



# Sundown Slashers

A Halloween Horror Addon  
for  
**Duel**

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# Requirements

Sundown Slashers provides special rules and scenarios for **Duel**. Inspired by slasher movies and games, in Sundown Slashers 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, Avoid Hits, Charge, Dead Zone, 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, or simply as the "Gang".
- 6 opposing melee monsters. Though in the rules those will be called "Zombies", you may use any type of miniature here, as long as they are melee fighters 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 "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.
- A Deck of cards for the Scenarios to randomize stuff.

The number of Jumpscare markers used defines your difficulty:

3: easy

4: normal

5: hard

6: nightmare fuel

# Setup

## **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.

Outline your 36"x36" area.

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.

In each scenario you will place randomly your chosen number of Jumpscare markers as well as 6 Zombies (or whatever you call them). Regarding the terrain, 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 appropriate enough for your Gang 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 of the main rulebook.

## **The Zombies**

Those come as regular fighters, so they get to roll 2 dice per attack or dodge. They are treated as wearing heavy armor, so they receive a -1 modifier to each of their die rolls, but also a -1 per die rolled against them (see main rulebook, optional rules for details).

# Setup

## 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 *Avoiding Hits*.

Though he is a villain, according to game terms the Slasher, too, is treated as a Hero.

The Slasher comes with any 2 "Slasher Skills" as well as 4x the "Toughness" trait. There are 10 Slasher Skills all in all. If you want to randomize your Slasher, take the cards Ace and 2-10 from a regular card deck, shuffle them and draw 2 cards:

Ace = Agile, 2 = Chill, 3 = Dread Gaze and so on. Check the following pages after the Setup section for details.

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

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

During Upkeep the Slasher always recovers – there is no roll required! At the start of the game place the Slasher aside.

He is not there, yet. He will enter the game via one of the Jumpscare markers.

This is explained later on in the rules.

As the Slasher is a melee heavy opponent, chances are, he will try to *Avoid Hits* a lot of times. To *Avoid Hits*, roll his *Duel Score* as usual. However, the Slasher can also *Avoid Hits*, every time his *Duel Score* is equal to your *Duel Score*: Only fighters with a *Duel Score* lower than the Slasher's Score may try to hit him, before he has a chance to *Avoid Hits*.



# Setup

## **Pick a Scenario**

Go to the back of this book and pick any one scenario to play.

You can play those scenarios in any order – there is no need to play them in the order given in the book.

The descriptions of those scenarios are kept very abstract and barren on purpose:

Sundown Slasher is a solitaire game, in which you tell your story.

So it is up to you to fill the Scenario with life:

You get to decide, what kind of setting you create and where which piece of terrain is placed.

That's it – you are set up and ready to play!

# Slasher Skills

## Agile (Ace)

A model attacking this Slasher in melee does not receive support by other models in base to base contact to the Slasher.

## Chill (2)

Whenever this Slasher scores at least 1 hit, instead of the target receiving hits, the target's insanity raises by 1 per hit. Then the target receives an amount of regular hits equal to the current insanity, which in turn leads to an increase of the insanity by +1 per hit taken (see the following pages for details).

## Dread Gaze (3)

A model activating within line of sight of this Slasher receives 1 Insanity just for activating.

## Furious (4)

This Slasher rerolls each die not resulting in a hit once.

## Gruesome (5)

Models attacking this Slasher receive a -1 on each die they roll.

## Hellbent (6)

Whenever this Slasher gets to move, he may perform two consecutive movement actions if this brings this Slasher immediately into base to base contact with one of your models. This Slasher then attacks. Otherwise this Slasher only performs 1 movement action. Whenever this Slasher attacks in melee, add +1 to each die rolled. As soon as this Slasher's attack removed one of your models from play, move this Slasher once as close as possible towards the nearest of your models.

# Slasher Skills

## Menace (7)

Whenever one of your models attacks this Slasher in melee, 2 Duels will be executed.

The first Duel is a Menace Duel: Pick your Duel Score first, then roll a Duel Score for the Slasher. Then dice are rolled (see below). During the Menace Duel no damage is dealt – instead an effect is determined:

If the Slasher's Duel Score lies below the player's Duel Score, the Slasher gets to roll for hits. If the Slasher rolls at least 1 hit, you do not get to roll your dice for the 1<sup>st</sup> Duel and for the 2<sup>nd</sup> Duel you cannot roll the model's dice for an attack. (You may still try to *Avoid Hits*.)

