

# BLOODFANE ARENA

**Mercy? Surely you jest? Mercy is the wail of the defeated weak, the last keening cry of a seal pup caught in a trap. The word is anathama to the Icebound Floes, and rare as the sun in the depths of winter. In the creviced city of Icebound, the only warmth to be found flows fresh from a vein, and the floor of the Bloodfane Arena is the warmest place of all - unless you are the one kissing it.**



**T**he Icebound Floes is an ever-moving landscape of glaciers and scree, that only the most foolhardy or grizzly can tolerate for long. It is a land untamed, where warbands and tribes fight both each other and the elements to survive - all aiming to outlast the eternal winter, and in doing so perhaps attract the gaze of the Everchosen himself.

Only one settlement of note persists within the Floes, but none could call it civilization. It sits upon Kralgutten - the Glacier of the Gargants, and never is there a time where one cannot hear the maddening scraping of ice against stone.

Entertainment is thin, at the cold point of the world, but sport is found within the Bloodfane Arena - where giant beasts are brought down to heel, and the greatest glacial gladiators seek to earn their ascension.

## UNOFFICIAL

Bloodfane Arena is an absolutely, 100% completely unofficial supplement to Age of Sigmar: Warcry.

It was designed and made by members of the Warcry community and is available for free.

Special thanks to the folks over at Red Rose Wargaming, and also to Reedo.

If you have any suggestions for further expansions of the Arena series, please get in touch.

## WHAT IS BLOODFANE ARENA?

Bloodfane Arena is a standalone campaign for you and your fellow aspirants. It consists of a number of smaller, shorter battles, which will enable all members of your gaming table to compete. and tell a narrative in the same afternoon.

It is based upon the original Arena of Blood expansion released in the September 2019 edition of White Dwarf, but you do not need to have a copy of, or have competed in the Arena of Blood to compete upon the ice of the Bloodfane Arena.

Over the next few pages you will find all the rules you need to compete in the Bloodfane Arena, including new Deployments, new Twists, new Victory conditions - and most importantly of all, a new way to ascend in the favour of Archaeon.

## BLOODFANE ARENA SPECIAL RULES

The war-drums thunder, and the sharp, biting ice of the Bloodfane Arena cracks beneath your boots. The crowd roars too – wild and demented – howling cursed prayers to the ruinous skies. They seek only blood, and skulls, and gore. They wish to smell innards, and bile, and guts. They long to see death – but from safe in the stands. They do not care if that death is yours - for you are not important. All that matters is that they are entertained, and that people die, for only death sates their thirst, and it is only through death that legends are born.

The flow of battle is different within the Arena. The following special rules are now in play:

### HOW DO YOU WANT TO DO THIS?

To earn the favour of the ever-baying crowd, a warrior in the Bloodfane Arena must always keep the need to entertain in their minds - for if you cannot even excite the uncouth mob how could you possibly impress the Everchosen of Chaos?

Each fighter within the Bloodfane Arena gains access to the Finishing Moves chart below.

A finishing move can only be used when an opponent's model has fallen below 20% health.

With his opponent on the ice beneath his feet, Kor Draxxus, raised his seal club high into the air and screamed in victory - the crowd roared him on - "Death! Death! Death!" He turned to face Morgron Redbane, the Jarl of Icebound and the Master of the Bloodfane, who nodded solemnly his assent. Kor tapped his spiked, cleated boots against his fallen opponent's shoulder, then removed his own horned helm, and threw it to the ground. Next he drew his walrus-skin elbow guards down and off his arms, throwing one to the blood-soaked ice, and the second deep into the frenzied crowd. "Finish him! Finish him!"

Kor crossed his arms across his chest, and then drew them back, using the momentum to set himself running. He leapt to the left, then span - running back across himself and vaulting his groaning, prostrate opponent. Kor's spikes gripped the ice, and he swivelled again - this time stopping above his foe.

He lifted his arm in the air, and then let himself fall - driving the point of his elbow down and through his opponent's skull. The people were pleased.

