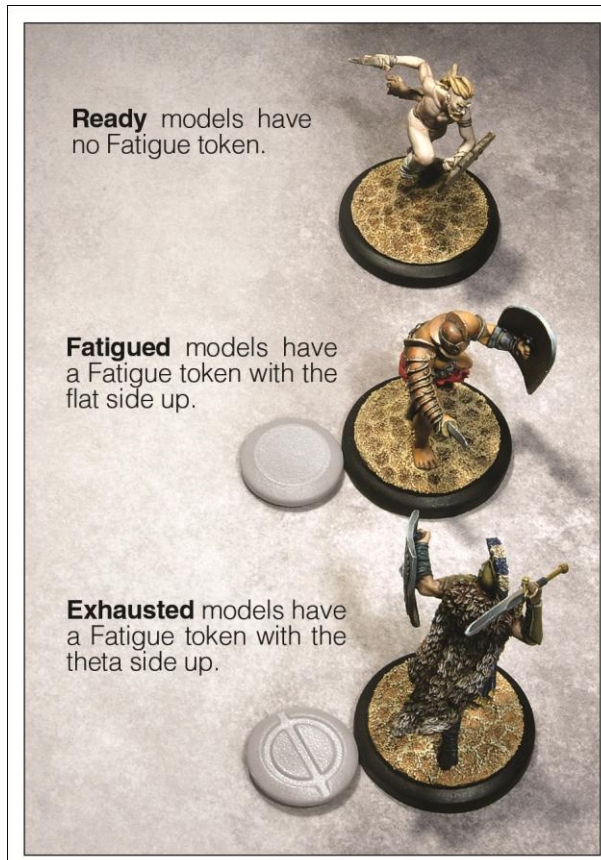
Ready (0 fatigue) - A model that begins the turn Ready may activate during its player's turn. Ready models may make a reaction during the opposing player's turn.

In play, Ready models do not have fatigue tokens.

Fatigued (1 fatigue) - A model that begins the turn Fatigued may not activate that turn. A fatigued model may not make a reaction as long as it is Fatigued. At the beginning of each of your turns you may remove a fatigue from a friendly Fatigued model (NB: they still began the turn fatigued).

In play, Fatigued models are indicated by fatigue tokens placed flat side up.

Exhausted (2 fatigue) - A model that begins the turn Exhausted may not activate that turn. An Exhausted model may not take an action or make a reaction as long as it is Exhausted. You may only remove fatigue from an Exhausted model during a clear turn or as the result of a special ability.

When an attack is declared against an Exhausted model, the attacker generates one additional success. In addition, if the attack is successful the attacker also generates a free ➡ (push result) which must be resolved before or after any box on the attacker's damage tree.

In play, Exhausted models are indicated by fatigue tokens placed theta side up.

TURN STRUCTURE

If none of your models are Ready you must initiate a clear turn instead of the following normal turn structure.

Step 1: You may remove a fatigue from a friendly Fatigued model. That model may not activate this turn.

Step 2: Activate a Ready model. You may not activate a model that began the turn Fatigued or Exhausted. You may declare actions with the active model. You may not declare actions that would cause the model to gain fatigue beyond the Exhausted state.

Step 3: Once you choose to declare no further actions or are unable to take further actions with your activated model, the turn passes to your opponent.

> *Caveat: You do not have to continue acting with a model until it is Exhausted;*
> *you may end the model's activation after resolving any action.*

CLEAR TURN

When all of your models start the turn Fatigued or Exhausted, a clear turn is initiated. During a clear turn you will not activate a model as normal. Instead each model in your cohort removes 1 fatigue, even if Exhausted.

After you have removed fatigue, you may also use Tactics, riders may Mount or Dismount, and Beasts in the cohort go Wild. The order in which these occur is determined by to the active player.

Tactics are special bonuses and abilities that may only be activated during the Clear Turn. Tactics are outlined on page 15.

LAST MAN STANDING

The Last Man Standing condition applies on any turn in which the active player began their turn with only a single model remaining in play. Each turn under the Last Man Standing condition is considered a clear turn with the following exceptions: The remaining model removes all fatigue and may activate as part of the clear turn.

