

A person wearing a dark cowboy hat and a dark jacket is shown from the side, holding a silver revolver. The person's hand is visible, and the revolver is pointed upwards. The background is a bright, cloudy sky with a strong light source, possibly the sun, creating a lens flare effect. The word "DUEL" is written in large, stylized, metallic letters across the top of the image. A small target symbol is positioned above the letter "E".

DUEL

A 15 minute skirmish game for 1-4 players

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Introduction

Welcome to the wonderful world of miniature skirmish gaming. Whether you are a complete newcomer or a die hard veteran in these kind of games, Duel will provide you with the rules you need.

If you are a newcomer, the core rules will show you the basic ideas of miniature skirmish games: You will learn, how to move a miniature and how to shoot another player's miniature (and thus take it out of the game). Due to the very small scale of a game with only the core rules, a session can be over within a mere 5 to 10 minutes - including the time required to set up a game.

Once you've gotten a grasp of the core concepts presented here, you may add any or all of the optional rules for more variety and/or complexity.

If you are a veteran, chances are you already have played a number of different systems. With this rulebook you are holding in your hands you get the flexibility to play a game that is as light or as crunchy as you want to have it.

To make things even better: Duel allows you to pit any miniatures you already have got in any kind of setting against each other.
Make it YOUR game!

Duel has been written for any miniatures in any genre, but with a focus on "guys shooting each other". So you take on the role of a gunfighter as you try to outsmart and outgun your opponent.
The race is on: Get in, grab the treasure and to get out alive.

Enjoy!
Yours,

Kaï

Core Rules

Requirements

- A gaming area, 1' x 1' (that's 30cm x 30cm)
 - A treasure token (a coin, a glass bead, anything goes) to be put into the centre of the gaming area
 - One 28mm – 35mm miniature per player. The miniature should wield some kind of ranged weapon.
(Note: in the rules the terms miniature, model and fighter are considered synonyms.)
 - 2 players (one of them should be you)
 - 3 six sided dice per player
 - A measuring tape (Measurements in this rulebook are stated in inches. In case you measure in cm, just remember: 1 inch equals roughly 2.5cm)
 - Some terrain to fill the gaming area – this should mostly be "scatter terrain" at best: broken walls, fences, trees, bushes, rocks, chests – stuff like that. A single piece of terrain should fit at most onto a CD. (That's a circle with roughly 5" diameter.)
- If you don't have any terrain, improvise. Use a bottle, a jar, your wallet, your smartphone – it might not look as cool, but fulfills its purpose nonetheless. (Plus: you are carrying those items around anyway. Did I just hear you say "lunchtime duel"?)

Setup

Make sure, the borders of the 1'x1' area are defined clearly for everyone. Place the treasure token in the centre of the area.
One player places as much or as few terrain as he wants and however he wants, the other may decide, where he wants to begin.
Players pick opposing corners of the gaming area as their starting position. At the beginning of a game, the players' miniatures are placed near their corresponding starting corners but just outside.

Winning Conditions

The goal of the game is simple: Grab the treasure token and make it off the gaming area alive.
Alternatively be the last player still having a fighter in the gaming area.

Core Rules



Example 1:

The corners of the gaming area have been set up with markers placed on a battle mat. In the centre there is a ruined building containing the Treasure Token.

Additionally, some bushes and a rock have been placed.

The fighters are standing just outside their respective corners, ready to jump into the fray.

Core Rules



Example 2:

If you are new to tabletop gaming, don't worry too much about fancy setups!

Just use whatever you have lying around in your house:

Rocks from your garden some twigs, a wallet, a coin and some pawns of some other game will do!

Core Rules

Game Round

A round consists of 3 phases:

- Initiative
- Upkeep
- Players' Phase

Initiative

In the Initiative phase, each player rolls one of his dice to determine

Initiative - the playing order during the **Players' Phase**.

Players go from lowest result to highest. Reroll any ties.

Upkeep

During Upkeep a player with his miniature placed prone (see **Actions** for details) may roll both of his dice.

If at least one of the dice has a result of 5 or 6, his miniature may get up and act during the **Players' Phase**. On any other result the miniature keeps being placed prone.

A Player receives a bonus of +1 to each die, if his fighter has not been *engaged in a Duel* during the previous **Round**. Getting up is also called *recover*. A *recovered* fighter is treated as if he had not received a *hit* yet.

Player's Phase

During the **Players' Phase** players take turns in order of the determined initiative. The player with the lowest *Initiative* goes first.

On the very first turn each player has to bring his fighter into play by placing him anywhere within 4" of his starting corner and inside the gaming area.

On each consecutive turn a player activates his miniature by performing either a **Move** or an **Interact** action.

Additionally to either of these actions, if after performing the action you can draw a line of sight from your model to an opposing model within the gaming area, a **Duel** action takes place automatically.

For each of these actions refer to the following pages for details.

Core Rules

Actions

A fighter may **Move** or **Interact** with the environment. If at the end of either of these actions he can draw line of sight to an opposing fighter, he gets to perform a **Duel** action, too.

Move

You may move up to 4" into any direction, even on top of obstacles as long as your movement ends in a place where your model can stand without aid.

As soon as you move your miniature out of the gaming area having the treasure token on your side, you immediately win.

If at any time you move out of the gaming area and do not have the treasure token on your side, your miniature is removed from the game and you lose immediately.

Movement is measured from the centre of a model: After a move, the model's center may be at most 4" away from where it was before.

See the pictures on the opposing side as a reference.

Interact

For the core rules, **Interact** means, you grab the treasure token and place it on your side of the table.

Whenever you have to place your miniature prone or remove it from the game while in possession of the treasure token, you place the treasure token next to where your miniature stood. It now can be grabbed again.

Only when playing with optional rules and optional scenarios, **Interact** can have different meanings.

Core Rules



Fig. 1: Valid movement, measured from center to center



Fig. 2: Invalid movement, measured from border to border

Core Rules

Duel

If you end your **Move** or **Interact** action with your model able to draw a line of sight to an opposing model and within a distance of at least 1" to an opposing model, your model *initiates a Duel*. Both your fighter as well as the opposing fighter are now *engaged in a Duel*.

If (and only if) the opposing model is standing, it *returns fire*.

Pick a die and set it to any score in secret.

If the opposing fighter *returns fire*, the fighter's player, too, picks a die and sets it to any score in secret. If the opposing fighter already is placed prone, the player does not get to set a die!

When both players have set their die, reveal simultaneously.

The score set on your die becomes your *Duel Score*.

The fighter with the lower score comes first to perform an *attack*:

Roll both of your dice. To each die add the *Duel Score*. Each individual rolled die + *Duel Score* now resulting in 7 or more scores a *hit*.

If the opposing model receives the first *hit*, place it prone. As soon as a model is placed prone, it cannot perform any actions any more, including an *attack*, until it recovers.

As soon as a model receives a 2nd *hit*, it is immediately removed from the game.

If the model with the higher *Duel Score* is still standing after being *attacked*, it may *fight back* and the player may try to score *hits* as described above.

If both players have the same *Duel Score*, both fighters *attack* each other simultaneously as described above.

A model placed prone cannot *attack* or *fight back*.

You may, however, *attack* at a model placed prone, if you can draw line of sight to it. As described above, you can pick any *Duel Score* here, as the other model cannot *fight back*.

Remember:

If your miniature is the last one still remaining in the game, you win, too.

Core Rules

Terrain

A couple of words on terrain.

Terrain used in Duel comes in simple yes/no categories.

Using the core rules, ask for each piece of terrain the following questions:

Can you walk through it?

Can you see a model standing behind it?

When playing with the optional rules for **Cover**, ask one more question:

Does it provide *cover*?

Let's look at a couple of examples:

Walk Through	See Through	Provides Cover	Example Terrain
Yes	Yes	Yes	Field of wheat, Light forest
Yes	Yes	No	Any open space, Shallow Waters
Yes	No	Yes	Dense forest, Closed door
No	Yes	Yes	Fence, Window, Energy barrier
No	Yes	No	Acid Puddle, Open Fireplace
No	No	Yes	Wall, Boulder, anything solid

The combination "you can see through it: no / it does provide cover: no" does not exist. If you cannot see through a piece of terrain, you cannot draw line of sight to a model inside or behind that piece of terrain either. The terrain in question thus provides *full cover* (see the optional rules for **Cover** for details).

In case of doubt just apply common sense.

Core Rules



Fig. 3: Cover

As long as all of a model is visible, the model is not considered as in cover. On the picture above we can see a couple of fighters as seen by Big Jim (on the right). From right to left:

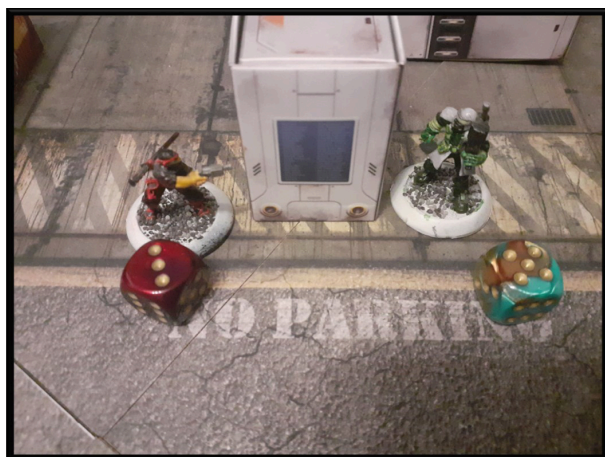
- Can be seen partially, is in *cover*
- Some parts are hidden, is in *cover*
- Still behind some terrain. So, the fighter is in *cover*, too.
- Standing in the open - no *cover*.

As mentioned before: When playing with the core rules only, *cover* is only important, when covering a model entirely, taking it completely out of sight. In the optional rules you will find a rule section explaining how you can handle a fighter that is covered partially.

Example Duel - 1 vs 1



Let's take a look at an example duel here: A Ninja and a Gunman face each other. Let's assume, it is the Ninja's turn and he just moved into the Gunman's sight. The Ninja *initiates a Duel*. As the Gunman is standing, he *returns fire*.



Both of them pick their individual Duel Score: The Ninja is trigger happy and picks a 3, the Gunman risks becoming shot first in favour of a relatively safe shot by himself and picks a 5.

Example Duel - 1 vs 1



The ninja gets to *attack* first. He needs to roll a 4 or more on a die to score a *hit*, as $3+4 = 7$, the result required for a *hit*. Instead, he rolls a 2 and a 3. $3+2 = 5$ – a failure / a miss. $3+3 = 6$ – another failure / miss. Now the Gunman may roll his dice to *fight back*.



