

ARENA OF BLOOD

by Gav Thorpe

This month we've got a real treat for all our readers – a free game! This gladiator-style game features deadly Dark Elf Wyches fighting to the death in the arena. Just punch out the counters, make the stand-up card warriors and unfold the battleground poster, and you're ready to get playing.

The Wyches are a powerful organisation within Dark Eldar society. They fight gladiatorial battles in front of bloodthirsty crowds, honing their fighting skills and striving for fame and glory. The Wyches specialise in a particular fighting style, with ritual weapons. Life is often bloody and short for a Wych, but those that prosper can earn great prizes and the adulation of the masses.

A successful Wych can earn great physical rewards as well as fame. The arenas are the scene of much gambling, with extravagant wagers being made on the outcome of a particular fight. Thousands of slaves, the fate of worlds, power and favours are all gambled on a fighter's skill at arms. If the Wych performs well and earns their sponsor much wealth and power, they will in turn gain many slaves and riches for themselves.

In Arena of Blood each player takes the part of a Wych, fighting in an arena of the hellish city of Commorragh for the pleasure of their fellow Dark Eldar. It is a brutal and bloody affair, and each Wych has their own particular strengths and

Making your card Wych warrior

First fold the card Wych warrior in the middle so that both sides are back to back. Next fold the two short tabs outwards.

Finally fold the long hexagonal tab under the two tabs to make a base and glue it with Superglue. Your card Wych is now ready to do battle in the arena (of course, you can use your own painted Wych miniatures if you prefer)!



weaknesses. There are no rules, the fighters will use any means possible to defeat their foes. Victory is simple – the last Wych left standing is the winner...



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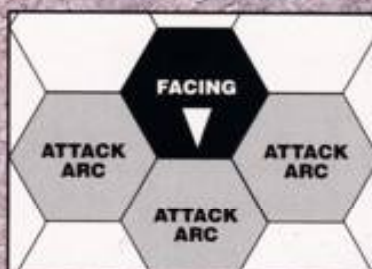
Wounds/Actions points:

The number of things a Wych can do in their turn is determined by their Action Points. The number of actions points a Wych has relates to the number of Wounds they have remaining. A Wych reduced to zero wounds is dead and is removed from the game.

THE FIGHTERS

Each of the Wyches has a game card which details how they fight in the arena. The card shows the following information.

Name: This is the Wych's name, along with the weapons they are carrying.



FACING

The front of every Wych warrior must face towards one of the hexsides. A Wych has an 'attack arc' as shown in the diagram above. A Wych can only make attacks against, and react to, an enemy who is within this attack arc. Wyches can change facing freely during their turn, but may not change their facing once the player has finished completing their turn (exception: see Knockback and Murder Stakes below).

Armour Save:

Wyches wounded by their foes may be saved by their armour. The score they need to make an armour save is given here.

Attacks: This lists the different types of attacks available to the Wych, and the number of action points they cost to use.

Reactions: These are the reactions a Wych can make when attacked by an enemy.

Druath the Serpent

Armed with splinter pistol and blade

Wounds	APs
4	8
3	7
2	6
1	5



Armour save: 5+

Attacks

APs	Effect
1	Shoot. Ranged attack. Poisons: 4+.
1	Slash. To Hit: 4+, To Wound: 4+.
2	Stab. To Hit: 4+, To Wound: 4+, Knockback: 5+.

Reactions

Any 1 AP attack

Special

Expert Aim: When Druath shoots, you may roll two dice. If either scores the required amount, a hit is scored. Note that only one hit is scored, even if both dice rolls are high enough.

Special Rules: Any special rules that apply.

ACTION POINTS

In their turn Wyches can move and attack. The amount of movement and attacks they can make is regulated by their Action Points (AP). The number of AP Wyches have each turn is determined by their Wounds value, as indicated on the game cards (keep track of your warrior's wounds with the Wound marker).

Wounds	APs
4	8
3	7
2	6
1	5

It costs one AP to move into an empty Hex; only one Wych may occupy a hex at any time. If an enemy Wych is in an adjacent hex within the Wych's attack arc, they may make one or more attacks. The cost of a Wych's attacks is shown on their game card. Wych's may combine movement and attacks in any order they wish. For example, they could move-attack-move, attack-move or even attack-move-attack-move. There is no limit to the number of AP that can be spent on moving and attacking, within the number of AP the Wych has for the turn. A Wych could also attack several different foes during their turn if they have sufficient AP.

