

WARCRY: ARENA OF BLOOD

In the shadow of the Varanspire lies the slum-city of Carngrad, the largest settlement in the Bloodwind Spoil. It is no safe haven. Carngrad is a forsaken place ruled by killers, where madness and butchery reign. Every day a torrent of gore is spilled upon the sun-bleached dirt of the city's many gladiatorial warpits, and yet the sadistic bloodlust of the city's populace is never sated. Many warbands enter the arena, whether by choice or due to the machinations of powerful foes. Few will survive the gruesome battles to come, but those who do will rise through the gladiatorial ranks kill by kill and become known as legends throughout Carngrad and beyond. You lead one such warband in search of glory and riches untold. You can already hear the roar of the baying crowd, and the rank smell of fear and death fills your nostrils. It is time to enter the arena of blood.

The rules in this article introduce a new element to your Warcry campaigns referred to as a **campaign event**. A campaign event is a series of linked battles that multiple warbands can participate in. Designed to be played over the course of a single day, a campaign event is a great way to spice up the campaigns you and your friends are embarked upon by providing a fun change of pace – and of course, the enticing promise of artefacts and glory to be won!

The campaign event detailed in this article pits warbands against each other in the gladiatorial warpits of Carngrad, where they will be fighting for fame, glory, and survival until one is crowned as champion of the arena.

ORGANISING A CAMPAIGN EVENT

Any warband currently embarked upon a campaign quest can take part in a campaign event. To organise the Arena of Blood campaign event, you will need a number of players that factors 4 (e.g. 4, 8, 12, or 16). Each participating player will need the following:

1. A warband currently embarked on a campaign quest.
2. At least 250 points of Chaotic Beast fighters.

Once you have mustered the players and their warbands you will need to agree on a date and time to run the campaign event. In this campaign event, each warband will play three battles. Each battle will last less than one hour (due to the smaller size of the battles) and so the campaign event can be played through over the course of three to four hours.

PLAYING THROUGH THE ARENA OF BLOOD

The Arena of Blood campaign event is comprised of three rounds. In each round, the warbands will fight a battle against another participating warband. While taking part in a campaign event, a warband cannot play any other type of campaign battle (including a convergence) until the campaign event is over.

CAMPAIGN EVENT STRUCTURE

ROUND 1:

FIRST BLOOD

Players play through the first battleplan. In this round, randomly determine which players will face each other in battle.

ROUND 2:

THE DEADLY GAUNTLET

Players play through the second battleplan. In this round, the two players with the most fame points play each other, followed by the next two players, and so on.

ROUND 3:

LORD OF THE SPIRE

Players play through the final battleplan. In this round, the four players with the most fame points play each other, followed by the next four players, and so on.

CROWN THE CHAMPION

The winner is determined and their prize given!



CAMPAIGN EVENT SPECIAL RULES

During the campaign event the following special rules are in play to represent the fame and favour your fighters can gain battling in the warpits:

SEEKERS OF FAME

To become a champion of Carngrad's warpits, martial prowess is not the only necessity. Warriors who can wow the crowds with displays of bravery or butchery can earn influential patrons who in turn gift them with powerful weapons or turn the stakes of upcoming battles in their favour.

During the campaign event, each player will need to keep track of how many fame points their warband gains. A warband gains fame points as follows:

The Victor	Each time you win a battle, you gain 10 fame points .
Acts of Brutality	Each time an enemy fighter (including a chaotic beast) is taken down in one of your turns, you gain 1 fame point . If that enemy fighter's points cost is 125 or more, you gain 2 fame points instead. If that enemy fighter has the leader runemark, you gain 3 fame points instead.
Showmanship	Each time you use an ability you gain 1 fame point . If the ability is a [triple] you gain 3 fame points instead and if the ability is a [quad] you gain 5 fame points instead.

At the start of each hero phase, each player rolls 2D6 on the fame table below. Add 1 to the roll for every 10 fame points you have gained.