The gunman needs to roll a 2 or more per die for a *hit*. He rolls 1 and 2. $5+1 = 6$ – a failure / a miss. $5+2 = 7$ – a *hit*. A fighter receiving two *hits* is removed from the game. However the Ninja received just 1 *hit* – just enough for him to be placed prone. During the next **Upkeep** he may check, whether he gets up again.

Example Duel - 1 vs 1 vs 1



The Gunman and the Ninja meet again.
They both fire shots at each other.
Both miss.

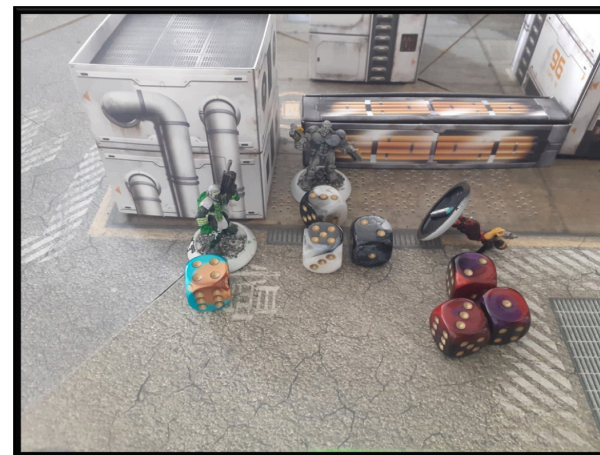


Suddenly! A wild Cyborg appears!
Guns are drawn (oh – they already are) and the Cyborg *initiates a Duel*.
Everyone selects his Duel Score.
Ninja has got a 2, Cyborg goes for a 3, Gunman a 4.

Example Duel - 1 vs 1 vs 1



The Ninja gets to *attack* first. As it is the Cyborg's turn, the Ninja may *return fire* at the cyborg only. He rolls 1 and 3.
 $2+1 = 3$ – a miss
 $2+3 = 5$ – another miss.



Now the Cyborg *fights back*. As it is his turn, he may pick his target deliberately and he targets the Ninja.
 $3 + 2 = 5$ – a miss
 $3 + 5 = 8$ – a *hit* – the Ninja is down.
The final participant in this conflict is the gunman. He, too, may pick the Cyborg as his target only...

Example Duel - 1 vs 2

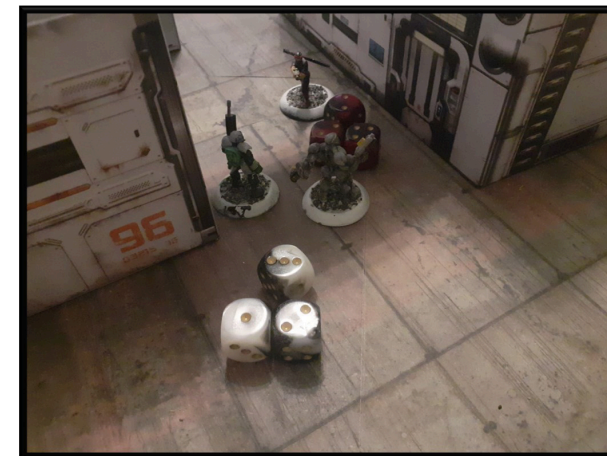


When playing with the optional rule **Field more than 1 model per player**, a situation can occur, where one model may move into line of sight of multiple other models. Here we can see the Ninja from team A about to face the Gunman and the Cyborg which are now both from team B.



The gunman moves around the corner.
He and the ninja exchange shots, but none of them lands a single *hit*.
Dzdzdz ...
As if on purpose ...

Example Duel - 1 vs 2



Team A acts someplace else, so now Team B moves the Cyborg around the corner. From team B Only the Cyborg gets to *initiate the Duel*, while the Ninja *returns fire*. Again both duelists manage missing each other. Booh!



Finally the Ninja gets to act and he *initiates a Duel*. As he is able to target either of his opponents, both can (and do) *return fire*. Each Participant selects his Duel Score...

When this argument is settled, the dice will have determined who is right - and who will be left...

Optional Rules

Within the optional rules you will find many rules that will spice up gameplay. Melee, using terrain for cover, Heroes coming with feats and followers to name just a few.

Feel free to use as many optional rules as you like and to leave out what you do not like.

Turn **Duel** into YOUR game and play it the way YOU want it to play. Any optional rule used is valid for all players.

1.5 actions

To increase speed, you might want to add some dynamics:

On your turn when going for the **Move** action, you may either move 6" and *initiate a Duel* upon ending your movement or you may go for a *Skirmish Attack*: move 4" and *initiate a Duel* with an opponent at any time during movement. However, if you *initiate a Duel* with the intention to finish your movement afterwards, you only get to roll 1 die after revealing your *Duel Score*. Also, this counts as your *Duel* action for this activation. The player(s) of the model(s) you are *initiating a Duel* with may roll all of the dice for a model to *fight back* upon *returning fire*.

If you went for a *Skirmish Attack* and your model is still standing at the end of its activation and is drawing a line of sight to opposing models, your model can only try to **Avoid Hits** (see below).

Armory

As opposed to many other skirmishers, Duel is not about having all sorts of different kinds of weapons each with their own special effects. Instead, your selection of weapons is kept basic on purpose:

One handed weapon:

A ranged or melee weapon wielded in one hand.

Using ranged weapons is detailed in the core rules. For melee weapons see the optional rule **Melee**.

A model may wield a one handed ranged weapon along with a one handed melee weapon (and thus get access to both kinds of Duels) or a shield.

There is no advantage in wielding two weapons of the same kind.

Optional Rules

Armory (continued)

Two handed weapon:

A ranged or melee weapon requiring both hands to be wielded.

When attacking with a two handed weapon, you may reroll one of your dice when rolling for *hits*. When *engaged in a Duel* with a model in *cover* and when playing with the optional rule for **Cover**, the model with the two handed weapon does not reroll a die - neither for having a two handed weapon nor for scoring a hit on a model in cover.

Shield:

A model carrying a shield in one of his hands may wield a one handed melee or ranged weapon in his other hand. A model with a shield always counts as in *cover* when attacked from the front. Draw an imaginary line from one shoulder of the model to the other - one side of that line is the model's front, the other is the model's rear.

See the optional rule for **Cover** for further details on how to handle cover.

Avoid hits

If for whatever reason you cannot or do not wish to *fight back* at your opponent (maybe because your fighter wields a melee weapon only but gets *engaged in a Duel*), you may try to *avoid hits*. The narrative for avoiding hits (if you need one) can vary and depends on circumstances. Maybe your fighter dodges the incoming damage, maybe he has got some means to parry or maybe he is tough as nails and simply tries to absorb the damage. To *avoid hits*, select your *Duel Score* first. If your *Duel Score* is lower than your opponent's *Duel Score*, you roll for *avoid hits* with each final result of 7 or more being a *defense* having a chance of *avoiding hits*.

Any one of your *defense* results can cancel all of your opponent's *hit* results, as long as your *defense* result is the lowest. Any opposing *hit* result lower than one of your *defense* results scores a *hit* anyway as long as it still is a valid *hit* (= a result of 7 or more).

Any opposing *hit* result equal to or higher than your lowest *defense* result gets discarded.

Optional Rules

Avoid hits (continued)

If your opponent's *Duel Score* is equal to or lower than your *Duel Score*, he *attacks* before you get to roll for *defense* and thus can score *hits* regularly. In that case you do not get to roll for *defense* results.

Example:

Player A tries to *avoid hits*. He selects a *Duel Score* of 2 and rolls a 3 and a 6. $2+3 = 5$, which is a failure, but $2+6 = 8$, which is a *defense* result.

Player B *attacks* with a *Duel Score* of 4 and rolls a 3 and a 5. $4+5 = 9$, which is higher than the *defense* (of 8) and thus gets discarded. However $4+3 = 7$, which is lower than the *defense* result and thus scores a *hit*.

Player A's fighter takes 1 *hit*.

Bid for initiative

Instead of rolling for *initiative*, you might want to bid for initiative instead. At first, this option requires the players to determine a *first player* once.

It is up to you players to find a solution how to determine the *first player*.

You might want to roll a die or you may determine the last person to have watched a Wild West movie to be *first player* or whatever you can come up with.

Note, though: The *first player* does not receive initiative just for being the *first player*. The role of the *first player* is given to settle disputes about equal scores when bidding for *initiative*.

The *first player* role wanders clockwise during each **Upkeep** phase.

When bidding for *initiative*, instead of rolling a die, each player places a die hidden. When all dice have been placed, reveal simultaneously.

The revealed number is called the *Initiative Score*.

Turn order at first goes from highest *Initiative Score* to lowest: The player with an Initiative Score of 6 activates first, then the player with a 5, then the player with a 4 and so on.

Optional Rules

Bid for Initiative (continued)

If multiple players have revealed the same *Initiative Score*, they get to act when the according *Initiative Score* gets to act. Begin with the *first player* or if the *first player* does not get to act now with the player who is closest to the *first player* counting clockwise, then continue clockwise. When the last player of multiple players having bid for the same *Initiative Score* has acted, the player(s) of the next lower *Initiative Score* get(s) to act.

When playing with the **Bid for Initiative** rule, you do not automatically get to *initiate a Duel* after performing an action.

Instead Duel actions are performed after each fighter has been activated.

This time *initiative* for the Duel actions goes from lowest *Initiative Score* to highest. The player with the lowest *Initiative Score* begins by *initiating a Duel* for his fighter using his *Initiative Score* as his *Duel Score*. Then comes the player with the next higher *Initiative Score* and so on until all Duels have been performed.

Here, too, players with equal *Initiative Scores* act in an order as described above: The *first player* or the player closest to the *first player* gets to *initiate a Duel* first, then order proceeds clockwise.

When playing with the optional rule **Field more than 1 model per player**, players might even want to **Bid for Initiative** for each model separately.

Technically, this is fine and possible. This option can be used for games with low model counts (2-4) per player. If each of the players is able to decide quick enough which of his fighters he wants to have which *Initiative Score*, go for it and use this option by all means.

However, players can start overthinking everything, thus slowing down playing speed to a level where you no longer enjoy the game. In that case fall back to a regular **Bid for Initiative**, where each player gets 1 *Initiative Score* for all of his fighters.

(Or even toss the bidding out entirely - that's up to you to decide.)

