

Duel

Occultus



Intentionally Blank

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Introduction

Occultus is an expansion for **Duel**.

Where the core game revolves around fighters dueling each other, **Occultus** puts the focus on spellcasters worshipping Gods with unspeakable names. You will pit those spellcasters against each other only to watch them performing rituals to support their allies and to hinder their opponents.

Similar to the core rules for combat, the mechanics for performing rituals are built on a risk versus reward system: As the spellcasters summon spirits to do their bidding, they risk the spirits wrecking their minds rendering them useless.

As is the core game, Occultus is entirely setting- as well as miniature agnostic, so you are invited to use any miniatures you already have got and place them in any setting you have got.

Once you have a rough idea of the rules presented here, you are invited to mix and match anything you can find within this book with anything within the core rules (or with other expansions).

As always: Make it YOUR game!

Enjoy!
Yours,

Kai

Setup

Requirements

- The Main Rulebook:
You need to understand the basic principles of **Duel** to be able to play this expansion.
Additionally to the core rules, you will need optional rules.
- Required optional rules:
Heroes, Insanity. The optional rules for Insanity can be found in the "Sundown Slashers" Expansion, but will also be explained here again within the chapter "Additional Rules".
- Recommended optional rules:
Armory, Avoid Damage, Charge, Jamming Weapons, Melee, Place Randomly, Protection, Specialization
- A 36"x36" gaming area. It is entirely up to you players what the gaming area looks like as long as everybody is content with the setup.
- A 3-4 Hero Warband per player. In **Occultus** a player's Warband is called a Cult.
- One *Spirit Die* per Cult.
A spirit die is a regular six sided die starting the game on 1. The value of the Spirit die can never drop below 1 or be raised beyond 6.
Each cult uses their own Spirit die and each cult's Spirit die is used for the entire cult.
- Each Cult is in possession of a Book of Rituals.
Inside this book all the Rituals known to a Cult can be found. Each Hero with the trait *Occultist* is able to perform any one of the Rituals from his Cult's Book of Rituals during his activation.
You might want to use a separate sheet of paper where you note down the Rituals stored within your Cult's Book of Rituals.

Setup

Preparing the Battlefield

The battlefield is a 36"x36" gaming area.

Players may use any terrain available: Though the terms "Cult" and "Occultus" sound like fantasy, the stage might as well be neolithic or at some place in the 55th millenium or at any point of time in between.

For this expansion, there is only one scenario:

Most of the time when two or more cults clash, they do so as they have searched for (and now found) some relict or an artefact or something similar.

The basic scenario from the Core Rules in the Main Rulebook, where you have to get the treasure marker from the centre of the gaming area out of the gaming area thus is perfect.

However, you may want to go for the action-packed scenarios such as the Tug Of War or the King Of The Hill, as those Gods with unspeakable names just love denying death to their followers and throwing them back into misery as often as possible.

Additional Rules

Insanity

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

Each model starts with an *Insanity* level of 0.

The maximum level a model can have is 6.

You might want to use a die placed next to the model to show that model's current level of *Insanity*.

Insanity check

Whenever you want to activate a model with any levels in *Insanity*, roll a die first. If the die's result is higher than the model's current level in *Insanity* score, the roll succeeded and you may activate the model as usual.

If the die roll is equal to or lower than the level in *Insanity*, the roll failed and the model cannot be activated. Also, until the beginning of its next activation, this model cannot return fire. It may only try to *Avoid Hits*.

Gaining Insanity

A model receives +1 level of *Insanity* for each hit it takes.

Whenever a model is taken out of the game, all allied models at least partially within 4" receive +1 level of *Insanity*.

As soon as a model gains *Insanity* on one of the two ways mentioned above, each allied model within 4" must succeed at an *Insanity check* or else receive +1 level of *Insanity*.

There are additional ways for gaining *Insanity*, which will be explained alongside the rules triggering the gain of *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!

If you opt to have a fighter *Catch Breath*, there is no need to check for *Insanity*: *Catching Breath* always succeeds.