> *Caveat: Tactics may still be used during a Last Man Standing clear turn.*

ACTIONS

The basic actions that may be declared by any model are:

Move
Cost: A model's first move during its activation is free. Gain 1 fatigue for each additional move.
Effect: Move up to the model's MOV value in inches. Models may not move through hazards or other model's bases.

Attack
Cost: Gain 1 fatigue.
Effect: Target an enemy model within the engagement range of the attacking model. Resolve the attack as described in the Combat section.

Power Attack
Cost: Gain 1 additional fatigue level to upgrade an Attack action to a Power Attack.
Trigger: After you declare an Attack action, but before dice are rolled.
Effect: During this attack, the attacker may re-roll any unsuccessful dice once.

REACTIONS

Ready models may react during an opponent's turn. Reactions do not prematurely end the active model's turn, they simply interrupt it.

You may only declare Reactions with Ready models. You may only declare one Reaction a turn and only during an opponent's turn.

Reaction: Move
Cost: Reacting model gains 1 fatigue.
Trigger: After an enemy model resolves a Move Action.
Effect: Make a standard Move Action. Models may not move through hazards or other model's bases.

Reaction: Opportunity Attack
Cost: Reacting model gains 1 fatigue.
Trigger: After an enemy model declares a Move Action while in the reacting model's engagement range.
Effect: Roll ATK +1 bonus success versus opposing DEF of that enemy model.

Reaction: Counterattack
Cost: Reacting model gains 1 fatigue.
Trigger: After an enemy model declares an Attack Action against the reacting model.
Effect: Roll your ATK instead of DEF against the attack. If you roll more net successes than the attacker, resolve those net successes as if you had made a successful attack. Declaring
a Counterattack reaction is not considered declaring an attack against the opposing model.

Reaction: Assist
Cost: Reacting model gains 1 fatigue.
Trigger: After an enemy model declares an Attack Action against another friendly model.
Effect: If the defending friendly model or the attacking enemy model is within the reacting model's engagement range, add the reacting model's DEF to the defender's DEF. Models that are unable to add their DEF do not pay the cost of this reaction, though they have made a reaction.

COMBAT

Combat in Arena Rex has been designed to be as streamlined as possible. Models have a simple 1" engagement range. There is no facing; models can fight freely in a 360 degree arc around their base. Line-of-sight rules aren't necessary because there are no ranged attacks - all of the action in Arena Rex is up close and personal.
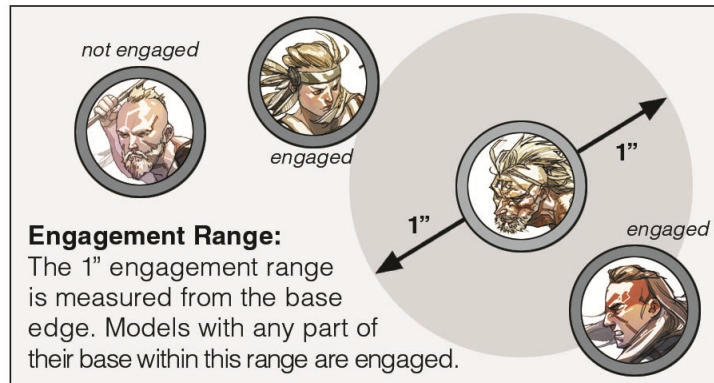
At its simplest, combat is an opposed roll between the attacker and the defender. To resolve an attack, the attacker rolls a number of six-sided dice (d6's) equal to their ATK and the defender rolls a number of d6's equal to their DEF. Any die that rolls a four or higher (4+) is counted as a success. The defender's successes are subtracted from the attacker's; if the attacker has any remaining successes (net successes) it is considered a successful attack. The number of net successes determines the effectiveness of the attack. Successful attacks in the arena can come in many forms, and this is represented in Arena Rex by a model's damage tree.