Optional Rules

Charge

If your model has line of sight to an opposing model at the beginning of your turn, it may *charge* the opposing model by moving up to 6" in a straight line towards the opposing model. If this brings your model in base to base contact with the other model, it may now *initiate a Duel* using the optional rules for **Melee** and receives a +1 per die rolled to score *hits*.

If you cannot end your model's *charge* in base to base contact to the opposing model, the attempt becomes a *failed charge* and your model just moves the regular 4" instead.

Your *failed charge* still counts as having initiated a Duel, so the opposing fighter may *return fire*, whereas you may only try to *avoid hits*.

When using this optional rule, both optional rules (**Melee** + **Avoid Hits**) have to be in use as well.

Climbing

When using terrain, some pieces of terrain invite you to place your models on top of them. Houses with flat roofs, a balcony, a pile of crates - you get the idea.

Climbing is a special **Move** action. When playing with this optional rule, a fighter cannot simply move 4" into any direction how- and wherever you want any more. Instead, regular movement takes place on uninterrupted surfaces where a model can stand on.

When your fighter wants to *climb* a piece of terrain, start by measuring the height of the piece of terrain in question. Your fighter must spend 2" of his current **Move** action for each 1" moved upwards towards the top of the piece of terrain in question.

If there is some kind of climbing aid available, such as a ladder or a rope, the fighter just spends 1" of his **Move** action to move 1" upwards.

If this does not bring the fighter onto the top of the piece of terrain, leave the model at the base of the terrain and place a die (or any other means you can come up with) next to it, showing the number of inches the fighter has already climbed upwards. The fighter now is *climbing*. A *climbing* fighter can be *engaged in a Duel*. However, he only rolls 1 die to *attack* or *fight back*.

Optional Rules

Climbing (continued)

If a *climbing* fighter receives a hit, he falls back to the ground. Refer to the optional rule **Falling** for details.

To use the optional rule **Climb**, the rule **Falling** has to be in use as well.

Cover

Simple rules:

The core rules have kept the field of vision very simple: Either you can see your opponent, or you cannot. As simple as that.

When playing with the optional rules for *cover*, *terrain* can be used for a tactical benefit called *cover*. *Cover* means, from the point of view of your model, the target model is at least partially within or behind terrain and thus in *cover*.

If that is the case and you rolled at least one *hit* while *engaged in a Duel* with your target, you have to reroll 1 die that has scored a *hit* once and use the new result, even if it does not result in a *hit* anymore. This reroll always is the last reroll made, whenever a fighter gets to reroll his dice.

If the opponent disappears completely in or behind *cover*, he is considered in *full cover*. Your fighter cannot see him any more and thus cannot *initiate a Duel* in the first place.

A model standing directly within or in base to base contact to a piece of terrain offering *cover* still receives the bonus for *cover*. However, opposing models *engaged in a Duel* with a model standing within or behind the same piece of terrain do not receive the bonus for *cover* any more.

Advanced rules:

Basically the same as above. The difference is, there are two kinds of *cover*: *Light cover* and *heavy cover*.

If your target is up to 50% behind *cover*, it is considered being in *Light cover* and you get to reroll 1 *hit* as described above.

Optional Rules

Cover (continued)

If more than 50% is behind cover and your target is still at least partially visible, your target is considered being in *Heavy cover*. You get to reroll 1 *hit*, if your target *returns fire*. If your target tries to *avoid damage*, you have to reroll 2 hits, if you rolled at least 2 hits, or 1 hit, if you rolled just 1 hit. When using the optional rule for **Followers**, *Rookies* always grant you 1 reroll at most - they are too inexperienced to make proper use of cover.

Dead zone

The term *dead zone* is a description for the area up to 1" around a model. Any opposing model NOT in base to base contact to a model but at least partially within the *dead zone* cannot be selected as a target to *initiate a Duel* with. Even if line of sight is established, models either need to be in base to base contact to *initiate a Duel* with melee weapons or they need to be at least 1" apart from each other to *initiate a Duel* with ranged weapons.

Different theme

While the rules as well as the artwork suggest using cowboys, feel free to use any kinds of miniatures in any kind of setting:

Neanderthals throwing rocks at each other, cyberpunk runners shooting it out in the neon streets, pirates shooting with their blunderbusses, gladiators hurling javelins, plumbers throwing turtle shells at angry gorillas - anything you can dream up is possible.

Duel is meant for you to make it YOUR game!

Exhaust

Sometimes a fighter will have to work under pressure to deliver more than usually is expected from him. In that case he *exhausts*.

To *exhaust* a fighter, you may perform 2 regular actions with the fighter. After the 2nd action, the fighter is placed prone. He does not get to *initiate a Duel* after his actions.

Optional Rules

Exhaust (continued)

Exception: when playing with **1.5 actions**, you may use the **1.5 actions** rule as a replacement for any one of the actions performed during *exhaust*. The fighter is still placed prone at the end of his activation.

Note: when playing with **Heroes**, a *Hero*, too, can *exhaust* and thus becomes *stunned* (see the entry about **Heroes** for details).

Falling

What goes up must come down.

A fighter might fall down from an elevated position for a couple of reasons. The result remains the same: A fighter can fall down up to 1" without any consequences at all. When falling further, for each full inch falling down, roll 1 die. For each result that is NOT 7 or more, the fighter receives 1 *hit*. When playing without any further optional rules, just add +2 to each die rolled (or just have the result needed for not receiving a hit be 5 or more). When playing with the optional rule for **Heroes** (and **Followers**), a *Rookie* adds +1, a *Ganger* adds +2 and a *Hero* adds +3 to each die rolled.

When playing with the optional rule **Protection**, fighters in light armor receive a +1 modifier per die rolled, fighters in heavy armour receive a -1 modifier per die rolled.

Field more than 1 model per player

After your first couple of plays you might want to play larger games. That is perfectly fine.

The 1 versus 1 setup is meant for introductory games only anyway and you will have more fun pitting more fighters per player against each other and watching the resulting dynamics.

There is one important rule to regard, when playing with this optional rule: Each player starts with the same amount of models.

When playing with more than 1 model, you need to take changes to some rules into consideration:

Optional Rules

Field more than 1 miniature per player (continued)

Initiative:

When determining *initiative*, the player who rolled lower still gets to act first. However, the **Player's Phase** is broken down into turns.

Players still take turns according to *initiative* activating their fighters. However each turn a player only gets to activate one model he has not activated during this **Player's Phase** yet. After each player has activated his first fighter, players get to activate the next fighter in order of *initiative*. This is repeated until all fighters have been activated once. If a player does not have any fighter left to activate for this **Player's Phase**, he has to wait until the beginning of the next **Round** and the other player(s) may continue to activate all remaining fighters one by one, *initiating a Duel* for each of them separately if required.

Duel:

After his activation a fighter may find himself drawing line of sight to multiple opposing fighters. In that case he *initiates a Duel* with every one of them at the same time. The active player gets to pick just one *Duel Score* for his fighter.

The opposing fighters can only *return fire* at or try to *avoid hits* from the fighter that just *initiated the Duel*. The opposing player gets to pick a separate *Duel Score* for each fighter *returning fire* or *avoiding hits*.

The order of attack still goes from lowest to highest *Duel Score*.

This rule also applies when playing with multiple players and the opposing fighters are controlled by different players each: The opponents can only *return fire* at or *avoid hits* from the active fighter - they can not target each other. Here, too, each player gets to pick a separate *Duel Score* for each of his fighters.

Optional Rules

Field more than 1 miniature per player (continued)

Winning:

When playing with more than just 1 model per player, each model has got the ability to contribute to winning. For the scenario in the core rules, for example, it is sufficient to get the one miniature carrying the treasure off the gaming area to win. The other miniatures may remain inside.

Heroes

If you want to ramp up your game and play with tougher fighters possessing crazy abilities, you may want to field a *Hero* instead of a regular fighter. When playing with the optional rule **Field more than 1 model per player**, each player starts with the same amount of *Heroes*.

The main differences between a *Hero* and a regular fighter are:

More Dice

Whenever they are *engaged in a Duel*, a *Hero* gets to roll 3 dice to *attack* or to *fight back*. (Or to *defend*, if playing with **Avoid Damage**.)

Resource Points

Also a *Hero* starts the game with 6 *resource points* initially. You spend those *resource points* to buy *feats* and/or *traits* from the following lists.

Stunned

A *Hero* can become *stunned*. *Stunned* requires the *Hero* to have points in *toughness* in the first place. *Stunned* means: The *Hero* is placed prone but still has got any *toughness* left. Some *feats* or other rules can summon this scenario. A *stunned* *Hero* can receive *hits* causing him to lose *toughness*. He may not opt to *avoid hits* while *stunned*. A fighter targeting a *stunned* *Hero* still has to select a *Duel Score* - even if it is a score of 6.

A *stunned* *Hero* is taken out of the game as soon as his last point of *toughness* is lost and he is still *stunned*.

A *stunned* *Hero* may try to *recover* regularly during **Upkeep**.

Optional Rules

Heroes (continued)

Feats

Each feat costs 1 resource point and can only be bought once.

Some of the feats come with certain keywords. Those keywords are written in *italic* right below the feat's name. The meaning of those keywords is explained here:

Channel. Some feats need to be *channeled* in order to work. To *channel*, the fighter needs to spend an action during which he cannot perform any other action. He just stands there, focusing on the feat he is about to use.

Special Attack. A Hero can have as many *Special Attacks* as you want.

However, when *engaged in a Duel*, you may only pick one of them for the current Duel – or you may opt to pick none of them at all.

As long as not noted otherwise, *special attacks* cannot be used to *return fire*.

For all the other feats, please apply common sense in regards to when you can use them. Should a situation occur where you believe your Hero has got the opportunity to use two (or even more) feats at once, go for it as long as none of those feats is a *Special Attack* or needs to be *channeled*.

Absorb Health

Every time this Hero removes another model from play, this Hero receives 1 additional *toughness* (see **Heroes/Traits** for details). The additional *toughness* may raise this Hero's *toughness* above his initial *toughness*.

Ammunition

When using the optional rule **Jamming Weapons**, for this Hero as well as for each fighter in base to base contact to this Hero the following rule applies:

This model rolls 2 dice to check for a *weapon jam*. Only if both dice show a *jammed* result, the weapon *jams*.

Optional Rules

Feats (continued)

Berserker

This feat does not have any effect unless this Hero has *recovered* for the first time. From then on, this feat becomes active. While *Berserker* is active, this Hero receives +2 on each die rolled during a Duel and he may move an additional 2" (3", if the optional rule **1.5 actions** is active) during a **Move** action. Also, fighters *engaged in a Duel* with this Hero receive a bonus of +1 on each of their dice rolled.