ABILITY	FINISHING MOVE
Double 1, 2 or 3	<b>Headshot:</b> <i>You throw your weapon and aim for your opponent's head.</i> Pick an opponent within 6" whose life total is 20% or lower. Roll a number of dice equal to the value of the ability. If the total rolled on these dice is greater than your opponent's remaining life total, the finisher is a success, and your opponent is taken down.
Double 4, 5, or 6	<b>Boomerang:</b> <i>You throw your weapon and aim for your opponent's head - it slices through, and somehow returns to your hand.</i> Pick an opponent within 6" whose life total is 20% or lower. Roll a number of dice equal to the value of the ability. If the total value of the dice is higher than your opponent's remaining life total, the throw succeeds, and the finisher is a success. The crowd cheers in amazement - and the Master of the Bloodfane refunds your Ability dice in acknowledgment.
Triple 1, 2, or 3	<b>Slice and Dice:</b> <i>You use the momentum of the ice to aid your movement. You slip beneath the legs of your opponent and drag your weapon through their groin, coating the ice in blood.</i> Pick an opponent within 6" whose life total is 20% or lower. Roll a number of dice equal to the value of the ability - you move directly towards them a number of inches equal to the total rolled. If the total value of the dice is also higher than your opponent's life total, your opponent is taken down.
Triple 4, 5, or 6	<b>Decapitation:</b> <i>Your use the momentum of your swing, and cut across your opponent's neck, sending their head spinning out across the ice.</i> Pick an opponent within 1" whose life total is 20% or lower. You gain a bonus attack against this opponent. Roll a number of dice equal to the value of the ability and add this damage to the total.
Quad	<b>Kali Ma:</b> <i>Your opponent stands stupified before you, knocked into a daze by your previous blows. With a glance to the chaotic crowd, a swirl of red fire emblazens your eyes, and you throw your head to the sky and chant, 'Kali Ma!' The crowd chants too, and yours fingertips become hot - with a thrust you push them into your opponent's chest, and rip out their still-beating heart.</i> Pick an opponent within 1" whose life total is 20% or lower. Your opponent is killed instantly, and as their beating heart becomes flames in your hand, you absorb the essence of the life force you took - healing yourself for the amount of wounds which your opponent had remaining.

## BLOODFANE ARENA TWISTS

The icy floor of the Bloodfane Arena is often an opponent in itself - crevices open and close at a whim, dragging unwary fighters down into the depths to join the ranks of the Icebound. Do not use twists from the twist deck of battleplan cards whilst fighting in the Bloodfane Arena. Instead, roll on the table provided below. :

D6	TWIST
1	No Effect
2	<p><b>Slippery when Bloody:</b> <i>There is a reason most seasoned fighters within the Bloodfane Arena wear cleats upon their boots.</i></p> <p>Each time a fighter from your warband finishes a move action or disengage action, roll a dice. On a 1-3 they are unable to stop and keep moving in a straight line in the direction they were travelling. Roll a further D6 to see how far they continue to move. The fighter cannot move through another fighter and will also come to a halt if they strike terrain.</p>
3	<p><b>Crevised Floor:</b> <i>The floor of the Dreadfane Arena is unpredictable. It is never wise to rely on it.</i></p> <p>Each time a fighter from your warband finishes a move action or disengage action, roll a dice. On a 1 they have stepped upon a crevice. Roll a D6 on the table below to determine what happens:</p> <p>1-3 Shallow Crevice: Allocate D3 damage points to that fighter.            4-5 Deep Crevice: Allocate D6 damage points to that fighter.            6 Icebound: The arena floor swallows your fighter. If still in the same round, another fighter may spend an action and a Quad to dig your fighter out.</p>
4	<p><b>Icebound:</b> <i>Sometimes the treacherous ice spits out its food.</i></p> <p>D6 undead Chaotic Beasts (use zombies or skeletons if you have the models) rise from their icy prison, intent on attacking anything with warmth in its veins. Roll another D6 to determine who places the first Chaotic Beast, and then take it in turns to place them. The beasts cannot start within 6" of a fighter, and are controlled in the usual manner.</p>
5	<p><b>Wild:</b> <i>The crowd within the Bloodfane Arena is wild to the point of frenzy</i></p> <p>Each player receives an additional Wild Dice in each turn.</p>
6	<p><b>Icestorm:</b> <i>A gentle Icewind can be as sharp as glass, but when the true gales blow, only a fool ventures out.</i></p> <p>Visibility of all fighters is reduced. No attacks with a range of 3" or more can be used. At the start of each fighter's activation they must roll a D6. On a 4-5 they take 1 damage. On a 6 they take 3 damage.</p>



## ROUND 1: ENTERTAIN THE MASSES

*Only the newest, untested warbands are sent out to die this early in the evening. Neither the crowd nor the Master of the Bloodfane expects much from this fight. Perhaps you can prove them wrong?*

### 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:** A number of sharpened spiked barricades have been embedded into the Arena ice.

