

# Duel

Heist



Intentionally Blank

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# Introduction

Heist is an expansion for **Duel**.

The core rules gave you the options to upgrade your fighters to Heroes and to bestow those with awesome feats allowing you to pull off all kinds of wicked tricks.

Heist expands on this idea and introduces you to skills you can buy for your fighters. As opposed to feats, skills no longer work automatically. Instead you'll have to test your skill and might fail doing so - or worse: receive stress for making use of a skill.

But if you succeed, you will unleash some useful effects.

As is the core game, Heist 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,

**Kaí**

# Setup

## Requirements

- The Main Rulebook:

You need to understand the basic concepts of **Duel** to be able to play with this expansion.

Additionally to the core rules, you will need optional rules.

- Required optional rules:

Heroes

- Recommended optional rules:

Armory, Avoid Damage, Charge, Jamming Weapons, Melee, Place Randomly, Protection, Specialization

- A 3'x3' gaming area. It is entirely up to you players what the gaming area looks like as long as everybody is content with the setup.

- One Warband per player.

# Setup

## Preparing the Battlefield

The battlefield is a 3'x3' gaming area.  
Just use any terrain available.

With this expansion, you can play literally any scenario:  
Most of the time Skills will help you through all kinds of missions.  
So, pick any scenario you want and go wild.

# Additional Rules

## Stress

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

Each model starts with an *Stress* 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 *Stress*.

### Stressed checks

Whenever you perform an action requiring you to roll dice for a model having any levels in *Stress*, each level in *Stress* reduces each die rolled by 1.

A die rolled can never be reduced below 0, though.

So let's assume, your Hero has a *Stress* level of 2 and he rolls 1,4,5. Those results are modified to 0,2,3.

### Gaining Stress

Whenever a fighter uses a *Skill* (not a *Feat*, not a *Ritual*, just a *Skill*), there is a chance for gaining *Stress*.

This is explained in detail in the chapter Performing a Skill Action.

### Slow Down

Instead of performing any other action, a fighter may *Slow Down*.

To *Slow Down* a fighter can not have returned fire in the time during his previous and his current activation.

*Slowing Down* allows a fighter to perform a movement action moving up to half the fighter's movement allowance. This may only include regular movement. No jumping, no climbing, no falling.

If at the end of the movement action the fighter does not *initiate a Duel*, reduce the fighter's *Stress* by 1.

# 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.

## Heroes

Heroes are explained in the main rulebook.

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

### **Tutor (X)**

This Hero has taught the *Skill X* to all of his *Ganger* followers. Each *Ganger* may use that *Skill*, too, but uses only 2 dice for rolling for successes. Each *Ganger* having been tutored can now receive *Stress*, too.



# Additional Rules

## Perform a Skill Action

Gangers having been tutored and Heroes can *perform a Skill Action*.

*Performing a Skill Action* uses up one action during which the fighter does what is written in a *Skill's* description.

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

To perform a *Skill*, the player of a fighter starts by placing one die on any face. That die is the *Focus Die*.

Now roll a number of dice depending on the fighter's rank:

A Hero rolls 3 dice, a Ganger rolls 2 dice, a Rookie rolls 1 die.

Now add the value of the *Focus Die* to each of the dice rolled.

Each individual result of

rolled die + Focus Die = 7 or more

leads to 1 *Success*.

However, for each die rolling equal to or below the value of the *Focus Die*, the fighter receives 1 level of *Stress*. This way a fighter can roll *Successes* as well as *Stress* at the same time.

Example: The player places the *Focus Die* on the 4 face for his Hero. He then rolls 2, 3 and 6. That's 2 *Successes* (3 and 6 which add to 7 and 10), but 2 *Stress*, too (2 and 3 which are below the *Focus Die's* 4).

If a Fighter starts performing a *Skill* within line of sight to any number of opposing fighters, he immediately *initiates a Duel* using the value of his *Focus Die* as his *Duel Score*.

The opposing fighters *return fire* as usual. If the initiating fighter gets to act first or at the same time as any of the other fighters, he can roll for *Successes* for his *Skill* unhindered but does not get to roll for *hits*. If any one other fighter gets to *return fire* before the initiating fighter and scores at least 1 *hit*, additionally to the initiating fighter receiving *hits* his *performance of a Skill Action* is interrupted and the effect does not get resolved.

At the end of a *Skill Action* a fighter gets to *initiate a Duel*, if possible.

# Additional Rules

## Skills

On the following pages you will find a list of available skills.

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

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

### *Any*

This Skill allows a Hero to perform any action other than another skill action additionally to the skill action he wishes to perform.

### *Move*

This Skill allows a Hero to perform a movement action additionally to the skill action, no matter how the dice rolled fall.

## Animal Handling

Distribute X actions among any animal followers of this warband within 4". The affected animals perform those actions immediately. After each action they initiate a *Duel* if possible.

Those actions are additional actions - each animal may still perform its regular action at any other point of time.

## Backstab

Move 2X" but only, if this movement brings this fighter into base contact with an opposing fighter.