DAMAGE TREE

After making a successful attack, apply your net successes to the attacking model's damage tree, beginning at the top and moving downward. You must follow a path downward between connected boxes on the tree in one continuous line.
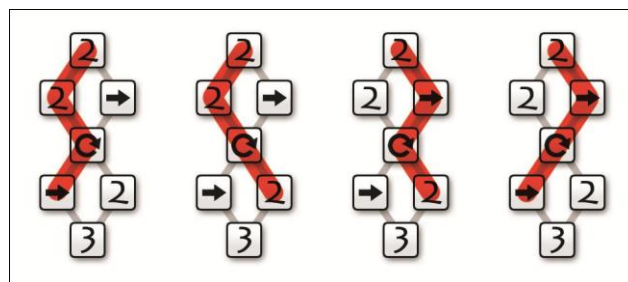
Valid paths for an attack that generated 4 net successes.

Any effects applied are resolved in the order they appear on the tree, then damage is totaled and applied at the end of the attack. If the resolution of any effect leaves the attacker or defender positioned such that the attacker no longer engages the defender, the attack cannot continue, and any successes not yet applied are lost.

The defending model's **ARM** stat is subtracted from the attack's total damage.
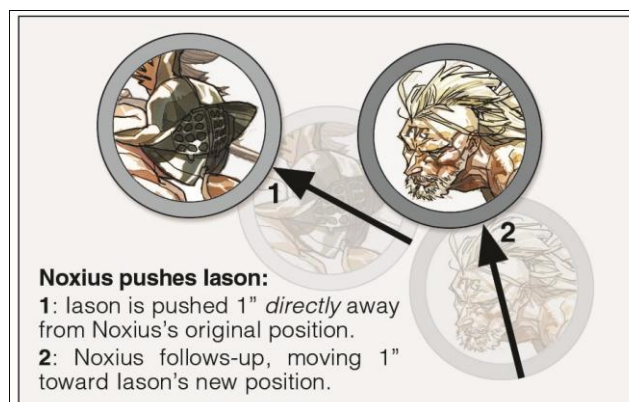
> *Caveat : **ARM** is only subtracted from damage originating from a damage tree.*
> *Other effects that do damage ignore **ARM**.*

DAMAGE TREE RESULTS

3 **Damage (any number)** - The amount of damage this box generates.

➡ **Push + 1 damage** - The defending model is pushed 1" directly away from the attacking model. This push is mandatory. The attacker may make a follow-up move of up to 1", which must be toward the defender.

⬆ **Fatigue + 1 damage** - The defending model gains one fatigue.

🏅 **Favor + 1 damage** - The attacking model earns one Favor die for its controller's pool.

🔄 **Reposition + 1 damage** - The attacking model may move 3 inches. If a model is not engaged at the end of its reposition movement, it may immediately end its activation to remove a fatigue.

> *Caveat : Reacting models are not activating, therefore do not remove*
> *fatigue after Repositioning.*

★ **Special + 1 damage** - This symbol denotes a unique result which will be described under the model's special rules.

PUSHING

A push result on the damage tree moves an enemy model 1" directly away from the attacker. The attacker may make a free follow-up move after each push. A follow-up move is a 1" move toward the pushed model. Pushes are resolved individually, and in order.

Noxius pushes Iason:
1: Iason is pushed 1" *directly* away from Noxius's original position.
2: Noxius follows-up, moving 1" toward Iason's new position.

The first time during each attack you push an enemy model into base contact with a friendly model, generate an immediate additional success on the attack.

Exhausted models are easier to push, and successful attacks against them generate a free push result (➡) for the attacker, resolved before or after any box on the attacker's damage tree. This is in addition to the free additional success.

> *Caveat : Remember, the defender must be Exhausted when the attack is declared for their attacker to benefit from these effects.*

Large Defenders are more difficult to push. If the defender is on a larger base than the attacker, the defender resists 1 push generated by the attack.

Resisted pushes: If a defender resists a push, the damage for the push result is still applied, but the push movement and follow-up do not occur.

VITALITY BAR

After the total damage is calculated from the attacker's successes and damage tree, it is reduced by the defending model's **ARM** stat. The wounded model marks the remaining damage by filling an equal number of boxes on their Vitality Track, from left to right. All damage from a single attack is considered to be marked simultaneously.