Furthermore, this Hero cannot use a feat having the keyword *Special Attack* in its description any more, while *Berserker* is active.

Bodyguard

Designate any one other allied model as this Hero's *bodyguard*. As long as this Hero is within 2" of his *bodyguard*, all *hits* received from any one source to this Hero may be redirected to the *bodyguard*, causing him to receive the *hits* instead. The bodyguard does not necessarily have to be a valid target for the source in the first place and does not get to use his own feats or equipment to reduce the number of *hits* received.

Chained shot

Special Attack

Upon *initiating a Duel* this Hero may target any one model within 2" to a target within line of sight and weapon's reach of this Hero, even if the newly targeted model is not within line of sight or weapon's reach of your Hero.

If the newly targeted model cannot *return fire*, as long as it is standing it may still try to *avoid damage*.

Optional Rules

Feats (continued)

Coordinate (X)

This feat only works, if the trait **Follower** has been bought at least once. X equals the number of times, the trait **Follower** has been bought.

Upon activating this Hero, you may activate either up to X *Gangers* or twice as many *Rookies*, that have not been activated during this turn yet and that are within 4" to this Hero at the same time you activate this Hero. You may activate any *followers*, even those of a selection from a different allied Hero. This counts as the *followers'* regular activation.

At first each model activated this way performs a **Move** action. When all fighters have moved, each of them able to draw a line of sight to an opposing model now *initiates a Duel*. Each of your models receives a separate *Duel Score* which you can set to any score you want - even to an equal score for each of them.

As your models just performed a coordinated action, they can only *initiate a Duel* with one opposing model. The opponent gets to select one *Duel Score* for his model only.

Daemon

If during a **Duel** action this Hero removes another fighter from the game, this Hero immediately performs a full **Move** action towards the nearest opposing model. If this brings him into line of sight with at least one opposing fighter, he immediately *initiates a Duel* again (after which this feat may trigger again).

If there are more than one opposing models in equal distance, you may select, which one this Hero approaches.

Optional Rules

Feats (continued)

Dauntless

Additional opposing fighters in base to base contact to this Hero do not give an opposing fighter *engaged in a Duel* with this Hero a bonus on his dierolls (see the optional rule for **Melee** for details).

Eviscerate

Special Attack

Instead of having your target receive a *hit*, your target immediately receives an *Eviscerate* die: place a die next to the model with the die's face set to the number of *hits* scored during this *Duel*. If the model already has got an *Eviscerate* die, raise that die's score by the number of *hits* scored.

During each **Upkeep** before checking for *recovery*, raise the *Eviscerate* die's score by 1. Then roll 2 dice. To each result of a rolled die add the score of the *Eviscerate* die separately. For each final result (*Eviscerate* die + one of the rolled dice) of 7 or more, the *eviscerated* model receives 1 *hit*. If the model is still in the game, it may now check for *recovery*.

If the *eviscerated* model rolls a *recovery* result with both dice, the *Eviscerate* die is removed.

Suffering damage from being *eviscerated* does not count as having been *engaged in a Duel* when calculating the bonus for recovery.

Extreme reaction

If this Hero becomes *engaged in a Duel* that has been initiated by another ganger or rookie, you may immediately move this Hero 1" into any direction. If by doing so he becomes an invalid target for the active model, the player of the active model now may select a new target to *initiate a Duel* with, if possible.

Optional Rules

Feats (continued)

Fast

This Hero may perform two consecutive actions during his activation. Either as well as both action may be a **Move** or an **Interact** action. He only can *initiate a Duel* upon finishing both of his actions.

When playing with the optional rule **1.5 actions** or when this Hero also possesses the feat **Hipshot**, he may still *initiate a Duel* at any point of time during a **Move** action.

This fighter can never *exhaust*, even if you play with that optional rule.

Fighter

Whenever this Hero is *engaged in a Duel*, and your *Duel Score* is higher than your opponent's *Duel Score*, you may still roll to *avoid hits*. Just pretend your *Duel Score* would permit you to roll your dice before your opponent gets to roll his. Use each of your dice rolled to *avoid hits* first. Use your selected *Duel Score* to calculate *defense* results. If your *Duel Score* is the single highest when *engaged in a Duel*, you subtract 2 from each die when rolling for *defense* results.

Then your opponent may roll his dice to score *hits*.

Example:

Your opponent selects a *Duel Score* of 3, you select a *Duel Score* of 5.

As this Hero has got this feat, you get to roll your dice first.

Your dice roll a 2 and a 4. As your *Duel Score* is the highest in this Duel, your rolled dice receive a -2 modifier resulting in 0 and 2. To both results you add the *Duel Score*. $5 + 0 = 5$, $5 + 2 = 7$ - one *defense*.

Grudge

Designate one opposing Hero this Hero has a grudge on. Whenever this Hero is *engaged in a Duel* with that opposing Hero, this Hero may reroll any die that has not scored a hit once additionally to any other rerolls he gets.

Optional Rules

Feats (continued)

Guard

Channel

Set this feat to active until this Hero's next activation. You might want to place a die or any other kind of counter next to this Hero as a reminder for this feat being active. While this feat is active, this Hero adds a bonus of +1 to each of his dice rolled to *return fire*. Upon this Hero's next activation or if this Hero is placed prone or taken out of the game (whatever happens sooner) immediately this feat is no longer active any more. Remove the counter if you placed one.

Hurl

Special Attack

Channel

During its activation this Hero may *hurl* any model having a smaller base and standing in base to base contact to this Hero up to a certain number of inches into any direction (see below). An allied model *hurled* must be placed in a position where it can stand safely or must be placed in a different position. An opposing model *hurled* is placed prone wherever it is *hurled* to. Models of the same warband of this model can be *hurled* up to 8".

Opposing models may try to resist being *hurled*. In that case a Duel is initiated, where the opposing model only can opt for *avoid hits*. Each *hit* scored nonetheless allows this Hero to *hurl* the opposing model up to 2" instead of causing a *hit*. You may opt to use a combination of "actual *hits* scored" and "*hits* exchanged for inches *hurled*". If, for example, this model scores 2 *hits* on an opposing model, it may cause 1 *hit* and *hurl* the opposing model 2".

Optional Rules

Feats (continued)

Hipshot

Special Attack

When performing a **Move** action, this Hero may interrupt the **Move** action at any time to *initiate a Duel* with an opponent. For this Duel, this Hero can use all of his available dice. If this Hero is still standing after the Duel, he may continue with the rest of his **Move** action.

Immobilize

Special Attack

Channel

Instead of scoring regular *hits*, place an *Immobilize die* next to your target: A six sided die showing the amount of *hits* this Hero just would have scored. While the *Immobilize die* is in place, the Hero next to the die cannot be activated during a round. He may return fire or try to *avoid damage* regularly, though.

During **Upkeep** lower the *Immobilize die's* face by 1. If the *Immobilize die's* face already is 1, remove it during **Upkeep**.

Irresponsible

Can only be selected if you play with the optional rule **Field more than one model per player**.

Neither can this Hero use its feats to benefit others, nor can other models use their feats to benefit this Hero.

As long as this Hero is at least 4" away from all other models of its own warband, whenever this Hero gets *engaged in a Duel*, you may ask each other participating player to reveal their *Duel Score* before you reveal your *Duel Score*. If you do, you may opt to roll your *Duel Score* once the last player has revealed his *Duel Score*.

Optional Rules

Feats (continued)

Juggernaut

Whenever this Hero gets *engaged in a Duel* in melee, each unmodified 6 rolled for this Hero counts as 2 *hits*.

Justice

Special Attack

When attacking in melee, for each *hit* this Hero scores each other of your Heroes restores 1 toughness lost up to his individual maximum each.

Killer Instinct

Whenever this Hero causes another model to be removed from play, this Hero cannot go prone and remains standing and in play at least until the end of this **Round**. Only if he receives enough *hits* to be taken out of the game (read: 1 *hit* per point of *toughness*, 1 *hit* for going prone and yet another 1 *hit* for being taken out of the game), this Hero is removed from the game at the beginning of the next **Upkeep Phase**. If after the next **Upkeep Phase** this Hero is still in the game (for whatever reasons), he is placed standing if he didn't stand before..

Knockback

Whenever this Hero is *engaged in a Duel*, upon scoring at least 1 *hit*, the targeted model is pushed back 1" in a straight line away from this Hero per *hit* scored.

This feat can be used while *returning fire* as well.

Optional Rules

Feats (continued)

Large

This Hero is larger than others and fully aware of that fact. Whenever this Hero *is engaged in a Duel* in melee with another model on a smaller base, add +1 on each die rolled for this Hero.

Leap

During a **Move** action this Hero may move in a straight line to the other side or on top of a piece of terrain that could not be moved through otherwise. This move requires your miniature to be able to actually stand without aid on the other side respective on top of the piece of terrain. The piece of terrain may have at most a size of up to 4"x4"x4". If you play with the optional rule **Protection**, when wearing light protection the piece of terrain may have a size of 6"x6"x6", with heavy protection the piece of terrain may be at most 2"x2"x2".

Manhunt

Select 1 enemy Hero as your *prey*. As soon as your *prey* moves into a position where this model could move into line of sight of your *prey* with just 1 movement action and if the *prey* is still standing after its activation, this Hero may immediately perform one activation to move into line of sight with the *prey* and may immediately *initiate a Duel*.

This activation is additional to the regular activation this Hero has got for this turn.

Optional Rules

Feats (continued)

Mark

Instead of scoring regular hits, place a *Mark die* next to your target: A six sided die showing the number of *hits* your target would have received. As long as the *Mark die* is in place, each fighter *engaged in a Duel* with the Hero next to the *Mark die* receives a modifier of +X on each die rolled with X being the number on the *Mark die's* face.

The *Mark die* moves with the Hero it is placed next to, but is removed during the next **Upkeep**.

This feat can be used while *returning fire* as well.

Night Vision

This Hero ignores the rules for *Darkness* in the optional scenario **Nightraid**.

Node

If a friendly fighter ends his movement within 5" to this Hero and is able to draw a line of sight to this Hero, he may use this Hero's line of sight for selecting a target to *initiate a Duel* with. If the targeted model cannot draw a line of sight to the fighter now *initiating a Duel*, the only option left for the target is to *avoid hits* as described in the according optional rule.

Obstacle

Channel

Every time this Hero cannot *initiate a Duel* for whatever reason, he may instead place an *obstacle* in base to base contact to himself: The *obstacle* is a small piece of terrain at most 1" in length, width and height respectively.