2D6	RESULT
1-3	The Crowd Turns Ugly: <i>Sneers and shouts fill the arena. This crowd wants nothing more than to see you humiliated and butchered.</i> Subtract 1 from the number of wild dice you receive in this hero phase (to a minimum of zero).
4-7	Cold Indifference: <i>The audience's jeers and howls lack their usual vigour. Your performance has hardly stirred their emotions.</i> You gain no benefit from this result.
8-11	Sporadic Cheers: <i>Several voices in the crowd begin to chant your name, with growing enthusiasm.</i> Add 1 to the value of abilities used by friendly fighters this battle round.
12-13	Eager for Blood: <i>The crowd rumbles in anticipation as you manoeuvre your foe into position for a lethal strike.</i> You gain 1 additional fame point each time an enemy fighter (including a chaotic beast) is taken down in one of your turns this battle round.
14-15	Patron's Favour: <i>Your violent displays have caught the eye of a powerful patron, who now exerts their influence behind the scenes to push the battle in your favour.</i> You gain 1 wild dice.
16-17	Unleash the Beasts!: <i>Few things are more likely to excite a bloodthirsty audience than releasing a host of half-starved predators into the arena.</i> You can place any number of chaotic beasts on the battlefield with a combined points value of 250 or less. The chaotic beasts set up must all share the same combination of runemarks and must be placed as a single group with each chaotic beast within 1" of another in the group and more than 5" away from any enemy fighters.
18+	A Gift, to Deliver the Killing Blow: <i>A watching warlord is amused by your performance and orders their lackeys to toss a fine weapon towards one of your fighters.</i> The friendly fighter closest to the edge of the battlefield who does not have an artefact of power immediately gains the following artefact of power until the end of the campaign event, if there are two eligible fighters, pick which fighter receives this artefact of power: Gift of Steel: Add 2 to the damage points allocated by hits and critical hits from attack actions made by the bearer that have a Range characteristic of 3 or less. Only one fighter in your warband may bear this artefact of power. If you roll this result and a fighter from your warband already bears this artefact of power, you instead gain 2 wild dice.

ARENA OF BLOOD TWISTS

In this campaign event, battles do not use the twists from the twist deck of battleplan cards. Instead, there is a twist table to be rolled on below. This table includes a variety of hazards that the cruel pit-masters may unleash onto the gladiators for the enjoyment of the crowd.

D6	TWIST
1	No Effect
2	Ring of Spikes: <i>The arena wall splits apart to reveal rows of razor-sharp spikes, hemming the fighters towards the centre of the pit.</i> At the end of the first battle round, fighters within 4" of the battlefield edge are taken down. At the start of each subsequent battle round, add 2" to the effect (e.g. at the end of the second battle round, fighters within 6" of the battlefield edge are taken down, in the third, 8", and so on). Re-roll this result when playing The Gauntlet.
3	Vicious Traps: <i>With a maniacal laugh, the pit-master pulls a lever that activates several traps built into the arena floor.</i> Each time a fighter from your warband finishes a move action or disengage action, roll a dice. On a 1 they have activated a trap. Roll a D6 on the table below to determine the trap. 1–3 Spike Trap: Allocate D6 damage points to that fighter. 4–5 Arcane Explosion: Allocate 2D6 damage points to that fighter. 6 Abyssal Pit: That fighter is taken down.
4	The Blood Curse: <i>A cabal of sorcerers lines the balconies above the pit-master, weaving a powerful ritual of bloodlust that turns several fighters into frenzied brutes.</i> At the start of the second battle round, before the hero phase, roll a dice for each fighter on the battlefield (excluding any chaotic beasts). On the roll of 6, that fighter is filled with the blood curse until the end of the battle. Add 3 to the Strength characteristic of attack actions that have a Range characteristic of 3 or less made by a fighter with the blood curse. However, at the end of an activation made by a fighter with the blood curse, allocate D6 damage points to them.
5	A Bloodthirsty Audience: <i>This crowd seems almost bestial in its desire for blood, and the spectators' deranged howls stir a killing rage within your soul.</i> Add 1 to the result of rolls on the fame table.
6	A Talon Attends: <i>One of the seven Talons – the leaders of Carngard – is said to be in the audience tonight. Impressing this powerful figure will bring you fame in abundance.</i> Add 1 to the Attacks characteristic of attack actions made by fighters that have a Range characteristic of 3 or less. In addition, each time an enemy fighter is taken down in one of your turns you gain 1 additional fame point.

THE AFTERMATH SEQUENCE

After each battle during the campaign event, all players must complete the aftermath sequence with the following amendments.

1. During the Earn and Spend Glory step, use the table below instead of the table in the core book.

2. Do not advance on the campaign progress tracker.

Took part in a campaign event battle	2 glory points
Won the battle	1 glory point
For every 10 fame points gained by your warband during the battle (including from 'The Victor')	1 glory point

ROUND 1: FIRST BLOOD

If a warband wishes to gain the favour of the notoriously fickle and sadistic crowds that attend the Carngrad fighting pits, they must be swift to spill the lifeblood of their enemies.

The Warbands:

Each player musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in each player's warband must be chosen from that player's Warband Roster.
2. The combined value of the fighters in each warband cannot exceed 600.
3. Each warband can include up to 5 fighters.

BATTLEPLAN

Terrain: No terrain features are set up on the battlefield. (The battle takes place on the dusty ground of the arena.)