MAKING ATTACKS

As noted above, a Wych who has an enemy in an adjacent hex and within their attack arc can make one or more attacks. Each attack on the Wych's game card lists a To Hit roll and a To Wound roll. These are the scores required to hit the target and inflict a wound. The procedure for making an attack is as follows:

1. Roll to hit. The player rolls a dice and must score equal to or more than the required To Hit roll. If they score less then the attack has missed.
2. Roll to wound: Having successfully hit, the player must score equal or more than the indicated number of one dice. If they fail then their attack has only inflicted a scratch, small cut or other injury which does not impair their opponent's fighting ability in any way.
3. Make armour save. If a target is hit and wounded, they may make an armour save. They must roll equal to or over their armour value on a single dice. If they succeed then the wound has no effect. If they fail, their

STARTING PLAY

Before setting up their Wyches, the players must design the arena. Each player rolls a dice. Starting with the highest scoring player and working clockwise around the table, each player takes it in turn to place one of the murder stakes

counters in a hex in the arena. Only one counter is placed in each hex, but other than this there are no restrictions. Once all of the murder stake counters have been placed, you are ready to start fighting.

Each player selects one of the Wyches at random to see who they will fight as. The players all then roll a dice, with the highest scoring player setting up first and then working clockwise around the players. A Wych must be set up in a hex on the edge of the board, no closer than six hexes to another Wych. The players then roll off again to determine who goes first, with play proceeding clockwise from the first player.



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wound marker is moved one space down on their wound track and their AP total will be reduced accordingly. A Wych reduced to 0 wounds is dead.

RANGED ATTACKS

Some attacks are noted as being ranged attacks. Firstly you must calculate the range to the target. Count the number of hexes between the Wych and the target, including the target's hex but not including the attacker's. To hit, the Wych must roll over this range on one dice. If they are successful they roll to wound and their enemies make armour saves as normal.

Ranged attacks must be made within the attack arc of a Wych, like any other attack. Here, Druath is shooting at Kohrliik. Kohrliik is 4 hexes away from Druath, so Druath will need a 5 or 6 to hit.

Example of ranged attacks



POISON

Some attacks are noted as poisoning their enemies rather than wounding them. The procedure is the same as for a normal attack, but instead of the target moving their wound counter down one place if they fail their armour save, a 'Poisoned!' marker is placed at the bottom of their Wound track. At the start of a poisoned Wych's turn, roll a dice. On a score of a 1, the marker moves down the track one place. If it is already at the bottom, then it is removed. If the roll is a 6 the marker is moved one place up the track. If the poison ever reaches the Wych's wounds marker, the Wych succumbs to the toxins coursing through its veins and is removed as a casualty.

Wounds	W	Ap
4		8
3		7
2		6
1		5
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KNOCKBACK

Some attacks can inflict knockback – thrusts and stabs that can send an opponent reeling from the blow. If a knockback attack hits its target, you can roll for knockback, in addition to rolling for wounds. Roll one dice and try to score equal to or more than the attack's knockback number. If successful the target is knocked back. A knocked back Wych is moved one hex directly away from their attacker, and turned to face them. The attacker may follow up into the vacated hex for no AP cost and no enemy may make a reaction against them during this free move. If a Wych is knocked back into a hex occupied by another Wych, this second Wych is also knocked back one hex.

REACTIONS

When an enemy moves into a hex adjacent to and within the attack arc of your Wych, you may react. The types of reaction that a Wych can make are listed on their game card. A reaction costs no AP and is resolved immediately that the enemy moves next to the Wych. Note that you can react to each and every enemy that moves into your Wych's attack arc, but you can only react to models as they move into the hex – enemy who start their turn next to your Wych cannot be reacted to, but you do get to react if they move from one adjacent hex to another.

MURDER STAKES

Some hexes are filled with murder stakes – vicious barbs and blades that rend flesh and break bones. Also note that the outside of the arena is lined with murder stakes as well. A model may jump over one hex of murder stakes at a cost of 2 AP, and moves into the hex on the direct opposite side of the murder stakes. However, roll a dice, and on a score of a 1, the Wych takes a hit as they make the jump and must make an armour save or lose a Wound.

When a Wych jumps over murder stakes, they must end their move in the hex on the exact opposite side. Only one hex of murder stakes can be jumped over at a time.

