Sundown Slashers

A Duel Halloween Scenario

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Sundown Slashers is a special Duel scenario.
Inspired by slasher movies and games, in this scenario you play with your warband against the mechanics of the game, trying to survive the relentless attacks of the Slasher.

What you need to play
- The original rulebook, as you play by the core rules + the following optional rules: Armory, Charge, Dodge, Heroes, Jamming Weapons, Melee, Protection, Specialization
- A gaming area, 36"x36"
- Your warband (check the following rules for Details). Your warband will also be referred to as "your models", to set them apart from any opposing models.
- 6 opposing melee monsters. Though in the rules those will be called "Zombies", you may use any monster here, as long as they are melee monsters with no option to shoot your models.
- 1 melee Bossmonster: something that looks like some wicked "Slasher" is recommended, but feel free to use whatever you deem appropriate. The Bossmonster, too, cannot shoot.
- 6 sided Dice (lots of them). This game requires 6 siders only.
- 6 markers markers "Investigation". Those can literally be anything: Coins, bottlecaps, cardboard markers. It's up to you.
- 3-6 markers "Jumpscare". Those, too, can literally be anything. Just make sure you can tell them apart from the Investigation markers.

The number of Jumpscare markers used defines your difficulty:
3: easy
4: normal
5: hard
6: nightmare fuel

The playing field
Outline your 36"x36" area.
It does not matter, what kind of terrain or even how many of it you put in there. It really does not. Create a scene that looks good appropriate for your warband to die in.
You may want to create some corridors which you can easily shoot through, but you may want to have areas hidden from the initial view of your models, too.

Your warband
Create 4 heroes according to the rules.

The Zombies
Those come as regular fighters, so they get to roll 2 dice per attack or dodge. They are treated as wearing heavy armour (see main rulebook, optional rules for details).

The Slasher

This is your bossmonster: The killer hunting down your Heroes.

As well as your Heroes, the Slasher gets to roll 3 dice for attacking as well as for dodging your shots or blows.

The Slasher comes with the special skill "Hellbent" (which uses up 2 resource points) as well as 4x the "Toughness" trait.

As for regular Heroes, after removal of all Toughness points, the Slasher can go down and be removed from the game.

However, in such a case the Slasher only is removed temporarily: As long as there are any Jumpscares around, there are chances for the Slasher to reappear.

Hellbent

Whenever this model gets to move, it may perform two consecutive movement actions of up to 4" each. It may use one of those actions to perform a "Charge" instead. (See the following rules for details.)

Whenever this model attacks in melee, add +1 to each die rolled.

As soon as this model's attack removed one of your models from play, move this model up to 8" as close as possible into base to base contact with the nearest of your models.

Preparing the playing field

Look at the playing field. Now look at the Zombies. Now look back at the playing field. Sadly, the Zombies aren't there. Yet.

Right, let's ignore the Zombies for a second and come back to the playing field.

The playing field is an area of 36"x36".

Imagine this area divided into a grid with 6"x6" squares. So the area is 6 squares long (the X coordinate) and 6 squares wide (the Y coordinate). That's 1 square per side of a die.

Great! You now have coordinates to randomly place stuff in the area: Roll 2 dice. One die rolled shows the X coordinate, the other shows the Y coordinate where you place stuff in.

Start by randomly placing the investigation markers, then randomly place the jumpscare markers and at last the Zombies - randomly, too.

Place the Slasher aside - he will enter the game via a "Jupscare" (see the following rules for details).

Your warband starts within 4" of any one corner.

The Scenario's goal

Perform an "interact" action at each and every of the "Investigation" markers. If you want to tell a story, you'll have to find the reason for your team to investigate those places for yourself! It all depends on the scenario you are building and the terrain you are using:

Maybe you play some rangers on a battlefield trying to defuse some mines while trying to stay away from the vengeful spirit haunting this place.

Maybe you play some paranormal investigators trying to figure out the circumstances of a murder, and noone has told you, that the victim is not dead - yet not alive either.

The story you are telling is entirely up to you!

Additional rules and changes

Insanity

Insanity is a new mechanic introduced in Sundown Slashers.

Insanity is a stat only the players' models can have and that increases or decreases during gameplay.

Each model starts with a value of 0. The maximum value a model can have is 6. You might want to use a die placed next to the model to represent the current insanity score.

Insanity check:

Roll a die. If the die's result is higher than the model's current insanity stat, the roll succeeded. If it is equal to or lower than the insanity stat, the roll failed.

Gaining Insanity:

A model receives +1 insanity for each hit it takes.

Whenever one of your models is taken out of the game, all of your models within 4" receive +1 insanity.

As soon as a model gains insanity on one of the two ways mentioned above, each model within 4" NOT having gained insanity yet must succeed at an insanity check or else receive +1 insanity.

Losing Insanity:

Instead of performing another action, the model may "Catch Breath".

A model Catching Breath cannot initiate a Duel, but can return fire. Reduce the model's insanity by 1. You can remove the final point of insanity this way, too!

Additional rules and changes

Jumpscare

As soon as a model activates within a certain reach to a Jumpscare, at first the Jumpscare has to be resolved.

Select your Duel Score. Then roll one die for the Jumpscare's Scare Score:

1-2=2

3-4=3

5-6=4

The Jumpscare then "rolls" (no, it does not) 3 times a 6, thus gaining 3 Scare Results of either 8, 9 or 10.