Optional Rules

Feats (continued)

Off Hand Weapon

Can only be selected if this Hero wields 2 weapons, each of which is wielded in one hand. One of these weapons can be a ranged weapon, the other weapon must be a melee weapon.

Whenever this Hero gets *engaged in a Duel* in melee, you may roll 1 additional die to *attack* or to *fight back*.

If this Hero is equipped with a melee weapon and a ranged weapon, you must still roll for **Jamming Weapons**, if you use that optional rule.

If the ranged weapon is *jammed*, this Hero does not get to roll the extra die.

Precision shot

Special Attack

Channel

You may set this feat to active until this Hero's next activation. While active, this Hero adds a bonus of +2 to each of his dice rolled when *engaged in a Duel*. Each opposing fighter *engaged in a Duel* with this Hero receives a bonus of +1 on each die rolled as long as this feat is active.

Prehensile

Models in base to base contact to this Hero cannot move away from this Hero. Not even with the feat **swift**.

Optional Rules

Feats (continued)

Quake

Whenever this Hero gets *engaged in a Duel* in melee, for each hit scored each opposing model in base to base contact to this Hero is moved away up to 1" in a straight line from this Hero per *hit* scored instead of taking a *hit*. Any obstacles on that way end that movement early and cause the model moved to take 1 *hit* anyway. (So, if you score 2 *hits* and decide to move an opposing model away, but there is a wall after 1.5", the opposing model only moves 1.5" just up to the wall instead of through the wall and then takes 1 *hit*.) Opposing models cannot defend against this movement.

This Hero still can cause *hits* to opponent models regularly simply by not using this feat.

Quickstep

Whenever you roll your dice to *avoid hits* you may reroll any die not resulting in a successful *defense* once.

Reanimate

When this Hero ends a **Move** action in base to base contact to a friendly model placed prone, that model immediately *recovers* automatically - there is no rolling of dice needed. If the model that just *recovered* has not acted this turn yet, it may act as soon as you get to activate the next model.

Regenerate

If this Hero is placed prone, during **Upkeep** he *recovers* automatically. There is no roll of dice needed.

Optional Rules

Feats (continued)

Sentry

Requires this Hero to have a shield equipped.

Each friendly model in base to base contact to this Hero counts as in *cover* for as long as they are in base to base contact to this Hero.

Swift

When in base to base contact with one (and only one) other model, this Hero may move away normally. Opposing models cannot *retaliate*.

Tactical movement

Whenever this Hero has been *engaged in a Duel* and is still standing after the Duel, he may immediately perform 1 **Move** action into any direction as long as this action brings him out of line of sight of every opposing model. This **Move** action does not count as this Hero's regular activation - if this Hero did not activate this round yet, he can still activate regularly.

Thrall

Requires this Hero to have **followers**. Any number of this Hero's **followers** can be designated as a *thrall* each. A *thrall* ...

- can never use the action **Interact** or be used to fulfil a victory condition.
- cannot *initiate a Duel* or *return fire*.
- can only try to *avoid damage* upon being *engaged in a Duel*.
- may move into base to base contact with this model either to immediately restore 1 *toughness*. This cannot raise this fighter's *toughness* above his initial *toughness*. Or when this Hero is placed prone moving a Thrall into base to base contact immediately lets this Hero *recover*. In both cases the *thrall* is immediately removed from play.

Optional Rules

Feats (continued)

Underdog

Whenever this Hero *initiates a Duel* where he is within line of sight of more than one opposing model, this Hero receives a bonus of +1 on each die rolled.

Unity

Each model in base to base contact to this Hero (just not this Hero himself) receives a bonus of +1 to each die rolled.

Valorous

If this Hero is still standing after a Duel during which he *returned fire* and has not activated yet this turn, this Hero may immediately perform a **Move** action towards an opponent's model other than the one that has *initiated the Duel*. This Move action counts as this Hero's activation for this turn.

If this brings this Hero within line of sight of at least one other opposing model, this Hero *initiates a Duel* once again.

Volley

Special Attack

Upon *initiating a Duel*, this Hero may distribute his dice rolled between different targets. Each target *returns fire* regularly, if possible, or else tries to *avoid hits*.

Optional Rules

Feats (continued)

Wicked

Special Attack

After revealing your *Duel Score* but before rolling dice immediately take any number (=X) of *hits*. If this would cause this Hero to be placed prone, leave this Hero standing for now and place him prone after the Duel. If this Hero is placed prone as a result of the Duel, after the Duel he is taken out of the game entirely.

For this Duel this Hero receives +X on each die rolled.

Wingman

If this Hero cannot *initiate a Duel* for whatever reason, he may select up to 3 other friendly models within 4". Each of these models may roll 1 additional die this turn if they *initiate a Duel* during their activation.

Xenos

Any Hero with the *Xenos* feat may use any other Hero's line of sight for targeting opposing models, as long as that other Hero has got the *Xenos* feat, too. This Hero is still restricted to his own weapon's reach when playing with that optional rule, though!

If this Hero has got any *Gangers* as *Followers*, as long as this Hero is in the game and standing, his *Gangers* may use this Hero's (but not any other Hero's) line of sight for their attack.

If a targeted model cannot *return fire* at this Hero or one of his *Gangers*, it may only try to *avoid damage*.

Optional Rules

Feats (continued)

Xtra Attack

Special Attack

This Hero can interrupt a **Move** action of each and any opposing fighter once at any point of time to *initiate a Duel* with that fighter, if that fighter is within line of sight to this Hero and within his weapon's range by the time he interrupts the **Move** action. For accumulating *hits*, this Hero only rolls 1 die after selecting his *Duel Score*. The targeted fighter cannot *return fire* and may only try to *avoid hits* as described in the optional rule **Avoid hits**.

Yellow

This Hero may become *stunned* deliberately at any time during his activation. This may cause him to disappear behind terrain, so other models can no longer draw line of sight to this Hero.

Yin Yang

This Hero is *Yin* and he may declare any other model (even an opposing one) on the table as his *Yang* at the beginning of the game. Once *Yang* has been declared, the assignment cannot be altered any more. Whenever either *Yin* or *Yang* receives a *hit*, he may redirect that *hit* to the other model. The other model must take the *hit* and can not negate it by any means.

If *Yin* and *Yang* are opposing fighters, if *Yin* receives a *hit* by *Yang* or vice versa such a *hit* can not be redirected.

Zealous

You may use this Hero's activation to activate any one other allied model, including another Hero, within 8" of this Hero instead. This way you can even activate a model that already has been activated this turn once again.

Optional Rules

feats (continued)

Zero Vision Shooting

Special Attack

Upon *initiating a Duel* this Hero is capable of targeting any other fighter at any distance on the gaming area, even a fighter he cannot draw a line of sight to.

If this Hero does not have a line of sight to his target, the only option for the target is to *avoid hits* as described in the optional rule **Avoid hits**.

However, each *attack* by this Hero can backfire: If after revealing the *Duel Score* and rolling dice you rolled a double, this Hero receives 2 hits whereas the target does not receive any hit at all, but still *returns fire*, if possible. If you roll a triplet, something went horribly wrong: Not only does your target not receive any *hit*, but also this Hero dies a catastrophic death and is immediately removed from the game.

If this Hero *initiates a Duel* with a fighter that is within line of sight and within this Hero's weapon range, you may opt to simply not use this feat.

Optional Rules

Traits

Additionally to *feats*, you may buy *traits* for a Hero.

Each *trait* costs 1 *ressource point* and can be bought as many times as there are any *ressource points* left for the Hero at the price of 1 *ressource point* each time it is bought: A capital X in the description of a trait stands for the number of times, the according trait has been bought.

Awesomeness

This Hero is totally awesome. During the activation of this Hero you may additionally activate X of your other models. This activation is an additional activation that does not count against the regular activation. Also you may activate a model that already has been activated this round. So any of your models are valid for this additional activation. This Hero. Another Hero. A follower. The activated models receive an entire activation – including moving and initiating a Duel if possible. If you activate a Hero, that Hero may even make use of his feats.

This trait can only be used once per round.

Follower

You may either field X *Gangers* or 2X *Rookies* or 2X *Animals*.

For *attack*, *fight back* or *defense*, rolls, a *Ganger* gets to roll 2 dice, a *Rookie* gets to roll 1 die.

A *Rookie* is never placed prone. Instead he is removed from the game upon receiving his first *hit*.

Gangers and *Rookies* do not have any special *feats* or *traits* per se, but may be subject to other optional rules (such as **Armory**, or **Protection**).

An *Animal* comes with the feat *Fast*. In exchange, the following additional rules apply:

Optional Rules

Traits (continued):

An *Animal*...

... Is removed from the game upon receiving just 1 *hit*.

... May only *initiate a Duel* when in **Melee**.

... May be subject to other optional rules (such as **Protection**)

... Is treated as either wielding a two handed weapon or a one handed weapon and a shield (see **Armory**). For the later option, the animal must have some sort of natural defense, such as a shell or thick hide.

Maneuver

As long as this Hero is on the playing field his player may roll X additional dice during the Initiative phase. The player first announces whether he wants to go for a high or a low result and then rolls his dice picking either the highest or the lowest result as his Initiative score.

Native

This Hero is native in X kinds of terrain.

As long as this Hero is within a piece of terrain he is *native* to, other fighters may only draw a line of sight to this Hero, if this Hero *initiated a Duel* during his activation or as soon as this Hero leaves the terrain he is *native* to.

Also, as long as this Hero is within a piece of terrain he is *native* to, he does not have to *initiate a Duel*, if his player does not want to. In that case other fighters cannot *return fire* either.

When using this trait, players should agree before a game starts the outlines of each piece of terrain that could be declared as *native* for this Hero. Also, players should agree upon which kind of terrain may actually be used for this trait as well as on a maximum of Heroes that may use this trait: For a cyberpunk shootout in the neon streets, you don't want each Hero to be *native* to the streets.

Optional Rules

Traits (continued)

However declaring rubble as terrain a Hero can be *native* to or allowing one Hero per side to be *native* to the streets anyway can cause some interesting games.

Raise Dead

X times per game this Hero may *raise* up to two models simultaneously with 1 action:

Bring back a model that has been removed from the game previously and place it in base to base contact to this Hero.

The *raised* model is now under the control of this Hero - if this Hero is removed from the game, so is each model *raised* by this Hero, too.

A *raised* model may act immediately. On consecutive turns, a *raised* model gets to act along with this Hero.

A *raised* model...

... Is removed from the game upon receiving just 1 *hit*.

... May only *initiate a Duel* when in **Melee**.

... Can never be used to hold objectives or to generate Victory Points.

