

# ARENA REX FAQ

RULEBOOK v1.01 - Update 1/4/2017

## ARENA REX CORE RULES

*Can an activated model perform actions until exhausted then use their "free" move?*

**No. Models may not perform any actions once they enter the exhausted state.**

*When do players declare the use of the power attack action?*

**Power attack is declared immediately after declaration of favor dice usage, but before dice are rolled. The active player declares their attack action, at which point the inactive player may react. Then, after reactions are resolved, the active player may declare a power attack. Inactive players may not make reactions to a power attack action.**

*Does a successful reposition out of combat allow an activated model to remove fatigue if they are exhausted?*

**Yes. Activated exhausted models may utilize the reposition special rule to end their activation outside of engagement range, reducing their state to fatigued.**

*Do mounts for Ludus models count towards the 75% gladiator restriction or gain Ludus Benefits?*

**The restriction for Ludus Benefits requires 75% of your cohorts gladiators to be from one faction. Mounts, Beasts, and Titans are not gladiators, and do not affect this percentage for the purpose of determining Ludus Benefit eligibility. Unless otherwise stated, only gladiators receive Ludus Benefits.**

*Do multi-card models still receive "last man standing" benefits for being the last surviving model of their cohort?*

**Yes. Models with multiple cards enter the "last man standing" state normally, even if they have more than one card remaining.**

*Do mounted models enter the "last man standing" state if the rider and mount are the last two surviving models of their cohort?*

**No. A mounted pair consists of two models occupying the same base. Last man standing is not in effect until one of the models dies.**

*Can the maneuver tactic used during a clear turn provoke reactions such as move and opportunity attack?*

**Yes. The move tactic allows a model to make a standard move action. The opposing playing may react as normal.**

*Can you voluntarily push a model less than one inch?*

**No. Pushed models are moved exactly one inch directly away from the pushing model. Follow-up movement can be up to one inch. This follow-up must be towards, but not directly towards, the pushed model.**

*Do pushes generated by model's special abilities, such as Yawain's rebuff, cause damage? Is this damage reduced by armor?*

**Yes. All damage tree symbols (☹, ☹➡) caused by models special rules are resolved normally, including push damage. Direct damage, such as Frigge's retaliate ability ignore armor.**

*During last man standing, when can tactics be used?*

**A last man standing turn allows the controlling player to use tactics at any time before activating their model or after the conclusion of the activation. Models in last man standing may not interrupt their activation to use a tactic. **Keep in mind that exhausted models may not make actions, even those granted by tactics at the end of their activation.****

*Can an attack be declared against a model that is out of melee range?*

**Yes. Although normally no attack will take place unless a special rule allows the attacking model to move first. The model declaring an attack will still gain fatigue.**

*Can mounted gladiators benefit from the Maneuver tactic?*

**Yes. Mounted gladiators may benefit from the Maneuver tactic normally. However, once dismounted, only the gladiator may receive benefits, not the mount.**

## LEGIO XIII

*When can Ban-Luca's Stall reaction be triggered?*

**Stall can be triggered at any point when an enemy model moves within 3" of Ban-Luca. This can allow Ban-Luca to halt an enemy's movement at any point along their path, **ending their action.****

*Can Mounted gladiators benefit from the Maniple tactic?*

**Yes. Mounted gladiators may benefit from the Maniple tactic normally. However, once dismounted, only the gladiator may receive benefits, not the mount.**

*Can Gaius Pallidus be the target of regrowth? Does he still receive this benefit in last man standing?*

**Yes to both.**

## LUDUS MAGNUS

*If an opponent targets Hermes with an attack and pays a favor for Aegis of Fame, is another*

*favor spent if he/she exhausts to attack a second time?*

**Yes. Both attacks require a favor spent for Aegis of Fame.**

*If a mounted pair fatigues to attack Hermes, do both the mount and the rider need to pay favor for Aegis of Fame?*

**No. Hermes' Aegis of Fame specifically notes that gladiators must spend a favor to attack. Beasts, mounts, and titans are unaffected.**

*Do counter attacks or opportunity attacks trigger Hermes' Aegis of Fame ability?*

**No. Neither counter attacks or opportunity attacks are considered attacks for the purposes of Aegis of Fame. Models declaring these reactions do not have to spend favor.**

*For the purposes of Flourish, what is the "bottom of the damage tree"*

**In order to receive favor for the Flourish Ludus Benefit, a gladiator must resolve their damage tree to the lowest possible result (ie The one that requires the most net successes) and have at least one net success remaining.**

## **MORITURI**

*Does Zahra's Lash ability allow her to follow up from a pull by moving away from a model?*

**No. A follow up is defined as a move of up to 1" towards the defending model.**

*When are death benefits triggered?*

**Immediately after resolving lethal damage on a models vitality track. Remember that attacking models resolves all special effects/pushes/follow-up movement/repositions before damage is dealt.**

## **ZEPHYRI**

*Blood brothers states that it may only affect a gladiator once each clear turn, are both the healed and damaged model affected?*

**Yes. Both the healing model and the model taking damage are both considered affected by this tactic and can not be the target of Blood Brothers again. Keep in mind beasts and titans are not gladiators and can not be affected.**

*Can Zephyri gladiators in engagement range with Otho use their Brave passive ability?*

**No. Brave requires the model to spend favor.**

## **BESTIAE**

*Can Anum gain one fatigue and activate his frenzy ability to take an action with an exhausted beast?*

**No. Exhausted models may not make any actions. Anum may only target ready or fatigued beasts with frenzy.**

*Can Anum use Frenzy to make a power attack with a beast or living hazard?*

**Yes. Anum must gain one fatigue to make an attack action with a beast or living hazard, then may gain an additional fatigue to upgrade the attack to a power attack.**

*Can Leo use his Pounce ability against a model outside of his melee range and reposition towards the model before resolving attacks?*

**Yes. This reposition is triggered immediately and resolved completely before reactions are declared. Inactive models will have the opportunity to make reactions to the attack normally once the reposition is resolved.**

## **GORGONS**

*Are Medusa and Stheno gladiators?*

**Yes. Euryale is the only non-gladiator gorgon, being a titan.**

*Being a titan, is Euryale allowed to benefit from gladiator only special rules such as the maneuver tactic?*

**No. Euryale follows all of the rules for titans, including any limitations for not being a gladiator.**