If your selected Duel Score was lower than the Jumpscare's Scare Score, you may now roll your model's number of dice available for an attack. Just your model does not attack - it tries to resist.

As for an attack you roll the model's number of dice and add to each die the Duel Score individually. Each die rolled + Duel Score now leads to a "resist" score.

For each resist score at least equal to 7 AND lower than the Scare Score, 1 Scare Result has been "resisted" and can be ignored. Now, count the Scare Results that have been resisted:

3: Your model got away with a chill running down its spine.

2: Your model receives +1 insanity.

1: Your model receives +1 insanity. Place the Slasher at full health anywhere within 4" to your model.*

0: Your model receives +1 insanity. Place the Slasher at full health in base to base contact to your model.*

* For these results it does not matter, whether the Slasher is in play or not - just place him according to the result.

Additional rules and changes

Upkeep phase

Add the following rules:

During the Upkeep Phase the Jumpscare markers move. A Jumpscare marker within 10" to any of your models moves 5" towards the nearest of your models.

A Jumpscare further away makes a random move, ignoring all kind of terrain on the path: Roll a die. On a 1 and a 6 the Jumpscare remains in place. On a 2-5 the Jumpscare moves the die's result in inches into the direction the 6 face is showing.

If that would take the Jumpscare out of the gaming area, the Jumpscare moves into the opposing direction. If that would take the Jumpscare out of the gaming area, too, the Jumpscare is removed from the game and placed randomly back inside the gaming area.

Players' phase

Add the following rules:

During the players' phase you go back and forth between letting your models and the opposing models act. If you finished an activiation of one of your models, an opposing model gets to act and vice versa. If one side has activated all of its models and the other side still has models to activate, all remaining models get to activate!

If the Slasher is in play, he always acts first on a turn, as soon as the determined initiative allows doing so.

The opposing models act with the following priorities:

- Try to get into base to base contact with the nearest player model using the shortest route possible.
- Use "charge" whenever possible.
- If not in base to base contact to any of your models, move at least 2", but prefer moving 3" and staying in cover over moving 4" and ending in the open.
- When being shot at: Dodge!
- When in Melee: Fight!

Additional rules and changes

Players' Phase (cont.)

Whenever one of the your models tries to activate, first check for the following 3 steps in the given order:

Is there a "Jumpscare" marker within 4" to the model? If so, resolve the Jumpscare.

Do you want to "Catch Breath" with the model? If so, ignore the following step!

Does the model already have insanity? If so, it must succeed at an Insanity check. If it fails, it cannot activate for this turn. The model may still return fire whenever possible.

Armory

Add the following rules:

A Hero is treated as if he had 3 hands: He may wield one 2handed weapon as well as one 1handed weapon (or a shield). Either weapon may either be melee or ranged. Wielding two weapons of the same type does not give any bonus, though!

Gangers are treated as regular humans with 2 hands: They can either wield a 2handed or two 1handed weapons.

Rookies are inexperienced fighters able to wield just one 1handed weapon only.

A melee weapon is required to fight in a melee Duel, a ranged weapon is required to fight in a ranged Duel.

If either weapon type is missing, a model can only opt to "dodge", when challenged to a Duel of the according type.

Additional rules and changes

Charge
Replace the wording of the main rulebook with the following text:
Instead of performing a movement action, a model may perform a "charge" action on an opposing model if:
- it has line of sight to the opposing model.
- the opposing model is within at most 6".
- it can move towards the opposing model in a straight line not crossing any obstacle on the way.
If all three of the above criterias are valid, move the model into base to base contact with the opposing model. If this move covers a distance of at least 3", the charging model receives a +1 on every die rolled additionally to any other modificators it may have.
When in base to base contact, the charging model initiates a melee Duel.

Dodge
Add the following rules:
Every time an opposing model dodges, you select your Duel Score as usual for each model that could shoot the enemy model.
Roll a die for the enemy's model to determine its Duel Score: 1-2=2, 3-4=3, 5-6=4.
Remember: The Zombies receive a -1 on each die rolled!

Melee
Add the following rules:
During its activation, you may remove one of your models away from base to base contact to an opposing model by performing a regular movement action.
If you do, the opposing model may perform a free melee attack against your model and your model can only "dodge" here.
No other models can participate in this Duel.

Victory Conditions

The Story

As mentioned before: In Sundown Slashers you play your story alone! So technically it is up to you to define the exact nature of your victory conditions.

Within this booklet, you will find one standard scenario with a given victory condition. Feel free, though, to invent your own scenarios! It's up to you to tell your own story - and once you've developed a feeling for the mechanics and how the game works, you will get an idea for achievable as well as challenging victory conditions.

Winning

The victory condition for the standard scenario is: Perform an interact action at every Investigation marker. Once you've done that, the scenario is over and you have won.

Losing

If the last model of your warband is removed from game, you have lost the game.

Credits go out to all the countless people playing and loving miniature skirmish games. Also I want to thank you for posting your battle reports online – watching you folks play all those myriads of games is a great source of inspiration!

The Cover image has been scavenged from the internet, where I found it without any sources for the original. If you happen to be the artist, please do drop me a note – contact options are given below!

Duel: Sundown Slashers

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