

ARENA OF THE OMNIVERSE v 1.1.31

“Attention, all gladiators of the Omniverse. Entertain me, or perish.”
Keron the Architect

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More details can be found in WARSURGE Book 1. Core Rules.

PROLOGUE

Nestled within the Infinite Dark is a vast city that floats in endless space, known as Keronor. This spatial metropolis defies physics due to its otherworldly nature, given form and sustained by the will of its master, Keron the Architect. The creature, Keron, is a powerful, immortal entity that delights in violence. Despite its bloodthirsty ruler, Keronor is a civil yet privileged realm, called home by many mortal races who have managed to escape the boundaries of their own universe. However, not all who come to this place do so willingly; for many are stolen from their world to face a grisly fate.

In Keronor, there is a great fighting ring known as the ‘Arena of the Omniverse’. The venue constantly hosts battles and duels for the entertainment of the citizenry and often, Keron the Architect. The Arena Master – nominated by Keron – arranges the fights and has a multitude of agents and talent scouts working tirelessly across all existence. These agents track down and capture potential gladiators and deadly creatures for barbaric blood sport – and it is for this arena that you are now forced into service. You will need to face a variety of foes in order to survive, or perhaps seize a greater destiny.

Logistics

Narrative Type	Clash	Map Size	4' x 4'
Number of Players	3+	Theme	Multiverse Arena
Point Limit	By Player Agreement	Playstyle	Standard
Unit Cap	1 per Player	Model Cap	1 per Player
Enemy Units	Controlled by Arena Master	Perk Restrictions	Yes

Perk Restrictions: Perk Restrictions are detailed in Book 4. Narrative Games under Section 15.2. In this Narrative, Limited Use, Transformation Perks and those such as Powered by Pain reset at the end of each Arena Round. The following Perks also have changes:

Bloodlust: This Weapon Perk resets between each Arena Round.

Reanimate: This Perk will reset and release any Reanimated Units between each Arena Round.

Taunt: This Perk will not affect other player Units unless the player with this Perk wishes it to do so.

Remains: Any Units that have the ‘Remains’ Perk will stay on the Battlefield until destroyed or the end of Stage 1.

Retreating Perks: Perks such as Fall Back, Terrify and Dread will cause player Units to flee to where they started in the Deployment Zone. Arena Master Units are affected as normal.

Deployment Perks: The Arena Master may use Deployment Perks, though the players in the Arena may not.

Players: At least one player must be an Arena Master, and there must be at least two players fighting in the arena. If no one volunteers or players cannot agree, decide by randomization, drawing straws, etc as to who will be Arena Master.

Arena Master: Their task is to design and control Units that are to challenge players throughout the Narrative.

Arena Round: Stage 1 in this Narrative may be repeated several times. Each time Stage 1 is played, it is referred to as an Arena Round.

Desperate Allies: Although players may decide to work together, each player treats all other players as enemies.

Battlefield Terrain: The Keronor Arena can be shaped and fashioned to resemble anywhere in the entire Omniverse. In terms of gameplay, all players can agree to place scenery for the Battlefield that is mutually agreed upon, or follow the steps for placing scenery in Step 7 of Book 3. Competitive Games.

STAGE 1: The Arena

Prologue: You and several other captives have been thrown into the centre of Keronor's arena. Having been taken from your own universe without consent, you must now fight to preserve your life. Rising up, you hear the roar of the crowd along with the shout of the Arena Master: "Fight well and die well!"

Arena Master Rosters: At the start of the Narrative while players are building their Rosters, the player acting as Arena Master must also create several Rosters as below:

- 1) One Roster matching the Point Limit. No Unit or Model restrictions.
- 2) Two half-sized Rosters for each player participating in the arena (do not count the Arena Master as a player). For example, if the Point Limit is 300pts for each player, then each half-sized Roster must be 150pts each.

When the Arena Round begins in Stage 1, the Arena Master selects a half-sized Roster for each (surviving) player that is playing in the Arena Round.

Example: *If the Point Limit is 200pts and there are four players in the arena and another player is Arena Master, the Arena Master will make eight half-sized Rosters in Stage 1 (two for each arena player), each worth 100pts. In the first Arena Round, four half-size Rosters will be used. If during a later Arena Round there are three surviving players, the Arena Master will instead take three half-sized Rosters to fight the players with.*

Objective: The players must defeat all of the Arena Master's Units. When this is achieved, the Arena Round is complete.

Time: Unlimited Game Turns until the Objective is complete.