... Is treated as wearing heavy **Protection**.

... Is treated as if wielding a two handed weapon (see **Armory**)

Shapeshifter

This Hero is able to take on X different shapes along with different feats and traits aside from his regular shape.

For each time you buy this trait, you need to have a different model in reserve, representing the alternate shape of this Hero.

Each shape may come with an individual set of feats and traits but must have the trait *Shapeshifter* X times.

If this Hero has not been *engaged in a Duel* during this round he may start to *shift shape*. This counts as this Hero's activation for this round.

Optional Rules

Traits (continued)

To shift shape, place the model representing the shape into which this Hero shifts prone in base to base contact to this Hero. The *shapeshift* trait now becomes active until this Hero's next activation. If this Hero does not receive a *hit* while this trait is active, he *shifts shape* successfully during his next activation: Place the prone model standing and remove this Hero's other model. This counts as this Hero's activation. This Hero loses the feats and traits he had previously and now operates with the feats and traits he received for the *shapeshift*.

If this Hero receives a *hit* while this trait is active, the *shapeshift* fails: Remove the prone model. This Hero does not *shift shape*.

When shifting into a different shape, the number of hits one shape has received is carried over to the new shape. Note: This can result in the new shape being placed prone or taken out of the game immediately.

Toughness

This *trait* is treated as a score: Whenever this Hero receives a *hit*, reduce the *toughness* score by 1 per *hit* received. This Hero remains standing. Only if the *toughness* score is reduced to 0, the rules for being placed prone or becoming removed from the game entirely come into effect:

As soon as the *toughness* score hits 0, upon receiving the next *hit* this Hero goes prone or is taken out of the game upon receiving a 2nd *hit*.

This Hero can *recover* regularly, however all points of *toughness* lost remain lost for the remainder of the game.

Optional Rules

Interactive Terrain

Please do use this optional rule. In your own interest. For more fun.

Seriously:

This rule asks you to become creative. For each piece of terrain placed, ask yourself "what could this terrain be used for other than being a sight or movement blocker (or both)". To give you just a couple of ideas to start with:

Body of water (a pond, a canal): You could agree, the body of water is terrain you can walk over. A fighter crossing the water is considered swimming and thus is considered to be in *cover*. If a swimming fighter receives a *hit*, and goes prone, he immediately drowns and is taken out of the game. Otherwise he has to roll a die. If the die's result + the fighter's remaining *toughness* equal 7 or more, the fighter remains in game, otherwise he drowns and is taken out of the game.

Do you want water to become even worse? Do I see you play with gunpoder weapons there...?

Fragile Terrain: Whenever a fighter standing within fragile terrain becomes *engaged in a Duel* with ranged weapons and the dice rolled against him do not score *hits*, the piece of terrain instead receives a *hit* for each *hit* the fighter did not receive. After X *hits* (it's up to you to determine X), the piece of terrain is removed. Or worse - replaced by rubble, burying each fighter standing within beneath it and thus removing him from the game.

Laser barrier: While you can see and *initiate a Duel* through a laser barrier, it is questionable, whether it is a good idea to actually walk through such a barrier, as a fighter doing so immediately receives a hit upon crossing it.

Tree: Oh, one of your fighters is equipped with a chainsaw? Well, spend one action with that fighter next to a tree to topple the tree over and place it lying on the ground (thus maybe blocking a path or at least giving cover).

As stated before: those are just a couple of ideas.

It is entirely up to you to decide, whether you actually want to play with interactive terrain. The most important part is: All players agree to the rules made up for a piece of terrain.

Optional Rules

Jamming Weapons

Whenever a fighter is *engaged in a Duel* with ranged weapons, roll an additional die and make sure you can tell it apart from your other dice. If that die rolls a natural 6, your weapon *jams* additionally to all other effects that might occur.

When playing with the optional rule **Armory**, a two handed shooting weapon *jams* on a natural 5 or 6.

When your weapon is *jammed*, neither can you use it to *initiate a Duel* any more, nor can you *return fire*.

If your fighter gets *engaged in a Duel* and his weapon is *jammed*, apply the optional rule **Avoid hits** to the model.

During your **Player's Phase** you may spend your action to *unjam* your weapon instead of performing a **Move** or **Interact** action.

Jump

During a **Move** action a fighter may want to jump over a gap in the ground. For each inch moved before the jump, a fighter can jump 1" across a gap.

Additionally while airborne the fighter is assumed to be 1" in the air from the beginning until the end of the jump. Jumping may end early if for example the fighter wants to jump on top of an obstacle that is 1" high.

When playing with the rules for **Protection**, add the following rules:

Fighters with light protection can jump up to 3" wide and 1.5" high.

Fighters with heavy protection can jump up to 1" wide and 0.5" high.

A fighter may jump (or let himself drop) downwards a distance equal to his remaining movement. If the distance to the ground is larger, treat the entire distance as **Falling** (see the optional rule **Falling**).

Optional Rules

Melee

The core idea of **Duel** revolves around dudes shooting it out. If you want to add melee combat, here are the rules:

Melee Duel

To *initiate a Duel* in melee, models need to be in base to base contact.

A Duel in melee works similarly as a Duel with ranged weapons:

Players select their *Duel Score*, then roll dice to count *hits* as described in the core rules.

When **playing with more than 2 players** and/or **fielding more than 1 model per player**, *initiating a Duel* against multiple opponents in base contact works somewhat different than against multiple opponents within range: Whenever one of your models is engaged in a Duel in melee with an opposing model, each of your models that is wielding a melee weapon and is in base contact to said opposing model but not to any other opposing model *supports*. For each *supporting* model add +1 to each die rolled against the fighter you are attacking. You do not get to pick a separate *Duel Score* per *supporting* model for this *Duel*. However, a *supporting* fighter may *initiate a Duel* on his own activation.

Shooting into melee

When playing with multiple players / miniatures per player, the situation may occur, where you *initiate a Duel* with a model in melee. In that case you determine your target randomly (e.g. roll a die for each fighter, whoever rolls highest becomes the target, reroll any ties vying for highest result). Your target may only go for **avoid hits**, no matter whether he actually carries a ranged weapon.

If may opt to not *initiate a Duel* at all, if you run the risk of *initiating a Duel* with one of your allied fighters.

If you do initiate such a Duel, though, you pick the *Duel Score* for the active model as usual, but for each of your models within the melee you are shooting into you roll a die and use the result rolled as the *Duel Score*. Your model can use the *Duel Score* to try to *avoid hits* only.

Optional Rules

Melee (continued)

Retaliate

During his activation, a player can opt to move his fighter away from the melee he is in. In that case the player announces, the fighter wants to move away from the melee.

Upon this announcement each opposing fighter in melee with the active fighter *initiates a Duel* with the fighter that wants to move away. All Duels are initiated at once, so the player of the active fighter gets to set just one Duel Score. Each opposing fighter gets to set an individual Duel Score but may receive the *support* bonus of +1 per fighter allied to himself in base to base contact to the active fighter. (See previous page.)

A fighter trying to move out of melee can only opt to **avoid damage**. The player cannot roll dice for **attacks**.

If after the Duel has been played out the active fighter is still standing, he may now be moved away from the melee.

One up

The **One up** optional rule can be in use when playing with **Heroes**.

With this optional rule, one *feat* or *trait* is made freely available to every Hero:

Heroes do not need to spend a resource point to buy the *feat* in question.

When deciding to apply the **One up** rule to a *trait*, too, players can buy a *trait* for a Hero once for free - if a player wants to buy the *trait* multiple times, he has to pay after the first buy regularly.

Whichever *feat* or *trait* is dubbed free becomes available to ALL **Heroes**, so all **Heroes** receive the same *feat* or *trait* and may still buy other *feats* or *traits* for 6 resource points.

The **One up** rule can be applied multiple times so more *feats* or *traits* become available for free.

If you feel like it, extend the **One up** rule to *gangsters* and/or *rookies*, too.

Optional Rules

Place randomly

Some other optional rules can ask you to place stuff randomly.

To do so, place an imaginary 6x6 grid over your gaming area, with each square being of equal size. Roll one die for the X axis and one die for the Y axis to see in which square you can place whatever is asked for. Within the determined square you are free to place what has been asked for.

Play with more than 2 players

Start with placing pieces of terrain. Any one player may start, players take turns clockwise placing terrain. Take as many turns placing terrain as you want, as long as everyone places an equal amount of pieces of terrain.

Then players chose starting positions. The player who placed the last piece of terrain chooses his position first. Players then choose their position counter clockwise.

Players take turns according to *initiative*. When rolling for *initiative*, reroll any ties vying for a certain position.

(Example: 4 players A, B, C, D roll for initiative. Their results are: A: 2, B: 3, C: 3, D: 5. A goes first, B and C reroll for position 2 and 3, D goes 4th.)

Protection

Each model can have one set of *protection* on it:

Light, medium or heavy *protection*.

Light *protection* allows you to add 1 to the score for each die you roll for this model. Also, the model may move +1". However, each die rolled against this model when *engaged in a Duel*, receives a bonus of +1, too.

Heavy protection reduces the score of each die you roll for this model by 1. Also, the model's movement is reduced by 1". However, each die rolled against this model when *engaged in a Duel*, receives the -1 modifier, too.

Medium protection does not give you a bonus, but no malus either.

(The core rules just assume, everyone is wearing medium protection.)

Optional Rules

Respawn

If you want to, you may have your models respawn, once they are taken out. If this option is active, the following rules apply:

When the rules say, a miniature is removed from the game, instead place it prone in front of its player.

During **Upkeep** perform the following two steps in the order listed:

- If your miniature is standing in front of you but outside the gaming area, before performing an action with any other model, place it in its starting corner, perform any action with it and skip the next step.
- If your miniature is placed prone in front of you but outside the gaming area, it *recovers* automatically, but remains outside until the next **Upkeep**.

Spawn Points

Some **Optional Scenarios** require **Spawn Points**. Also, you may want to use **Spawn Points** when playing with the **Respawn** rule to let fighters *spawn* at random positions instead of in their starting corner.

Place 6 **Spawn Points** randomly and mark them with the numbers 1 through 6. Whenever someone or something *spawns*, roll a die and make it *spawn* at the spawnpoint with the number rolled.

A **Spawn Point** can look however you want: A pillar, a circle on the ground, a gutter - or even entirely abstract, such as a coin or a glass bead. Anything is a valid **Spawn Point** as long as every player knows what it is supposed to represent on the table.

Specialization

If you want to, your model (even each of your models, when played with **Field more than 1 model per player**) can have one of the following *specializations*:

Allrounder: Can have any equipment. No benefits – no malus either.