Additional Rules

Insanity (continued)

Going mad

Whenever a fighter with Insanity activates or becomes engaged in a Duel, he needs to succeed an Insanity check (see below). If he fails, he goes mad, loses his activation as well as his abilities to initiate a Duel or to fight back. The best an insane fighter can do is – for now – to try to Avoid Hits. At the beginning of his next activation, a mad fighter can either try to succeed at an Insanity check. If he does, he loses the mad state and may act as normal. Or the fighter catches breath, in which case he loses his mad state, too, and his insanity score is reduced by 1. This counts as the fighter's activation for this turn.

Activating with Insanity

Whenever you want to activate a fighter with insanity, that fighter has to succeed at an Insanity Check (as written above). If he fails, the activation is lost and the fighter goes mad.

Return Fire with Insanity

A fighter with insanity that has not already gone insane may become engaged in a Duel. If he does, select his Duel Score as usual. When the fighter is still standing once he gets to act according to his Duel Score, perform at first an Insanity check. If you fail, the fighter goes mad and may only try to Avoid Hits.

Additional Rules

Armory

Armory is explained in the main rulebook.

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 one 2handed or two 1handed weapons. For gangers, too, wielding two weapons of the same type does not give any bonus, though.

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 *Avoid Hits*, when engaged in a *Duel* of the according type.

Additional Rules

Heroes

Heroes are explained in the main rulebook.

Additionally to the traits listed there, Heroes can purchase the traits **Occultist** and **Choir**, specific to this expansion (for your first couple of games. Feel free to mix those traits into your regular games whenever you feel ready.)

Choir

Choir can be bought once per ganger the Hero has bought as follower. Each time this Hero checks for *Insanity*, add +X to the die roll with X being a number of gangers this Hero has bought up to at most 4“ away from this Hero. X can equal at most the number of times, this trait has been bought.

Occultist

For each time this trait has been bought, the Hero adds 1 Ritual to the Book of Rituals known to the Cult.

Each Hero with at least one Occultist trait may use his Cult's entire Book of Rituals to *perform a Ritual* or to *meddle with the Spirits* (see below) at any time during a game.

Meddle with the Spirits

This is a special action that basically is an interact action (sort of): The Hero interacts with the spirit world, forcing the spirits to obey his will. Increase or decrease your Cult's *Spirit Die* by 1.

Additional Rules

Perform a Ritual

Only Heroes can *perform a Ritual*.

Performing a Ritual uses up one action.

A ritual always requires a target other than the Hero performing it.

The term "this fighter" in a Ritual's description (see the following pages) thus always refers to the fighter targeted by the Ritual.

Within a Ritual's description, X always equals the number of *Incantations* rolled for a Ritual.

You might want to use counters or dice of different colours to show, which ritual has been cast at which strength onto a fighter.

A fighter can only be affected by the effects of one Ritual at any given time.

As long as a Ritual is active on a fighter, that fighter cannot become the target of any other Ritual other than "Neutralize".

To perform a Ritual, the player of a Hero starts by rolling 3 dice.

Now add the value of the Spirit Die to each of the dice rolled.

Each individual result of

$$\text{rolled die} + \text{Spirit Die} = 7 \text{ or more}$$

leads to 1 *Incantation*.

Also, for each *Incantation* scored the Hero's *Insanity* level is increased by 1.

If at least 1 *Incantation* has been scored, the Ritual's effect is resolved and the Spirit Die is raised by 1, no matter the number of *Incantations* scored.

If a Hero starts performing a Ritual within line of sight to any number of opposing fighters, he immediately *initiates a Duel* using the value of his Cult's Spirit Die as his *Duel Score*.

The opposing fighters *return fire* as usual. If the initiating Hero gets to act first or at the same time as any of the other fighters, he can roll for *Incantations* unhindered. If any one other fighter gets to *return fire* before the initiating Hero and scores at least 1 *hit*, additionally to the initiating Hero receiving *hits* his Ritual is interrupted and its effect does not get resolved. In that case the Cult's Spirit Die is not raised either.

Additional Rules

Rituals

On the following pages you will find a list of available rituals. Players use this list to create their Cult's Book of Rituals with.

Whenever a Ritual is performed, the X in a Ritual's description is replaced with the number of *Incantations* scored for that Ritual.

Armour

Any time this fighter *initiates* or becomes *engaged in a Duel*, a fighter rolling dice against this fighter does so with a modifier of -X. This effect lasts until the end of this fighter's next activation.

