

MUNUS

A classic match evolved from funeral 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.



ARENA REX

V1.0

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. 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 is the victor.



ARENA REX

V1.0

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.



ARENA REX

V1.0

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.



ARENA REX

V1.0

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.



ARENA REX

V1.0

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.



ARENA REX

V1.0

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.



ARENA REX

V1.0