If this fighter initially did not have a line of sight to the opposing fighter, that opposing fighter immediately receives 1 hit, no defense allowed.

# Additional Rules

## Climb

When climbing, this fighter may climb an additional 0.5X" for each 1" used to move upwards.

Any kind of climbing aids available won't benefit the use of this skill, though: This fighter either makes use of the climbing aid or of this skill.

## Disappear

Remove this fighter from the gaming area and immediately place him anywhere on a valid position within X" from where he stood initially.

If this fighter held any item that could earn his player any Victory Points (such as a treasure marker), place this item where the fighter stood initially.

## Empower

One other fighter within 4" rolls +X dice the next time he has to roll dice for any action or a *Duel*. After the dice are rolled, discard X of those dice.

## Fall Safely

### *Move*

During this movement action this fighter may fall (or jump) down his remaining movement +X" safely. If the distance to the ground is larger, treat the entire distance as Falling (refer to the main rules for details).

## Galvanize

Immediately perform a movement action with any fighter (even an opposing fighter) in base to base contact to this fighter. At the end of that action, you may also *initiate a Duel* with that fighter as if he was under your control.

That fighter can only target fighters within 5X" of himself that are opposing your warband and only opposing fighters can *return fire*.

# Additional Rules

## Hide

As long as this fighter is in base contact to or within a piece of terrain, other fighters (even fighters of his own warband) can target this fighter only if they are within at most  $(12/X)''$  away from him.

If any successes have been rolled, this fighter ..

- may opt to forfeit his *initiate a Duel* action. Also he may opt to not *return fire* if an opposing fighter moves into line of sight and *initiates a Duel* with another fighter.

- may opt to not act at all (and thus forfeit his *initiate a Duel* action), too.

- may move up to half his regular movement allowance without penalty (see below).

All of these effects end as soon as either this fighter leaves the piece of terrain he was in or as soon as he becomes *engaged in a Duel* - voluntarily or not - or as soon as he moves further than his halved regular allowance permits him to.

## Impress

*Any*

An opposing fighter up to  $4X''$  away immediately receives 1 level of *Stress*.

## Jog

*Move*

Move an additional  $X''$ . This movement cannot be combined with a climb action, but may be combined with a jump (refer to the main rulebook for details). During a jump this fighter may jump  $+0.5X''$ .

## Knock Out

*Move*

If this fighter now *initiates a Duel* in *melee* and the opposing fighter goes prone or becomes stunned, his next attempt to *recover* receives a modifier of  $-X$ .

(This may cause the fighter to not being able to *recover* at all.)

# Additional Rules

## Light

During a *Night Raid Scenario* place a *Light Source* in base contact to this fighter. The *Light Source* will remain for the next X *Upkeep Phases* and is then removed during the following *Upkeep*.

Place a die next to the *Light Source* to show, how long the *Light Source* is going to remain in play.

With this ability you may also try to remove a *Light Source* from play immediately, if the value on the *Light Source's* die (see above) is equal to X or less.

## Mend

If this fighter is within base to base contact to another fighter that is still standing, the other fighter immediately receives X *Toughness*.

This way the other fighter cannot gain more *Toughness* than he did have initially.

## Nimble

*Move*

If this fighter *initiates a Duel* during this activation, each other fighter *returning fire* onto this fighter has to reroll up to X *hits* once and stick with the 2nd result.

## Order

*Any*

Distribute X actions among any non-animal followers of this warband that are either anywhere within 4" or within 4" and 8" and within line of sight. The affected followers perform those actions immediately. After each action they initiate a *Duel* if possible.

Those actions are additional actions - each follower may still perform his regular action at any other point of time.

# Additional Rules

## Preparation

The next time this fighter gets to roll his dice for a *Skill*, he receives a modifier of +X on each die rolled. This modifier only counts for achieving *successes*. When determining whether the fighter receives *Stress*, use the unmodified values rolled.

## Quick

### *Move*

After this fighter's movement when *initiating a Duel* after revealing the *Duel Scores*, you may reduce this fighter's *Duel Score* by 1, if there are at most X opposing fighters within line of sight.

## Rally

A fighter in base to base contact to this fighter immediately loses X levels of *Insanity* (see the addon *Occultus* for Details).

## Sneak

Move up to X".

If the number of opposing or neutral models during this fighter's movement action having had a line of sight to this fighter at least at one point during the movement is equal to or lower than the lowest result rolled on any one die for this skill, this fighter does not *initiate a Duel* at the end of his activation and other models cannot *return fire* on this fighter either.

# Additional Rules

## Trap Lore

Either: Place one 1" Trap Token in base to base contact to this fighter.

The Trap Token will remain in play during the next  $X$  *Upkeep Phases* and is then removed during the following *Upkeep Phase*. (You may want to use a die showing how many *Upkeeps* this Trap Token still remains in play.)

As soon as any fighter other than this fighter moves within 2" of a Trap Token placed by this fighter measured from the border of the Trap Token, he immediately receives 1 *hit*, no defense allowed. The Trap Token is then removed immediately.