Vitality boxes can also trigger effects when marked. The most common effect earns Favor. When a Favor box (🏅) is marked on a model's vitality track, that model's controlling player adds a Favor die to their pool. Stars (★) or other icons in a vitality box denote a unique effect that is activated when the box is marked (the effect will be described on the model's game card).

> *Caveat : Some special abilities allow players to choose Favor or another effect when a vitality box with laurels is marked. These models have modified Favor boxes (🛡) on their vitality track as a reminder of these additional options.*

When a model has no remaining unmarked boxes on its Vitality Track, it is defeated. Remove it from play.

FAVOR DICE

The Favor of the crowd is a concrete resource in Arena Rex. It fuels many special abilities and can be used to enhance attack and defense rolls.

Each player begins the game with 3 Favor in their pool. The player and any model in their cohort may spend from this pool. Whenever Favor is earned, it goes into the shared pool.

As long as a player has Favor in their pool, they may spend it on Tactics, or their models may spend it to add to attack or defense rolls, or to activate special abilities. Each model may spend up to 2 Favor dice a turn. When Favor is spent to enhance an attack or defense roll simply add it to your pool of **ATK** or **DEF** dice and roll it along with them.

A 4+ on a Favor die counts as 2 successes.

The attacker must first declare how many Favor dice they will spend on the attack roll before the defender is required to declare how many Favor dice they will spend.

Favor is considered to be spent by a model only when that model adds Favor to attack or defense rolls or uses Favor to trigger its abilities. Favor spent on Tactics is considered to be spent by the player and is only limited by the player's Favor pool.

Favor Dice are earned through various means, the most common of which are marking ( ) vitality boxes, damage tree boxes, and special abilities.

Players also earn Favor for the following:

The first model per game to attack an enemy model earns a Favor.

Earn 1 Favor at the end of your activation if during that activation, an enemy model suffered damage from a hazard and was defeated.

TERRAIN

Hazard : *(Column, Wall, Rubble)* - The first time during each attack a model is pushed into base contact with a hazard it gains one fatigue.

Wounding Hazard : *(Spikes, Blades, Fire)* - The first time during each attack a model is pushed into base contact with a wounding hazard, it suffers 3 damage. This damage ignores ARM. A Wounding Hazard is considered a hazard.

Lethal Hazard : *(Cliff, Pit, Deep Water)* - If any part of a model's base touches a Lethal Hazard, that model is defeated. Mark any remaining vitality boxes and resolve their effects (if any). Then remove the model from play. Any additional successes after a model is pushed into a Lethal Hazard are lost.

> *Caveat : Falling : (Bridges, Catwalks, Shallow Pits, Ramps) - In Arena Rex, most falls are treated as Lethal Hazards. You may agree with your opponent to treat falls from certain minor elevation changes as Hazards or Wounding Hazards instead.*

Living Hazard : Beast models may be placed in the arena as living hazards. Living hazards are not controlled by either player and do not activate unless triggered. If a model is pushed and ends up within 3" of a living hazard as the ultimate result of an attack or special rule, the living hazard will activate and attack the pushed model. The hazard will move up to its **MOV** stat to engage the pushed model if necessary, by the most direct path possible, and will move around other hazards and models to do so, if necessary.

When a model is attacked by the living hazard, their opponent rolls the attack dice and selects the damage tree effects. Favor boxes on the damage tree generate favor for the player who rolled the attack dice.

Damage applied to a living hazard is applied to its vitality track as normal. When a favor box is struck the model who caused the damage earns the favor.

If a living hazard is attacked, it will respond in kind. Immediately after resolving an attack against a living hazard, treat its attacker as though it had been pushed and ended up within 3" of the hazard.

Living hazards are not affected by the Taunt special rule.

Living hazards will not gain fatigue for any reason, and cannot pay fatigue costs.

When living hazards attack a mounted pair, randomize (evenly) whether they attack the mount or rider.

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.

When a chained model is defeated its chain is broken (one way or another).