If the Slasher's Duel Score is equal to or higher than your Duel Score, check for hits for both your model as well as for the Slasher. If the Slasher scores a number of hits equal to or higher than you did, you cannot roll your model's dice for an attack during the 2<sup>nd</sup> Duel. If the Slasher's number of hits lies below your number of hits, during the 2<sup>nd</sup> Duel the number of your dice rolled for attacking are reduced by the number of successes the Slasher has rolled.

## Relentless (8)

Whenever you have to make an insanity roll for one of your models, the roll suffers a -1 modifier, if the model can draw a line of sight to this Slasher.

## Scream (9)

During Upkeep each of your models within 6" to this Slasher receives +1 Insanity.

## Whirlwind (10)

Upon attacking, this Slasher attacks each model within 1" using the same *Duel Score* against each fighter. Your models do not support each other, when this Slasher attacks.



# Additional Rules

## Artificial Intelligence

You are playing against an Artificial Intelligence – sort of. The Zombies as well as the Slasher will act according to a set of simple rules.

## Slasher

The Slasher is dedicated to wiping out your entire Gang and should be played accordingly. As soon as he has entered the game, he will attack your models. If he already is in base to base contact to one of your models, he continues to attack, until your model – or the Slasher – is defeated. If he is standing free and there is at least one of your models he could reach and attack, he goes for the weakest model. Otherwise he moves towards the nearest model. If there are multiple models within the same distance but not reachable within one activation, the player decides, towards which model the Slasher moves.

## Zombies

On their turn the Zombies move as close as possible towards the nearest of your models. If possible, they charge (see the following pages for details). As melee only combatants, they will try to *Avoid Hits* when being shot at. As long as they are in melee, they fight.

## Duel Score

Whenever the Slasher or the Zombies become engaged in a Duel, you pick the *Duel Score* for each of your participating fighters first, then you roll the *Duel Score* for your opponent.

For the opponents, this does count as a *Duel Score* picked. This does not count as a die rolled and thus cannot be influenced by events that influence any dice that get rolled (such as the -1 modifier Zombies receive per die they roll)!

# Additional Rules

## **Insanity**

Insanity is a new mechanic.

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 this turn 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!

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

# Additional Rules

## Insanity

### Going mad

Whenever a fighter with Insanity activates or becomes engaged in a Duel, he needs to succeed an Insanity check (see above). 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

## Jumpscare

As soon as a model activates within 4" 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, your model may now try to resist.

As for an attack you roll the model's number of dice (3 dice for a Hero, 2 dice for a ganger or 1 die for a rookie) 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". 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 4" away from 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.

Only one Jumpscare can be resolved per turn. Whenever a situation would require you to resolve another Jumpscare on the same turn, that Jumpscare simply does not get resolved – for now. It can, however, get resolved on a consecutive turn, when the criteria (see above) are met.

# Rules Changes

## Avoid Hits

Add the following rules:

Every time an opposing model tries to *Avoid Hits*, you select your *Duel Score* as usual for each model that could attack the enemy model.

Roll a die for the enemy's model to determine its *Duel Score*.

The *Slasher Avoids Hits*, when his *Duel Score* is equal to the attacker's *Duel Score*, too. The player's fighters need to have a lower *Duel Score* to *Avoid Hits*.

## 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 a reach of at most 1.5 movement actions.
- it can move towards the opposing model in a straight line not crossing any obstacle on the way.

If all three of the above criteria are valid, move the model in 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 modifiers it may have.

When in base to base contact, the charging model initiates a melee *Duel*.

## 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 try to *Avoid Hits* here.

No other models can participate in this *Duel*.

# Rules 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 activation 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: Avoid Hits!
- When in Melee: Fight!

# Rules 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 first.

Do you want to "Catch Breath" with the model?

If so, remember: this counts as the model's activation and forfeits the chance to *initiate a Duel*.

## Armory

Add the following rules:

A Hero is treated as if he had 3 hands: He may wield one twohanded weapon as well as an onehanded 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 twohanded or up to two onehanded weapons.

Rookies are inexperienced fighters able to wield just a single onehanded 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.