Brawler: Cannot have a ranged weapon equipped. Receive a bonus of +2 on each die when rolling for an *attack* while *engaged in a Duel* in melee.

Optional Rules

Specialization (continued)

If a fighter uses a ranged weapon while *engaged in a Duel* with the *brawler*, that fighter receives a bonus of +1 per die rolled for an *attack*. When the *brawler* ends his **move** without line of sight to an opposing model, he may move one more time.

Gunslinger: Cannot have a melee weapon equipped. The *gunslinger* receives a bonus of +1 on each die you roll for an *attack* whenever he is *engaged in a Duel* using a ranged weapon. If a fighter uses a melee weapon when *engaged in a Duel* with a *gunslinger*, that fighter receives a bonus of +2 on each die rolled for an *attack*.

Take aim

Take aim is an action a player may opt to perform with his fighter during activation instead of a **Move** action. If the activated fighter is able to draw a line of sight to an opposing model, he may proceed to perform a **Duel** action. For that action the player of the fighter *taking aim* may raise or lower his *Duel Score* by 1 after revealing the *Duel Score*.

Upgrades

Draw from the centre point (where the treasure token lies) one line to the centre of each of the 4 borders of the gaming area.

Place in the centre of each of these four lines between the treasure token and the border an *Upgrade* token.

Whenever a model moves over an *Upgrade* token, the player takes the token rolls a die and applies the effect:

1: **Armour**. The model ignores the next *hit* received.

2: **Mirage**. The next time another player would cause a *hit* on this fighter, ignore any *hit* and move this fighter 4" into any direction instead. Also, as long as *Mirage* is active, all *hits* received from this fighter can be ignored.

3: **Scope**. Receive a bonus of +1 on each die rolled the next time this fighter *initiates a Duel*.

Optional Rules

Upgrades (continued)

4: **Boost.** Immediately move this model up to 4" into any one direction without altering direction. (6", if you use the optional rule **1.5 actions**.) You may complete the model's **Move** action afterwards regularly.

5: **Distortion.** Immediately swap positions with any opposing model.

6: **Trap.** All models within 2" (including this model) immediately receive a *hit*.

When an *Upgrade* token is taken, during the next **Upkeep** phase its position remains empty. In the following **Upkeep** phase place a new *Upgrade* token in that position.

Each Upgrade has one of 2 keywords: *next* or *immediately*. An Upgrade with the keyword *next* can be kept until used. It is discarded after use, though. Even if you are still in possession of the *Upgrade*, a new *Upgrade* token is placed when the time comes.

You might want to place a die next to your model, showing which upgrade it has. A model can only ever have one *Upgrade* active at any time. If a model with an *Upgrade* moves over another *Upgrade* token, the *Upgrade* in possession is discarded and the new *Upgrade* is applied.

Weapon Range

You might want to play with a rule allowing weapons to have a certain *range* only. To *initiate a Duel* with an opposing fighter, that fighter needs to be in *within range* of a weapon the active fighter has equipped.

Melee weapons can be used when *engaged in a Duel* in base to base contact to an opposing fighter only.

Thrown weapons can be used when *engaged in a Duel* with a fighter up to 4" away. When playing with the optional rule *Dead Zone*, a thrown weapon can be used when *engaged in a Duel* with a fighter inside the *dead zone* as well.

One handed ranged weapons can be used when *engaged in a Duel* with a fighter within a *range* of up to 8" away.

Optional Rules

Weapon Range (continued)

Two handed ranged weapons can be used when *engaged in a Duel* with a fighter within a *range* of up to 16" away.

To have this optional rule make more sense, you may want to use the optional rules for **Armory**, **Dead Zone** as well as **Jamming Weapons**.

When playing with **Weapon Range**, a situation can occur where the active fighter ends his *activation* within line of sight to one or more opposing fighters, but his own weapon's *range* is not sufficient to *initiate a Duel* with those fighters too far away. In that case measure each opposing fighters' weapon range individually to check whether the active fighter is *within range* of an opposing fighter.

All opposing fighters *within range* of their respective weapon now are *engaged in a Duel* with the active fighter. Each opposing fighter *within range* receives a separate *Duel Score*, whereas the active fighter just gets to pick one *Duel Score*. The active fighter may go for *attacks*, if there is an opposing fighter *within range* of his weapon anyway, or he can go for *defense*.

Optional Scenarios

This section is going to provide you with ideas for optional scenarios. In a scenario's description you will find some recommendations for optional rules you might want to use playing such a scenario as well as mandatory rules required for a scenario. Feel free, though, to use as many or as few optional rules as you want - make it your game!

Boss Fight

This is a solitaire / coop scenario that can be played with up to 4 players. All players play as a team. The optional rule **Heroes** cannot be used here: in the world of *Duel* it is up to the gangers to defeat Bosses ...

Set up the gaming area however you deem appropriate.

Each fighter starts in a separate corner.

Instead of having a treasure token in the centre of the gaming area, place another model in the centre. This is the boss you are fighting.

The boss does not shoot. Instead he fights in melee. The rules for melee are described in the **Optional Rules**. Instead of selecting a value for his *Duel Score*, roll the *Duel Die* for the boss after selecting your *Duel Score*.

The boss always goes last on a turn and has the following abilities:

Charge

This model will perform a 6" (9", if you play with the **1.5 actions** optional rule) **Move** action to the closest player controlled fighter. If the *charge* brings this model in base to base contact, it immediately *initiates a Duel* receiveing one additional die for the *attack*. (That's 3 dice to determine *hits*.)

Avoid hits

When *engaged in a Duel* with a player's fighter which is using a ranged weapon, this model tries to *avoid hits* as described in the optional rule.

Optional Scenarios

Boss Fight (continued)

Exceptionally Tough

Whenever a fighter inflicts at least one *hit* onto this model, roll a number of dice equal to the number of players. Each die showing a natural 6 negates 1 of the *hits* just scored. Also, for each player this model gets 1 point of *toughness* (see the *traits* list for Heroes).

Fighter

This model has got the feat *Fighter*, as found in the feat list for Heroes.

Regenerate

This model automatically recovers during Upkeep.

If you want to spice up the boss with even more cool abilities, you may pick any number of the following:

Agressive

This model receives +1 on each die rolled for an *attack*.

Area of Effect

Whenever this model is *engaged in a Duel* having multiple of the players' fighters in base to base contact, this fighter gets to roll for *attacks* once using the results to inflict *hits* on each fighter in base to base contact to this model.

Armour

This model ignores the 1st *hit* received per turn.

Bounce

If this model has been *engaged in a Duel* after the *Duel* all players' models currently in base to base contact to this model are pushed back 1".

Optional Scenarios

Boss Fight (continued)

Exceptionally Prehensile

When you are in base to base contact to this model and try to move away, set your *Duel Score* and roll 1 die:

If it shows the same result as your *Duel Score*, you succeeded and may move away regularly.

If you rolled above your *Duel Score*, your model remains in position. This model immediately rolls a random *Duel Score* and then rolls for *attacks*.

If you rolled below your *Duel Score*, move away. Upon finishing your move action, place this model in base to base contact with your model. This model rolls a random *Duel Score* and then rolls for *attacks*.

Raise dead

Whenever this model takes one of the players' models out of the game, during the next Upkeep place that player's model standing in base to base contact to this model. It is now is a hostile model, too. It is treated just like this model but only has access to the **Charge** and the **Avoid hits** ability.

Zverg

As long as this model is not in base to base contact to anyone else, during **Upkeep** it spawns 1 *Zverg* (a small creature) + another 1 per player. Place a *Zverg* miniature (which can literally be any kind of miniature representing a melee oriented creature) in base to base contact to this model. Each *Zverg* acts before this model. A *Zverg* is treated just like this model and has the **Aggressive**, **Avoid hits**, and the **Charge** abilities. A *Zverg* is removed from the game upon receiving 1 *hit* and gets to roll 1 die only for an *attack*.

Optional Scenarios

Capture The Flag

This is a scenario that is played best with 4 players.

Two players each play as a team.

One team sets up the gaming area, the other team chooses the corner they start in. Teams start in opposing corners.

Instead of having a treasure token in the centre of the gaming area, each team has a *flag* token (a disk with a 1" diameter) in their corner. Make sure, you can tell both *flag* tokens apart.

All models of a team start in base to base contact to their flag token.

Whenever one model runs across the opposing flag token, the model now *carries the flag* and the model's player places the token in front of him.

As soon as a model *carrying the flag* is placed prone or removed from the game, place the flag token where the model stood.

If a model brings the opposing flag into the own base with the own flag being in place, the model's team immediately wins. You might want to continue for a "best 2 out of 3", though.

During Upkeep, *flag* tokens not in their team's corner and not in front of a player are moved to their team's corner immediately.

For celerity reasons, the optional rule "1.5 actions" is active here.

To give this Scenario some more dynamic, you may want to apply the optional rules **Respawn** and **Spawnpoints**, too.

Optional Scenarios

City Brawl

This Scenario can be added on top of every other scenario.

A City Brawl is very terrain specific, as it demands a certain kind of terrain on the table: Houses, fountains, building sites - anything you can make up that lets your gaming area look urban or at least suburban.

Additionally to terrain, you place 1 base of a "mob" per player plus one more. Use the rules for random placement to place a mob.

A mob represents the people of the city bustling about in the streets.

To represent a mob, use a disc the size of a CD/DVD (roughly 5" diameter) and place 4 civilian models on top of it. All models on top of the disc are considered part of the mob. Also, each model that is part of the mob is considered to be in base to base contact to each other model that is part of the mob, no matter their actual position on the disc.

A mob blocks line of sight, but can be moved through.

Mobs may act at the beginning of a round.

All models that are part of a mob get to act once per round. Also, for each mob all models that are part of the mob act simultaneously at the same time.

Each round before any player gets to act, all mobs get a chance to move:

For each mob roll a die. On a 1 or a 6 the mob does not move at all. On a 2-5 the mob moves in a straight line up to the shown number in inches into the direction where the 1 face shows. If this would take the mob out of the playing area, the mob does not move at all.

Whenever a movement would cause a mob to move into or across terrain or another mob, that mob ends the movement in contact with the piece of terrain or the other mob.

Whenever one player has a majority of his own fighters being a part of a mob, that player may decide the direction for that mob's movement during this action.

(Otherwise the mob moves into a random direction as described above.)

Optional Scenarios

City Brawl (continued)

Whenever a mob moves into a player's model, the mob continues the movement action and the player's model immediately becomes part of that mob.