Deployment: All player Units start anywhere in the Green Zone on the Map. This is a circle that is measured 6" from the centre of the Map (circle is 12" wide in total). The Arena Master's Units are placed anywhere in the Red Zone on the Map which is 4" inside from the board edge. Arena Master Units that cannot fit in this area must touch the edge of the Battlefield.

Turn Master: Roll-Off. Alternate going clockwise from where players started in the Deployment Zone. The Arena Master always goes last.

Defeat: If a player's Unit is a casualty, they are eliminated from the game and will refer to 'Epilogue: Eliminated'. If all players are casualties, instead refer to 'Epilogue: All Have Fallen'.

Completion: Once the Arena Master's Units are all casualties, review the number of players still alive in the arena:

1. If there is only one surviving player, they must advance to Stage 2: Final Round, detailed on the next Page.
2. If there are two or more surviving players, they must repeat Stage 1 as a new Arena Round.
3. If Arena Round 4 is complete and there are two or more players remaining at the end of the Arena Round, the Arena Master may add the full Point Limit Roster they designed at the start of the Stage in addition to a half-size Roster for each player.
4. If Arena Round 5 is completed and there are two or more players remaining at the end of the Arena Round, refer to "Epilogue: In Unity There is Strength". If only one player survives Round 5, refer to 'Epilogue: New Champion'.

Rewards: Each player that survives the Arena Round may select one of the following for their Unit:

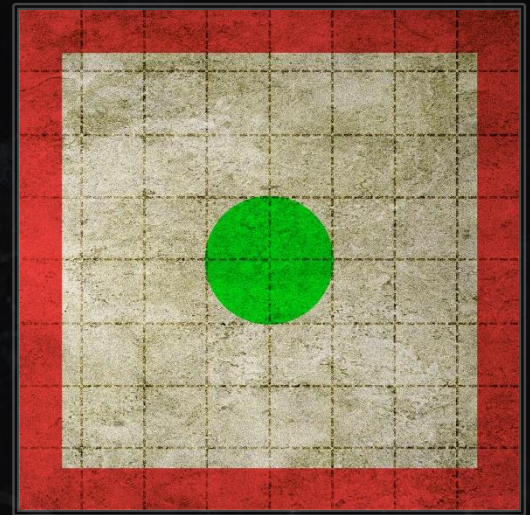
Health: The Unit removes one Weapon Affliction and restores 10% of its full HP, restoring a minimum of 1 HP (up to full HP).

Power Bonus: For the duration of the next Stage 1 Arena Round, the Unit gains +1 Power to all Weapons.

Defence Bonus: For the duration of the next Stage 1 Arena Round, the Unit gains +1 Defence.

Map Data

4' x 4' Map



TIP: STRATEGIC DIVERSITY

As Arena Master, it can be wise to have a variety of strategies across your Rosters. Take a mix of models: ranged, melee, an assassin, perhaps a healer. Your forces are not as strong as the players; if they cooperate, it will make your task more challenging but you can wear them down!

STAGE 2: Final Round

Prologue: As the last enemies fall around you, the Arena Master announces that you are in the final round. Any injuries you sustained are treated, then you are forced into the arena once again. Victory is within your grasp.

Objective: The final player begins the Stage with full HP, Weapon Afflictions removed and all Perks and Weapons restored.

The Arena Master will release a final Roster. This can be one of the following:

- A) The Roster made at the start of Stage 1 that is the full Point Limit.
- B) Any two of the half-sized Rosters made for Stage 1.
- C) A player Unit that fell during Stage 1, restored to full strength*.

***Second Chance:** The Arena Master may nominate a defeated player to fight in Stage 2. Their Roster is restored to full HP, Weapon Afflictions removed and all Weapons restored. If this occurs, the nominated player will be able to win the game. This may be particularly appropriate if the Arena Master feels a player was 'hard done' or betrayed.

Time: Unlimited Game Turns.

Deployment: The Turn Master on the first Game Turn may choose which Deployment Zone to occupy.

Turn Master: Roll-Off each Game Turn.

Completion: Refer to the following:

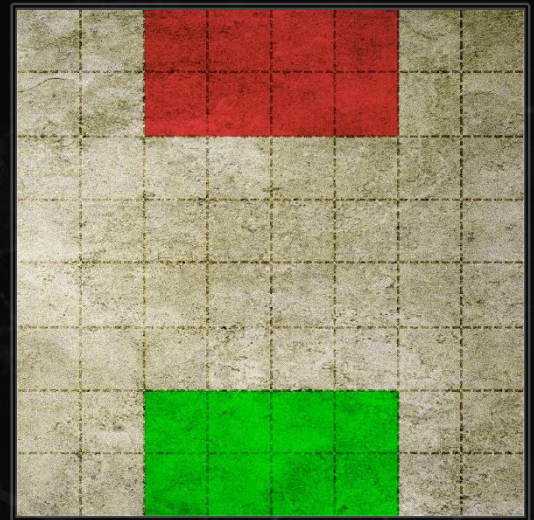
One Player Survives: Refer to 'Epilogue: New Champion'.