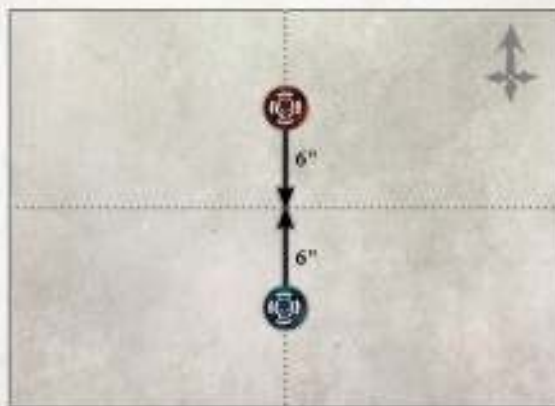
Deployment: The players roll-off. The winner picks which player uses the red deployment point and which uses the blue deployment point.

Do not use the normal rules for battle groups. Instead all fighters in a warband are in a single battle group.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

At the end of the 5th battle round, if neither player has won the battle, the battle ends in a draw. In addition, each player must halve the number of fame points they have gained (rounding up), due to the shame of failing to defeat your foe.

Twist: Roll on the Arena of Blood twists table.



ROUND 2: THE DEADLY GAUNTLET

Not all battles in the arena are simple fights to the death. Sometimes, the pit-masters force their warriors to run the gauntlet. With only one path to safety, the participants must evade a host of ravenous beasts and the blades of their foes in order to escape alive.

The Warbands:

Each player musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in each player's warband must be chosen from that player's Warband Roster.
2. The combined value of the fighters in each warband cannot exceed 600.
3. Each warband can include up to 5 fighters.

BATTLEPLAN

Terrain: No terrain features are set up on the battlefield. (The battle takes place on the dusty ground of the arena.)

Deployment: The players roll-off. The winner picks which player uses the red deployment point and which uses the blue deployment point.

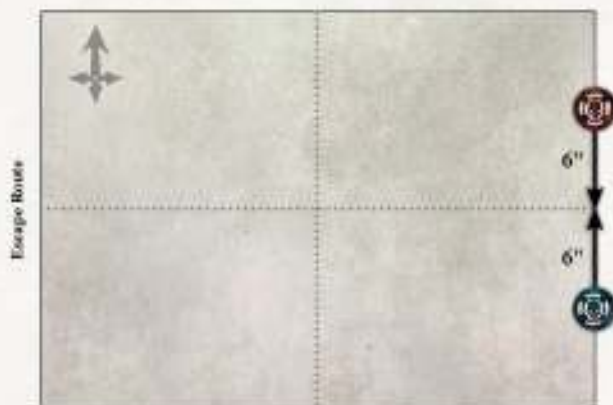
Do not use the normal rules for battle groups. Instead all fighters in a warband are in a single battle group.

After warbands have been set up. Starting with the player who won the priority roll, each player places any number of chaotic beasts on the battlefield with a combined points value of 250 or less. The chaotic

beasts set up by one player must all share the same combination of runemarks and must be placed as a single group with each chaotic beast within 1" of another in the group and more than 5" away from any enemy fighters.

Victory: If a fighter is within 3" of the battlefield edge marked as the Escape Route (see map), they can escape from the battlefield as an action. If they do so, the battle ends and the player whose warband that fighter is from wins the battle. Chaotic Beasts cannot escape from the battlefield in this manner.

Twist: Roll on the Arena of Blood twists table.

**THE GAUNTLET**

Szeleth and her fellow warriors of the Splintered Fang made their way up the gore-slick steps and out onto a circular patch of red sand. The crowd began to scream and holler, a thousand scarred and hateful faces drunk on their own bloodlust. At the far end of the arena was an open doorway flanked on either side by glowing braziers. Iron gates dotted the walls on all sides, but all were shut tight aside from the one directly to their left. From this opening emerged eight rival warriors, clad in burnished copper breastplates and imposing half-helms.

'Welcome to the Gauntlet, new flesh!' roared the grotesquely swollen master of the Slaughterfield from a ludicrously opulent curule on the highest tier, his tattooed jowls wobbling. 'Beyond the door on the far side lies refuge, for the first of you to make it that far.'

Szeleth grinned and twirled her twin swords. Thick, emerald-coloured ichor oozed down the killing edges of both blades. She eyed their foes, who were advancing warily.

'Let us show these fools the gifts of the Coiling Ones,' she hissed as her band spread out to engage the enemy. 'One cut, one kill.'

No sooner had she spoken than the rusted gates lining the arena began to creak open. Scrabbling claws stretched under the rising metal portcullises, and there was a cacophony of frenzied shrieking from beyond. A wiry, avian form squirmed beneath the grate to Szeleth's right, opening crimson-feathered wings as it raced towards her. It leapt, talons raking, and she spun and skewered it with a backhand strike. The hideous thing retched and gurgled in its death throes, its throat already turning black as Szeleth's venomous blade did its work. But more predatory shapes were already spilling onto the pit floor.