# Scenarios

In Sundown Slashers you play scenarios. Each scenario description is divided into 3-4 sections:

Setup, giving you a rough idea of the minimal requirements to set up the gaming area. You are invited to place as few or as much terrain as you see fit. In each scenario 6 Zombies are placed randomly. You may want to give them different names more suitable for your scenario: they could be thugs, wild animals, thralls – whatever you can imagine.

Winning, giving you the victory conditions. The Slasher wins (and you lose) as soon as your last model has been killed.

Story Hooks, giving you some rough ideas for a story you can play out. Remember: It's your story, you are telling here!

Special Rules, which are optional, give you special stuff to take care of.

## **Journey to the other side**

### Setup

Your Gang starts within 4" of any one corner and has to reach the opposing corner. Place at least 2 larger, solid objects on the straight path between your starting corner as well as the opposing corner, so your Gang has to move in serpentine or around those objects towards their goal.

### Winning

In the opposing corner there is a piece of terrain. One member of the Gang has to interact with the piece of terrain standing there.

### Story Hooks

You might want to put something into that corner connected in one way or the other to the Slasher. Maybe there is a well and you have to toss a coin into it to release the Slasher's soul, maybe there is a terminal and you have to upload a virus eliminating the Slasher's controlling program.



# Scenarios

## Investigating the Area

### Setup

Your Gang starts within 4" of any one corner.  
Place 6 "Investigation" markers randomly.

### Winning

Perform an "interact" action at each and every of the "Investigation" markers. To get an alternative winning condition with a slightly different setup, you may want to place 10 Investigation markers. Set aside the cards A-10 from a simple deck of cards in advance. Shuffle the cards set aside, draw one, look at it and shuffle it back into the stack. This is your "Gimmick" card now. Whenever one of your models performs an interact action, draw one of the cards. As soon as you have drawn the Gimmick card, make sure the Slasher is off the board – as then you have won. If you are very creative, feel free to invent further events happening upon drawing the other cards.

### Story Hooks

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 on a mission to defuse some mines while trying their best 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 no one has told you, that the victim is not dead – yet not alive either.

(Do you dare fighting Schrödinger's Slasher?)

# Scenarios

## Night Time – Lights on!

### Setup

Your Gang starts within 4" of any one corner.  
Place 6 "Investigation" markers randomly.

### Winning

The Investigation markers actually are sources of light here. Your Gang has to have all of them lit at the same time to make the Slasher vanish.

### Story Hooks

You are the night's watch tasked to take care of the evil haunting the town. You are a coven of witches protecting their turf. You are shadow runners, but no one has prepared you for THIS – and now you need to shed some light into the darkness. Literally.

### Special Rules

The sources of light are considered to be "off" at the beginning of the game. A model performing an interact action at a light source, lights it up, causing a couple of effects:

First, you may remove the all Jumpscare markers at least partially within 4" to the Light marker.

Then you place a Light marker next to the light source.

From now on, all attack dice rolled for the Slasher receive a +1 bonus for each Light marker in play.

Then place a die next to the light source with the 6 face up. During Upkeep reduce the die's face by 1. Remove the die as well as the Light marker, as soon as the die hits 0.

The Slasher will never get any closer than 1.5" to a Light marker and will try his best to stay out of sight of a model standing within 1.5" of a Light marker.

# Scenarios

## Rescue Mission

### Setup

Assign the numbers 1-4 to your 4 Heroes. Pick from a deck the cards A,2,3,4. A equals 1. Use those cards to randomize one of your Heroes starting the game "trapped". The "trapped" Hero starts right in the center of the gaming area. (As a variant you may randomize his starting location.)

Your other 3 Heroes start within 4" of any one corner.

### Winning

Get your trapped Hero out of the gaming area while the Slasher is off the gaming area, too.

### Story Hooks

Something went horribly wrong with your trapped Hero. Leaving his Gang probably was not exactly the smartest idea. Now he got caught in a bear trap, a stasis field, a spikey pit – you name it.

### Special Rules

You need to perform an interact action with one of your models at your trapped model in order to regain control of your trapped model. If things run really bad, the Slasher goes for your trapped model, before your other models are even within reach – so you better hurry! The trapped model cannot fight – when attacked the model can only try to *Avoid Hits*. Once freed, the model gets to move along with the rescuing model. Both activate simultaneously. However, both can only move 2". The rescuing model may leave the (formerly) trapped model behind – voluntarily or not. Now another model may pick up the (formerly) trapped model and carry on escorting it out at a speed of 2" per activation.

# Credits

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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