Correct jumping



Incorrect jumping



If a model involuntarily enters a hex with murder stakes in – by a knockback, for example – they must make an armour save or lose a wound as above. In addition, they move out of the hex immediately in a random direction. Number the hexsides 1-6 and roll a dice to see which direction they move in. The Wych

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will finish this move facing away from the murder stakes. Models cannot move off the board for any reason. If a model is knocked off the board, the Wych takes a hit as normal, but they are not moved.

EXAMPLE OF PLAY

It is Mordrekha's turn. Mordrekha has 2 Wounds remaining and so has 6 Action Points. He spends 3 Action Points moving next to Druath. As Mordrekha has moved into a hex adjacent to Druath and within his attack arc, Druath can make a reaction. Druath elects to shoot with his splinter pistol. He must roll a 2 or more to hit Mordrekha, and succeeds. However, his 4 or more roll to poison his enemy fails. Mordrekha can now continue with his turn.

Example of play



Mordrekha decides to attack, and spends 2 Action Points to go into a frenzy. He rolls a dice and scores 4, which means he can make 4 attacks. The attacks need 4 or more to hit, and Mordrekha rolls a 2; 3; 5 and 6, indicating two hits. He then rolls to wound, scoring two 4s, which is 2 wounds. Druath has a 5+ saving throw, and rolls 2 dice, scoring a 1 and a 6, so one wound is saved and he loses one wound.



Mordrekha then uses his last remaining action point to step one hex away from Druath.

LINKING YOUR GAMES

If you wish, you can play several games of Arena of Blood and link them together, with surviving Wyches getting more skilled as they continue. This is called a campaign. Each player starts with one Wych 'team', that consists of one of each of the Wyches (it's a good idea if you've got a copy of the cards each, in case two or more players want to field the same Wych in a fight). You'll need some paper to note down the status of your Wych team over the course of the campaign.

At the start of each fight, each player selects one of their Wyches to take part. The game then proceeds as normal. Wyches that are killed are removed from your team and cannot be used again (although see the ideas about buying in new fighters below).

FAME (I'M GONNA LIVE FOREVER!)

A Wych who kills an enemy gains +1 'fame'; note this down. If a Wych kills an enemy with a higher fame rating than their own, they gain an additional +1 fame. If a Wych survives the fight, each point of fame they have allows them to re-roll one dice a turn. A re-roll is just what it sounds like – you can pick up the dice and roll it again. No single dice roll can be re-rolled more than once.

Your team also has a fame rating, which is equal to the amount of fame earned by its fighters (whether they survive or not).

ENDING THE CAMPAIGN

There are several different ways to end the campaign:

Fixed length: Fight a set number of games (say six or seven). The team with the highest fame rating at the end is the winner. If there is a draw, the contesting teams have one final fight to determine the overall winner.

Survival of the fittest: Keep fighting games until only one team has any Wyches left. These are the winners.

Glory: Set a target for team fame (say ten fame points). The first team to achieve this level of fame is the winner (worked out after a fight has finished, not during a fight!). If both teams pass the point after the same fight, the team with the highest total wins, otherwise fight a tie-breaker as in Fixed Length.

ACQUIRING NEW FIGHTERS

You may like to have teams gain new fighters (and replace dead Wyches!) during your campaign. If you wish to do this, deduct -1 from your team's fame rating and nominate the type of Wych you wish to recruit. Roll a dice and compare it to the scores noted below. If you can equal or beat the required score, then that type of Wych has joined your team. You can make any number of rolls after a fight, but must deduct 1 team fame for every roll.

Beastmaster or Hellion: 5+

Any other Wych: 4+

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SURASHIK THE
BEASTMASTER



DRIATY
THE SERPENT



KRIANIERA
THE CAPTOR

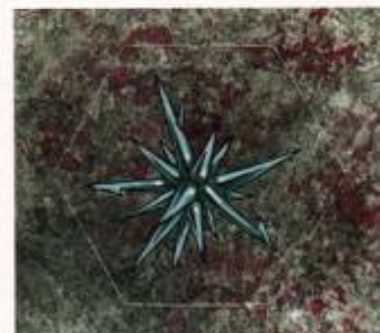


MORDIENIA
THE STORM



NOBILIN
THE HELLION





ARAKLESK
THE STING



WARP BEAST