Duel Zone : (Ring of Fire, Raised Platform, High-Visibility Area) 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.

> *Caveat : Pushing models into hazards is an important part of Arena Rex. At least a couple of Lethal or Living Hazards should be included in any proper arena! Be sure to include several obstacles as well.*
>
> *Get creative with your gaming board. Arena Rex was developed in a 30" diameter circular arena. This keeps the action close, but still gives plenty of room for maneuvering. We did not specify an official board size (or shape) to allow gamers and modelers to be free to explore the world of Arena Rex. Want to fight in a simple arena, in a pit, on a plateau, on a frozen pond? It's up to you.*

BUILDING A COHORT

The group of miniatures each player selects for a game is their **Cohort**. Before the beginning of a game, both players decide on the number of combatants in each Cohort. We recommend 3v3 for novices and 5v5 to 8v8 for seasoned miniature gamers.

In general, each model counts as one combatant. Models with multiple **Stages** count each of their Stages as one combatant during list building.

GLADIATORS

Gladiators are the staples of the arena, and are at the heart of Arena Rex's rules. Models which are not Beasts or Titans are Gladiators.

BEASTS

Beasts can be played as part of a cohort, included in the arena as a living hazard, or used as a scenario objective.

When played as part of a cohort, Beasts activate and react like any other model. All beasts are **Wild**.

Wild : Beasts are not trained members of a Ludus and present a danger to all combatants in the arena.

During its cohort's clear turn, a Beast must attempt to attack the nearest model that is not a hazard. The Beast does not gain a fatigue to make this attack. It cannot be upgraded to a power attack. If the Beast is not engaging any models that are not hazards, it will move up to its **MOV** to engage the nearest model, and will move around terrain and other models to do so, if necessary. If there are multiple closest models equidistant to the Beast, randomize which one is attacked.

The attack roll and resolution of any result on the combat tree are adjudicated by the opponent of the model being attacked by the Beast. Either player may add Favor to the attack roll from their Favor pool.

TITANS

Titans can be played as part of a cohort, included in the arena as a living hazard, or used as a scenario objective.

Immovable : Titans are accustomed to holding their ground. Titans resist all pushes and may not be shifted or **Displaced**.

Unstoppable : Titans can move through non-
Titan models. During their activation, Titans can end a Move Action overlapping the bases of non-Titan models. If a Titan ends a Move Action overlapping the base of a non-Titan, that model is **Displaced**.

DISPLACEMENT

Models **Displaced** by another model are placed by their controller in base contact with the displacing model.

If models from more than one cohort are Displaced, all models from a single cohort are placed at once, the active player determines the order in which the cohorts are placed.

If a model cannot be placed in base contact with the Displacing model because of a hazard, it suffers the effects of that hazard, then is placed in base contact with another model in base contact with the Displacing model (if it has not been defeated).

Example: Displacing models from multiple cohorts.

1 — Nero ends a Move Action with his base overlapping all other models in this example, they are **Displaced** and temporarily removed from play.

2

3 — Nero's controller decides his opponent will place their models first. Sven and Frigge are placed anywhere in base contact with Nero.

4 — Nero's controller places his models anywhere in base contact with Nero.

The **Displacement** is complete and Nero's activation may continue.

MOUNTS

Mounts may be included in a cohort with or without their rider. If taken in a cohort with their rider, they can work together in a few unique ways.

Mounting and **Dismounting**: During a clear turn, a rider may become mounted if it is in base contact with its mount. When the rider becomes mounted, remove their model from the arena - the pair now share the space of the larger model's base, and the rider is treated as having the same base size as the mount. Mounts making a wild attack will not attack their own rider while that model is mounted. During a clear turn, a rider may also dismount, in which case their model is returned to the arena anywhere within 1 inch of the mount. Mounting and Dismounting may only occur when both models are ready. The pair may begin the game either mounted or dismounted.

> *Caveat : If a player has only a mounted pair remaining in play, the Last Man Standing rules do not apply to the pair.*

Activating : When mounted, treat both models as sharing a single activation. The Favor spend limit applies to each model individually.

Movement : When mounted, use the mount's **MOV** to resolve all Move Actions and reactions.