Bladestorm

The next time this fighter *initiates a Duel* in melee, he does so with an additional X dice.

Cannibalism

The next time this fighter is *engaged in a Duel* with an opposing fighter in melee. if the opposing fighter is removed from play, this fighter immediately recovers X Toughness up to his initial value in Toughness.

Determination

For the next X rounds, whenever this fighter becomes *engaged in a duel* with an opposing fighter and survives, he may immediately *initiate a Duel* with that opposing fighter once in return. This does not count against this fighter's regular actions.

Explosion

Initiate a Duel with this fighter as well as with each other fighter at least partially within X" to this fighter. Each fighter affected may only try to *Avoid Damage*.

Additional Rules

Rituals (continued)

Fortification

This fighter cannot perform his next action. (He may still *return fire*, though.) As long as this fighter does not move (voluntarily or involuntarily), each fighter at least partially within X" to this fighter including this fighter is treated as in cover.

Gust

Immediately move this fighter X" into any one direction. This does not cause this fighter to *initiate a Duel*. If this fighter is moved out of a melee, other fighters in this melee do not get to *retaliate*.

Harass

This fighter has to reroll up to the next X *hits* he scores during the next time he is *engaged in a Duel*.

Irritation

If this fighter ends his next Action within 2X" to one of his allied models, he *initiates a Duel* with that model if his selection of weapons currently permits do so. The player controlling the Hero performing this Ritual then gets to select the *Duel Score* and to roll the dice for this fighter.

Jabber

If *performing a Ritual* during his next activation, this fighter has to reroll up to X *Incantations* and take the 2nd result instead.

Kowtow

If this opposing fighter is within X" to the performer of this Ritual, immediately perform an activation with this fighter. This activation does not count as this fighter's regular activation. At the end of that activation, this fighter *initiates a Duel* with any and all fighters opposing his Cult he can draw line of sight to.

Additional Rules

Rituals (continued)

Leap

During his next activation, when moving this fighter may ignore one obstacle up to X" high and X" deep. This fighter still has to end his movement in a valid position, though.

Mask

Until his next activation, other models not in base to base contact to this fighter cannot *initiate a Duel* with this fighter for as long as this fighter does not *return fire* on an opposing model. This fighter may opt to not return fire. If during his activation this fighter moves no more than X", the effect of this Ritual remains in place until the end of the current round.

Neutralize

Remove the effect of a ritual on this fighter, if this fighter is within 4X" of the performer of this Ritual.

Obligate

If this allied fighter is within 4X" to the performer of this Ritual, immediately perform an activation with this fighter. This does not count as this fighter's regular activation. At the end of the activation, this fighter *initiates a Duel* if possible.

Quake

All models within X" to this fighter are immediately placed *prone*. Any Hero among them becomes *stunned*.

Roar

All models within 2X" to this fighter immediately perform one movement action in a straight line as far as possible away from this fighter. This does not count against the regular action of those models and does not cause affected models to *initiate a Duel*.

Credits

Rituals (continued)

Summon

Summon a duplicate of this fighter in base contact to this fighter, if this fighter is a ganger allied to the performer of this Ritual. The duplicate may *initiate a Duel* immediately and may activate from the beginning of the next round on. The duplicate stays either until the end of the next X round(s) or upon receiving 1 hit.

Untamed

This fighter may reroll up to X dice not scoring a *hit* the next time he is *engaged in a Duel*.

Velocity

During his next activation, this fighter may perform X additional actions. After each of these actions he *initiates a Duel* if possible.

Watch

If this fighter does not perform any action during his next activation, he receives a modifier of +X whenever he *returns fire* until his next activation thereafter.

Xerophtalmia

During his next activation, whenever this fighter targets another model with an action, he receives a -X modifier on any die he rolls.

Yell

This fighter as well as all other models within X" that are either *prone* or *stunned* are immediately stood up. If they haven't acted yet on this round, they may act from their player's next turn on.

Zap

If this fighter is not at least partially in cover, this fighter immediately receives X *hits*.

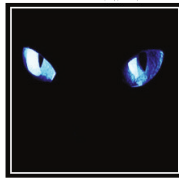
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The entire background is AI art.

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