Or: Move this fighter into base to base contact to any Trap Token. If this fighter does not *initiate a Duel*, he does not immediately receive 1 *hit* and can now use this skill to try to *disarm the Trap*.

If his roll of  $X$  is equal to or higher than the number of *Upkeeps* remaining for the Trap, the Trap Token is removed. Else this fighter immediately receives 1 *hit*, no defense allowed. The Trap Token is then removed immediately.

## Unnerve

### *Move*

After movement but before *initiating a Duel*, one opposing fighter within 4" and within line of sight receives  $X$  levels of *Stress*.

## Vendetta

### *Any*

For each allied fighter within 4 $X$ " that has been placed prone or became stunned this turn, you may immediately perform 1 additional movement action with this fighter. After each of these movement actions this fighter *initiates a Duel* if possible.

# Additional Rules

## Waltz

### *Move*

If you move, you may perform a movement action with this fighter in a straight line until the maximum of this fighter's movement has been reached or until this fighter runs into a piece of terrain. For moving like that, this fighter may move up to +2X". Each fighter at least partially on that fighter's path (read: this fighter's base touches another fighter's base at least partly at one point during this movement action) immediately is placed prone. Other Heroes on this fighter's path become stunned.

At the end of that movement action, this fighter does not get to *initiate a Duel*.

If at the end of this action the fighter is within line of sight and reach of opposing fighters, those fighters may *return fire* on this fighter, to which this fighter may only try to *avoid damage*.

## Xpertise

Immediately perform another skill action, using any other *Skill*. For that skill's die roll add X dice to the pool of dice rolled and discard X dice after rolling them all.

## Yield

Immediately lose X levels of *Stress*.

## Zig Zag

### *Move*

When after the movement action this fighter *initiates a Duel*, all fighters *returning fire* onto this fighter receive -X on their dice rolled.



# Additional Rules

## Story Plot Skills

When you want to tell stories with the games you play, you may want to use Story Plot Skills, which work essentially the same as skills explained on the preceding pages.

Some good examples for Story Plot Skills are Pick Locks or Pick Pockets, Decipher, Convince, Balance, Hold a Speech and what else there is. Feel free to think up your own *Skills*.

Also it is up to you to decide, whether a model needs to spend a resource point to buy that *Skill* or not or whether it is a *-skill* available to any and all fighters.

The main difference to the preceding *Skills* is, the results of Story Plot Skills can be boiled down to a "you succeeded / you failed" result without the different degrees of success.

To represent this, you may have any model *perform a Skill action* as described in the previous chapters.

But now you roll against one of three levels of Difficulty. If you rolled the required amount of successes, you succeeded. If you did not, you failed.

The three levels are: "hard" (requiring 3 successes), "average" (requiring 2 successes) and "easy" (requiring 1 success).

Depending on the task or rather the *Skill* used, you may allow for successes to be collected over multiple attempts.

Picking a door, for example, might take multiple attempts, when for whatever reasons the difficulty is "hard". Picking a pocket, on the contrary, might lead to unpleasant results, if it does not succeed at the first attempt.

If you want to randomize the difficulty for a task, roll a die:

1-2 = hard, 3-4 = average, 5-6 = easy.

If the fighter going for the task is carrying some device aiding in fulfilling the task (for example a lockpick to .. well .. pick a lock), add +1 to the roll determining the difficulty.

If you think, the chance for a harder difficulty should be higher (maybe because there is a magical or some high tech lock on the door), reduce the roll for the difficulty by 1.

# Scenarios

When playing with skills and especially when playing with Story Plot Skills, you may want to play through story-driven Scenarios, where competing warbands are tasked with story driven objectives.

Given here are some example scenarios for two players. Feel free to create your own scenarios.

## Escort

Both players start within 4" of opposing corners.

Player 1 fields 1 more model representing a VIP. the VIP counts as a regular Ganger but may be equipped with any 1 Skill. The VIP can neither initiate a Duel nor return fire but may try to avoid damage.

Player 1 may activate the VIP anytime on his turn. This counts as the activation for this turn. Player 1 wins as soon as the VIP leaves the gaming area via the opposing corner. Player 2 wins as soon as he takes out the VIP.

## Heist

This expansion's namesake. This scenario pits two warbands against each other. Player 1 sets up the entire table and places his fighters wherever he wants to but in a way leaving at least one corner out of immediate line of sight of his fighters. Most preferably, Player 1 scatters his warband as if they were "just some folks not expecting anything at all".

In the centre there is a building with some locked vault inside.

Player 2 sets up his fighters within 4" of a corner.

Player 2 has to get into the central building, unlock the vault, get the content and escape with the fighter carrying the contents via any of the area's borders. Player 1 has to stop Player 2 from achieving this goal.

# Credits

Dude on the cover is based on an andaption of an image initially created with the aid of Hero Forge.

The entire background is AI art. Deal with it.

## **Duel Heist**

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