'Oh, very well done!' the arena-master said with a throaty chuckle. 'But I am afraid we have no shortage of creatures, and they are all very hungry. Please do endeavour to make your deaths amusing!'

ROUND 3: LORD OF THE SPIRE

A makeshift tower has been erected in the centre of the pit. The first to reach its highest point shall claim victory, but to do so they must clamber over the torn corpses of slain foes.

The Warbands:

Each player musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The fighters in each player's warband must be chosen from that player's Warband Roster.
2. The combined value of the fighters in each warband cannot exceed 600.
3. Each warband can include up to 5 fighters.

BATTLEPLAN

Terrain: The bell tower is set up in the centre of the battlefield. No other terrain features are set up on the battlefield.

Deployment: The players roll-off. Starting with the winner of the roll-off, the players take it in turns to pick one of the deployment points.

Do not use the normal rules for battle groups. Instead all fighters in a warband are in a single battle group.

Victory: At the end of the 4th battle round, and each subsequent battle round, if a fighter from a player's warband is on the highest platform on the bell tower, and no enemy fighters are on that platform, the player of that warband wins the battle.

Twist: Roll on the Arena of Blood twists table.

PLAYING THIS BATTLE

When fighting this battle, follow the core rules with the following amendments and special rules:

Hero Phase

In the hero phase, an initiative order is determined by counting the number of singles each player has. The player with the most singles is first in the initiative

order, the player to their left is second in the initiative order, and so on. If players are tied for the most singles, those players roll off to determine who is first in the initiative order. Players declare how they will use wild dice in initiative order.

Seizing the Initiative

Players can attempt to seize the initiative (Core Book, pg 39) only from the player who is first in the initiative order, by adding wild dice to the total number of singles they have. Once all players have declared any wild dice they will use this battle round, count the number of singles each player has once more to redetermine who is first in initiative order. If the number of players with the most singles is now tied (and was not previously), those players roll off to determine who is first in the initiative order.

Combat Phase

The combat phase is resolved in initiative order. If a fighter is said to have fallen (Core Book, pg 42), the player who controls the closest enemy fighter to the fighter that has fallen is treated as the 'opposing player' to resolve the rule (if there are multiple enemy fighters that are the closest, the players who control those enemy fighters roll off to determine who is treated as the 'opposing player').



THE CHAMPION OF THE ARENA

After the 3 rounds have been played the campaign event ends. Each player reveals the number of fame points they have gained, and the player with the most is declared the winner. If players are tied for the most fame points, those players roll-off to determine the winner.

The winner receives the following artefact of power.

The Champion's Crown: Emblazoned in ancient runes and thrumming with eldritch energy, this crown empowers the wearer's allies with arcane strength.

Add 1 to the Strength characteristic of friendly fighters while they are within 6" of the bearer.



CHAMPION OF THE ARENA

Draug slammed his hammer down with brutal force, but his raven-cloaked foe evaded at the last moment, rolling beneath the strike and spinning to release a fistful of lethal iron darts. The Dominar only just got his arm up in time to prevent the missiles from sinking into his neck. Instead they embedded themselves deep in his forearm. He snarled and swallowed the wave of pain that knifed through him. He was dimly aware of the roar of the audience through the ringing in his head. It seemed they approved of his imminent death.

Try as he might, Draug couldn't lay a strike upon the masked figure. Those awkward metal stilts and the thick, feathered cloak should have the wretch tottering about like a drunken fool, but somehow he moved with impossible agility. It was all Draug could do to fend off his taloned gauntlets.

'Dance about as much as you like,' Draug muttered to himself, peering through the grated visor of his war helm, sweat dripping into his eyes. 'I just need to hit you once.'

This time when the crow-warrior darted forward, Dominar Draug intentionally let his foot drag and left his hammer at low guard, accepting a raking blow from the warrior's talons that tore bloody strips from his arm and another that slipped through his helmet's visor to puncture an eyeball.

His vision little more than a crimson blur, blood bubbling in his throat, Draug nonetheless gave a hearty bellow of laughter as he caught a fistful of the man's cloak and held on fast. His opponent tugged and slashed again in a desperate attempt to break free, but Draug was already swinging his maul. It struck the raven-warrior on the top of the skull, and Draug felt the satisfying sensation of the man's head shattering beneath the mighty blow.

As the crowd screamed his name, Draug swung again and again, laughing like a madman. Soon he was striking nothing more than a shapeless mass of flesh and pulverised bone.