Attacking: The first time a mounted pair attacks during its activation, an attack is made by both the mount and the rider. The active player declares which model attacks first. The mount and rider may each choose targets independently. The defender may choose which of the attacks they react to, if reacting. Additional attacks may be declared by the rider or the mount.

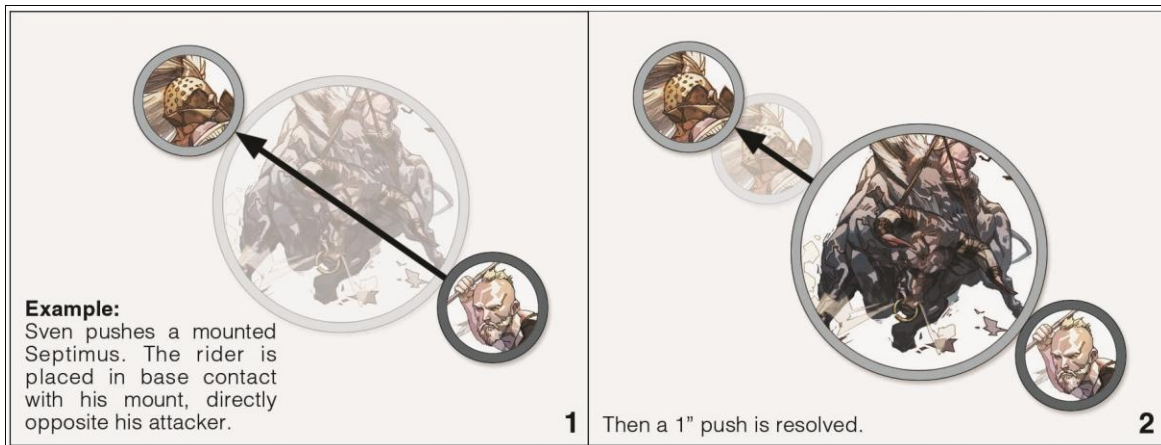While mounted, neither mounts nor riders may declare power attacks

Fatigue : When mounted, the pair shares a single fatigue level. Either may make a reaction, in which case the pair gains a fatigue. When the pair is separated, each model retains the shared fatigue level.

Attacking a mounted model : When attacking a mounted pair, either the mount or rider may be declared the target of the attack.

Pushed Rider : If an attack targeting the rider successfully pushes the rider, the rider is forcibly dismounted. If this happens, place the rider in base contact with the mount, directly opposite the attacker, then resolve the push.

The mount keeps the fatigue level previously shared by the mounted pair, and the rider is exhausted.

If the rider cannot be placed directly opposite the attacker due to a hazard or model, apply the effects of a push contacting the obstructing model or hazard, then treat the rider as having been displaced by their mount.

Example:
Sven pushes a mounted Septimus. The rider is placed in base contact with his mount, directly opposite his attacker. **1**

Then a 1" push is resolved. **2**

Defeated models : If a mount is defeated while mounted, place the rider anywhere completely within the base area of the mount, and then exhaust the rider. If the rider is defeated while mounted, a mount will continue to fight on its own. If the mount is a Beast, it will immediately make a wild attack if the rider is defeated while mounted. Note that wounding and lethal hazards apply to both the mount and the rider, since they share the same base.

STAGES

Certain models have multiple game cards. These models function slightly differently than normal Gladiators, Beasts, and Titans. As the fight goes on, these models will progress through **Stages**.

Each Stage has its own card, with its own stat line, damage tree, vitality track, and traits. The model is treated as if that is their only card while it is active, and each Stage must be played in order.

Each Stage lasts until its vitality has been reduced to 0. Additional damage does not carry over to the next Stage. Replace the model's game card with the next Stage and exhaust the model. When a model's final Stage has had the last vitality box marked, it has been defeated.

Caveat : Models with multiple stages have a Roman numeral to the left of their vitality bar as a reminder of what stage the card represents.

The final vitality box on a model with further stages is modified ( ). The Roman numerals within represent the next stage. This is a vitality box, and needs to be marked before the model will progress on to the next stage. Remember, excess damage does not carry over.