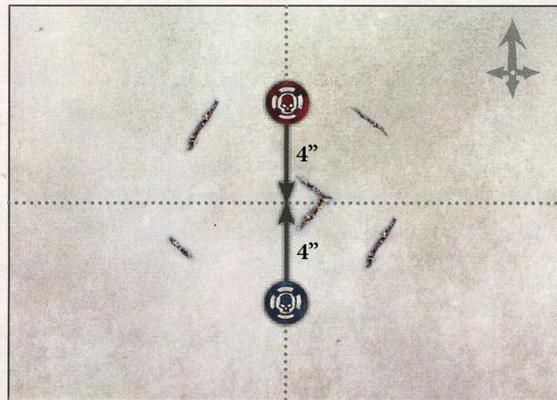
**Deployment:** The players roll-off. The winner picks which player uses the red deployment point and which uses the blue deployment point.

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

**Victory:** A player achieves victory after every member of their opponent's warband has been taken down.

You must kill a member of your opponent's warband in each turn. If you do not, a random member of your own warband is taken down, until only one member of each warband remains.

**Twists:** Roll on the Bloodfane Arena twists table.



## ROUND 2: CAT AND MYRMIDON

*Sometimes the fighters in a particular warband just don't offer enough sport to satisfy the crowd... the Master of the Bloodfane likes to spice these occasions up.*

### 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 frost-bitten head of a statue sits at the centre of the arena, with spiked barricades at either side.

**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

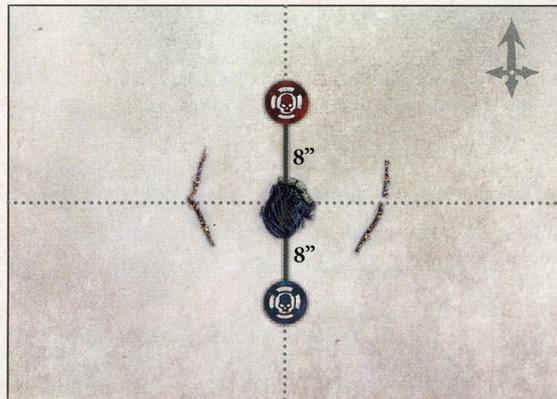
After warbands have been set up, the player who won the priority roll may place either an Ogor Myrmidon or a Mindstealer Sphiranx anywhere

upon the Arena floor, more than 6" away from any other character. The second player places the remaining model in the same way.

Players then roll off a second time, with the winner choosing which of these mercenaries they will control.

**Victory:** A player achieves victory after every member of their opponent's warband, and their selected mercenary, has been taken down.

**Twists:** Roll on the Bloodfane Arena twists table.





## ROUND 3: BLOODMARKED

*Many who enter the Bloodfane Arena have been marked for death from the offset... yet there are few who have earned their redemption on the ice - always at the expense of someone less fortunate.*

### 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 frost-bitten statue of a head has had a platform placed atop of it, and a number of sharpened spiked barricades have been embedded into the Arena ice at either side.

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

Any fighters who end their turn within 4" of the Arena edge are taken down.

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

**Victory:** The players roll off. The winner chooses whether 3 of their own fighters are 'Bloodmarked' or whether 3 of their opponents are.

Whenever a fighter takes damage from a Bloodmarked character from an attack action with a range of 3" or less, the Bloodmark passes to the victim, and they now become Bloodmarked.

The game ends after 3 rounds. Whoever has the most Bloodmarked fighters at the end of Round 3 loses.

**Twists:** Roll on the Bloodfane Arena twists table.