All Units are Casualties: Refer to 'Epilogue: Bloodbath'.

The Arena Master's Unit(s) Survive: Refer to 'Epilogue: None are Worthy'.

Map Data

4' x 4' Map



EPILOGUE

Eliminated

Your body falls to the ground, having sustained too much damage. As the roar of the crowd fades from your senses, you can feel yourself being taken away, then consciousness finally slips. If your body can be recovered, you may find yourself eventually returning to the arena. If not, then at least you died a glorious death.

All Have Fallen

The crowd cheers and the Arena Master laughs as you and your 'comrades' perish in the arena. Even Keron the Architect cracks a disturbing grin, for you made good entertainment. The bodies of you and your opponents are piled up, stripped of gear and salvaged, ready to help equip the next group of fighters to have the misfortune of fighting in the arena.

New Champion

As the last opponent falls, you realise that you stand alone, victorious in the arena. The crowds of Keronor cheer, the Arena Master gives you a nod of acknowledgement and Keron departs. With this victory, you are a champion; you will enjoy wealth, fame, fine foods, sensual concubines and other pleasures. However, you do not have freedom. You will need to keep honing your skills, for eventually you will be called into the arena again.

In Unity There is Strength

You and the other gladiators fought together against wave after wave of enemies, enduring the most daunting foes the Arena Master could throw at you. The crowd chants your names and you feel adrenaline surging in your veins. You and your comrades look at one another and nod, seemingly in silent respect, but it is in order to execute a dangerous plan.

As the guards make their way down to escort you away, you and the other gladiators attack. You slay the guards and use their bodies as shields against incoming projectiles from security and snipers posted around the arena. Making your way into the audience, you surge toward and slay the Arena Master, then make a dash for freedom. Keron the Architect is impressed and laughs heartily at the spectacle taking place in his presence, making no attempt to prevent your escape. Eventually you and your comrades force access into the arena's portal room, which has access to virtually any location in the Omniverse.

You are free.

Bloodbath

The crowd erupts into a roar as you and your opponents' bodies fall to the ground. Such a fight, such a spectacle! Even Keron the Architect is satisfied with the outcome. However, the Arena Master was not well pleased; much was invested into this fight. Many fine warriors were lost as well as the potential you and your opponents had offered. It may take some time and resources to have quality fights going again under short notice - your bloodshed and untimely demise was certainly bothersome to the Arena Master.

None are Worthy

The crowd's shouts of disappointment echo in your ears as you fall to the ground and your life force slips into the aether. After seeing your performance in the arena, they had high hopes that they would witness the rise of a new champion. The Arena Master quickly steps in, assuring the audience that the next fight will commence shortly, and be even greater than the last. It is not long before you are forgotten and your body thrown into a crematorium; reduced to ashes for all eternity.



CHALLENGES

The Fellowship of the Fighting Ring

In a single Narrative, have all players in the arena survive and complete Arena Round 5, without any players inflicting HP Loss on each other during the Narrative.



Dual Duel

In Stage 2: Final Round, have a Unit successfully use the Doppelganger Perk against a 'Second Chance' player.



Honour among Killers

Complete Stage 2: Final Round without inflicting HP Loss on any player Units throughout the whole Narrative, unless Targeting a Unit that attacked your Unit first (self-defence).



Duel Personality

Use a Taunt or Provoke Perk in Stage 1 (in any Arena Round) against another player participating in the arena.



Going Once, Going Twice

Win the Narrative only playing one Arena Round in Stage 1 and completing Stage 2: Final Round.



Second Chance

Be nominated by the Arena Master to face the surviving player in Stage 2: Final Round, and win the Narrative.



Hug it Out

In a single Narrative, survive all 5 Arena Rounds of Stage 1 without inflicting HP Loss on any Units.



First Blood

In the first Arena Round of Stage 1, be the first player to cause a casualty by attacking another player's Unit.



A Tale of Two Gladiators

Successfully complete Stage 1: Arena Round 5 with two players starting the Arena Round and both surviving.