TACTICS

Tactics are special bonuses and abilities that may only be activated during the Clear Turn. All cohorts have access to the following standard Tactics:

Maneuver - *Cost :* 1 Favor
You may declare a standard Move Action with a friendly gladiator model at no fatigue cost. Maneuver can only affect each model once per clear turn.

Recover - *Cost :* 1 Favor
Remove 1 fatigue from a model in your cohort.

Incite - *Cost :* 1 Favor
Take a single action with a Living Hazard. For the duration of that action, treat it as if it were part of your cohort. Each Living Hazard may only be affected by this Tactic once per clear turn.

LUDUS BENEFITS

In Arena Rex, game factions take the form of famous Ludi that inhabit our world. When building a Cohort to fight in the arena you may take any mix of Gladiators, Beasts, and Titans you desire.

If at least 75% of the Gladiators in your cohort are from the same Ludus then you gain access to that Ludus' bonus abilities and Tactics, known as **Ludus Benefits**.

LUDUS MAGNUS BENEFITS

Flourish - *Passive Ability* - Ludus Magnus gladiator models in your cohort earn one Favor if, during an attack or counterattack they reach the bottom of their damage tree and still have one or more unapplied net successes.

Circus Maximus - *Passive Ability* - Ludus Magnus gladiator models in your cohort may spend up to 3 Favor dice per turn.

Rouse - *Tactic* - **Cost** : A Ludus Magnus gladiator model in your cohort gains a Fatigue - Earn 1 favor. This tactic may only be used once per clear turn.

LEGIO XIII BENEFITS

Echelon - *Passive Ability* - Legio XIII gladiator models in your cohort may move through other Legio XIII gladiator models in your cohort. During their activation, they may end their movement actions overlapping the bases of other Legio XIII gladiator models in your cohort. Any models overlapped in this way are Displaced.

Maniple - *Tactic* - **Cost** : 2 Favor - Each Legio XIII gladiator model in your cohort may immediately Reposition.

MORITURI BENEFITS

Will of Antony - *Passive Ability* - Models in your cohort remove all Fatigue during a clear turn.

Cleopatra's Gift - *Tactic* - **Cost** : 2 Favor - Immediately trigger the SKL effect of a model in your cohort. Each model's SKL effect can only be triggered once per clear turn.

Offering - *Tactic* - **Cost** : Deal 2 damage to a friendly model - Earn 2 Favor. This ability may only be used once per clear turn.

ZEPHYRI BENEFITS

Brave - *Passive Ability* - Zephyri gladiator models in your cohort may react while Fatigued or Exhausted. If they do, instead of gaining a Fatigue they spend 1 Favor and suffer 3 damage.

Ambush - *Tactic* - **Cost** : 1 Favor - Choose a Zephyri gladiator model in your cohort, and immediately resolve an attack with 1 net success against a model engaged by it. This tactic may only affect each gladiator once per clear turn.

Blood Brothers - *Tactic* - **Cost** : A Zephyri gladiator in your cohort takes 2 damage - Another Zephyri gladiator in your cohort heals 2 vitality. This tactic may only affect each gladiator once per clear turn.

PLAY AREA

Size: Your play area can be of any size or shape. Experiment with your arenas and scenarios.

Deployment: The winner of a dice-off decides who will take the first turn. The first player will deploy their entire cohort before the second player. Each model in a cohort should be within 1" of another model in that cohort. We recommend starting a game with your cohort about 24" from your opponent's.

SCENARIOS

The following game-play scenarios can add variety and a bit more flavorful history to the world of Arena Rex. They are meant simply as guidelines that we feel work well; we encourage you to modify them or create your own.

MUNUS

A classic match evolved from funereal traditions, the Munus is a standard combat between equally matched cohorts.

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.

PRIMUS SUPERIORUM

A longer match, representing a full day of spectacle and bloodshed. Cohorts of gladiators are matched against their opponent's titan, and then the tables are turned. The victors are then pitted against each other for the ultimate glory.