Players can have their models end their movement on a mob's base.

While on top of a mob's base, a player's model is considered part of the mob and the following rules apply:

Player's models on mob bases move along with the mob as described above. While being part of the mob, they can neither initiate a Duel nor become a target for a Duel.

On a player's turn, the player must perform an Interact action with one of his models that is part of the mob to

- Either leave the mob: In that case, place the player's model anywhere with a distance of 1" to the disc. It is no longer considered part of the mob and may immediately initiate a Duel or become a target for duel during subsequent actions.

- Or melt with the crowd: In that case, remove the player's model from the gaming area. At the beginning of the next round before Initiative, place the model on any mob's disc.

A model melting with the crowd immediately drops any item it is carrying: flags, treasures - anything directly helping to score victory - are considered items for this case.

Mobs react to violence in their direct vicinity.

Whenever a player initiates a Duel while in line of sight and within 6" to a mob measured from a border of his base to a border of the mob's disc, after the Duel the mob reacts in one of three possible ways. Roll a die:

1-2: Indifferent. The mob does not react at all. Mostly, because the people don't care or have not noticed anyway. Sometimes, because they just became too scared to move at all. Or the people just want to stand there and stare.

3-4: Aggression. Move the mob's disc into contact with the model that just initiated the Duel. That model is attacked by the mob (see below).

Optional Scenarios

City Brawl (continued)

If the model that just initiated the Duel is out of the mob's reach (maybe because the mob is on the ground whereas the model has the high ground), it's over: Treat this result as Panic instead.

5-6: Panic. The mob immediately moves up to 6" away from the model initiating the Duel. Behind cover, if possible. If they move over a player's model, that model is attacked by the mob (see below). If the mob ends its move on top of a player's model, that model is attacked by the mob and - if it survives - the controlling player places the model anywhere within a distance of 1" between the border of his model's base and the mob's disc. Whenever a model controlled by a player gets attacked by the mob, roll one die for each model on the mob's disc. For each result of 4-6, the player's model receives 1 automatic hit.

When playing with the optional rules for Protection, calculate in the modifier of that model's protection for each die rolled. (So the mob receives a modifier of +1 on each die against lightly protected fighters and a modifier of -1 per die against heavily protected fighters.)

Fortunately, a mob does not have a collective memory: Even when aggressive or in panic, everytime a new reaction can be triggered and at the latest with the beginning of the next round the mob will have "forgotten" the state it was in and it will fall back to being indifferent to everything in the first place.

Players may want to thin out the crowd.

For that purpose they can use any of their fighter's Duel action to initiate a Duel with the mob.

After the player has selected and revealed his fighter's Duel Score, roll a die for the mob. The result is the mob's Duel Score.

If the mob gets to act first, it may roll 1 die per model on the disc to try to avoid damage as described in the optional rules. Then the player's fighter may attack. If he scores any number of hits, randomly remove 1 model that is part of the mob per hit scored.

You might want to use a die to do determine which models get removed:

Optional Scenarios

City Brawl (continued)

For 4 models of the mob or more, just assign each model one number from 1-6, roll a die and remove the matching model. Reroll for a result without a matching number.

For 3 models, assign each model 2 numbers, for 2 remaining models, assign each model 3 numbers from 1-6.

After the Duel, the mob reacts as described above. Add +1 per model removed and treat results >6 as a result of 6.

A model controlled by a player can become a randomly removed model, too. Chances are, one of the civilians preferred just pushing the player's model into the bullet (ray, whatever) over getting shot himself.

When the last model of a mob has been removed, remove the disc from play, too.

Gang Warfare

You might want to play Duel on a larger playing area (3'x3' should suffice but feel free to expand) with **Heroes** and with **fielding more than 1 model per player**. This is perfectly possible, as long as each player uses the same count of Heroes which all players agree upon before play. 1 Hero is nice for an introductory game of just a couple of minutes, whereas games with more Heroes bring more variation into the game.

The optional rule **Heroes** is mandatory for this scenario.

Also, you might want to use at least the following optional rules:

Armory, Avoid hits, Charge, Cover, Field more than one model per player, Jamming Weapons, Jump, Falling, Melee, Protection, Specializations, Take Aim, Weapon Range.

(But please do feel free to use as many optional rules as you want.)

Optional Scenarios

Gang Warfare (continued)

Initiative determines who goes first. Players take turns as described under **Field more than one model per player**.

Usually a team wins, if it has the last man standing. However, you can combine **Gang Warfare** with any other scenario, too: Capture the flag, King of the hill, Tug of war – anything goes. Feel free to play your own more narrative scenarios, too: Maybe one gang holds a meeting in a local pub, while other gangs try to launch an attack on the pub trying to get it under their control.

King Of The Hill

This is a scenario that is played best with 4 players.

Two players each play as a team.

One team sets up the gaming area, the other team chooses the corner they start in. Teams start in opposing corners.

Start with a treasure token in the centre of the gaming area, but place a team token with two distinguishable sides (a coin, e.g.) nearby.

Teams decide, which side of the token represents "their" side.

As soon as a model of a team touches the treasure token, replace it with the team token showing the side of that model's team.

From now on the following rule applies during Upkeep:

If there is an equal number of models (including no models) from both teams at least partially within 1" of the team token, the team token remains unchanged.

If there are more models of the team whose side the team token is not showing at least partially within 1" of the team token, flip the team token to the other face.

The team whose side the team token is showing at the end of the **Upkeep** receives 1 Victory Point. The first team to score 6 VPs wins. You may want to use a die per team for counting VPs.

Optional Scenarios

King Of the Hill (continued)

For celerity reasons, the optional rule "1.5 actions" is active here.

To give this Scenario some more dynamic, you may want to apply the optional rules **Respawn** and **Spawnpoints**, too.

Night Raid

This scenario can be added on top of every other scenario.

A Night Raid is played best with the optional rule **Weapon Range** in play (and thus with **Armory** and **Jamming Weapons**, too).

Additionally to everything else, the following rules are added.

Darkness

The line of sight of a model is reduced to 4" without any handicap.

Whenever a model becomes *engaged in a Duel* with another model further away than 4", per inch starting with the first inch beyond those 4" the model receives a -1 on each die rolled.

Light Source

Look at the board you have set up and declare any points you deem worthy as light source. If you are unsure or indecisive (or even if you just don't care), just declare any 6 randomly selected points on the playing field as light source. A light source consists of a single point on the playing area and extends 2" in every direction around that point.

For a model within a Light source the rule for **Darkness** does not apply when targeting that model during a Duel.

Optional Scenarios

Solitaire play

You can play solitaire against up to 3 virtual opponents.

Place terrain however you deem appropriate. Give one corner the numbers 1 and 2, the opposing corner receives the numbers 5 and 6, the other two corners receive the numbers 3 and 4 respectively. Roll a die and place your miniature in the corner your result shows.

The opposing models start in the other corners, with one of them starting in the corner on the opposing side of your corner.

The opposing models act according to the following priorities:

Move as close to the treasure token as possible.

Stay in cover as good as possible.

Prefer a movement of up to 3" + staying in cover over a movement of 4" and getting out into the open.

Grab the treasure token as soon as possible.

If in possession of the treasure token: move to the nearest exit of the gaming area as directly as possible.

Whenever an opposing model can draw line of sight to any other model, it *initiates a Duel*.

Opposing models will target your model rather than other models, even if other models could be targeted.

Whenever your model becomes *engaged in a Duel*, you start by selecting your Duel Score.

Opposing fighters randomize their Duel Score whenever they become engaged in a Duel.

The Duel proceeds as usual.

If any of this does not make any sense to you, use common sense instead.

Remember: You don't need an artificial intelligence to direct your opposing fighters - your own intelligence will do a much better job at it!

You may want to try your best playing this scenario with opposing Heroes, if you feel like creating opposing Heroes and playing them as good against you as you can.

Optional Scenarios

Tug of War

This is a scenario that is played best with 4 players.

Two players each play as a team.

Place a *position* token in the centre of the playing area. Now draw an imaginary line between two opposing corners. Place two more *position* tokens on the imaginary line, one each in the centre between the central token and a corner.

The alignment of those position counters is considered "neutral" at the beginning of the game.

Place 3 team token with two distinguishable sides (coins, e.g.) nearby.

Teams decide, which side of the tokens represents "their" side.

One team starts in one of the corners the imaginary line touches, the other team starts in the opposing corner.

As soon as a model touches a position counter, the according position counter is replaced by a team token showing the side of that model's team.

The first team having on of their counters at each of the three position tokens, wins the Tug of War.

This scenario requires the optional rule **Respawn** to actually work.

You may want to add the optional rule **Spawnpoints**, too. Alternatively you may want to redefine Spawnpoints for this scenario:

Whenever a model is taken out of the game, it respawns on the next turn at the position token marked with a team token and that is furthest away from the team's corner,

You may want to use the **1.5 actions** optional rule to add celerity.

Credits

As much as I'd love to credit the artist of the cover picture, I have to confess I scavenged the picture from sites that didn't show any credits in the first place

So, if you recognize your art here, feel free to drop me a note
(Contacts : see below)

Duel

V. 05/24

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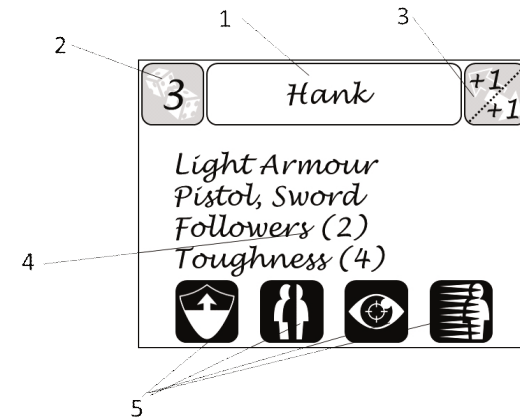
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Warband Roster

When playing with more than one miniature per side, you might want to use the warband roster on the following side.

Here is a description of the fields:



- 1.) The fighter's name
- 2.) How many dice do you get to roll for the fighter after setting your Duel Score
- 3.) In this field, two numbers are written: on the left you write the modifier other fighters get for shooting at this fighter. On the right you write down the modifier this fighter gets for shooting at other fighters.
- 4.) Here is some space to note down annotations about this fighter. Such as equipment, feats or traits.
- 5.) When playing a scenario with „Upgrades“, you may use these 4 icons to show, which upgrade currently is active on this fighter by playing a token (a coin, a bead, a cube, a die, whatever) on the icon in question. From left to right they are:
Armour, Mirage, Scope, Boost