Sequence: This scenario has 3 rounds. In the first round, one player's titan battles the other's cohort. The second phase reverses the roles. Undefeated models return to fight in the third round.

Favor pools and damage carry over from round to round.

Deployment: In the first two phases the Titans deploy in the center of the arena. and Gladiators deploy in base contact with their controlling player's arena edge. In the third phase both player's surviving models deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: Each player must include a single Titan, and any remaining models must be Gladiators.

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

VENATIO

A cohort of gladiators must fend off the vicious and spectacular beasts that surround them.

Deployment: The gladiator player deploys his cohort at the center of the arena. The beast's controller deploys his beasts anywhere in the arena, at least 15" away from the gladiators.

Cohorts: Both players bring cohorts of equal value.

Restrictions: One cohort is all beasts, one cohort is all gladiators.

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

DAMNATIO

A gladiator scheduled for execution joins one player's cohort. Their opponent must eliminate the condemned gladiator.

Deployment: Cohorts deploy in base contact with their controlling player's arena edge. The defender places an 6" diameter duel zone touching their arena edge, the condemned model may not leave the duel zone, it is chained to a pillar (or other terrain feature) at the center.

Cohorts: Both players bring cohorts of equal size, then the defender adds the condemned gladiator to their cohort. The condemned gladiator is randomly selected from the available models not included in any cohort.

Restrictions: The condemned gladiator may not have more than one stage.

Victory Conditions: If the condemned gladiator is defeated the executioner is the victor. The defender is the victor if they are the last player with models remaining in the arena.

VINCULI

Both players must defeat their opponent's condemned gladiator while keeping their own safe.

Special Rules: The condemned gladiators are chained to another model in their cohort. The chained models may never be more than 4" apart.

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

Cohorts: Both players bring cohorts of equal size. Both players add a condemned gladiator that is randomly selected from the available models not included in the cohorts.

Restrictions: The condemned gladiator may not have more than one stage.

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

DUELLUM

Two Gladiators take center stage while their cohorts jockey for position and favor. The grand melee begins when one of the duelists falls.

Special Rules: Each player secretly selects one gladiator from their cohort to take part in the duel. Dueling models may not voluntarily leave the duel zone. No other models may enter the duel zone until one of the dueling gladiators is defeated or pushed completely outside of the zone. Dueling models must be activated if they are Ready.

Deployment: Cohorts A 5" diameter ring is placed at the center of the arena, this is the duel zone. The dueling gladiators are deployed in base contact with one another at the center of the duel zone. Remaining models deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: Each player must bring at least one gladiator. Gladiators selected for the duel may not have more than one stage.

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

GEMINAE

Rival cohorts vie for control of the heart of the arena and the love of the crowd.

Special Rules: Place 2 duel zones in the arena (5" diameter).

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 to control both duel zones is the victor. The last player with models remaining in the arena is the victor, otherwise.

ADDITIONAL TERMS

Away: Movement away from a point (or another model) as long as it is not moving toward that point (or model). As long as the distance between the two never decreases, you are free to move along any path.

Toward: Movement toward a point (or another model) as long as it is not moving away from that point (or model). As long as the distance between the two never increases, you are free to move along any path.

Directly Toward/Away: Movement directly toward or away from a model must be along the straight line formed by the center of the two bases.

Engaging: A model is engaging an enemy model if the enemy model is within its engagement range.

Engaged: A model is engaged by an enemy if it is within the engagement range of that enemy.

d3: A three sided die; or more commonly, half the result of a d6, rounding up.

Shift: A shift is similar to a push, with the exception that it stops immediately before base contact with other models or hazards. In practice, it's easiest to place models as though they had been pushed, and simply ignore any results that would have been triggered if it were a push. Shifts are not pushes, and cannot be resisted in the same way as pushes. Mounted riders cannot be shifted on their own. If a mount is shifted, its mounted rider is shifted with it.

> *Caveat : A shift will not cause a living hazard to attack..*

> *"Now we endure the evils of a long peace. Luxury, more deadly than war, broods over the city,*
> *and avenges a conquered world.."*   *- Decimus Junius Juvenalis*