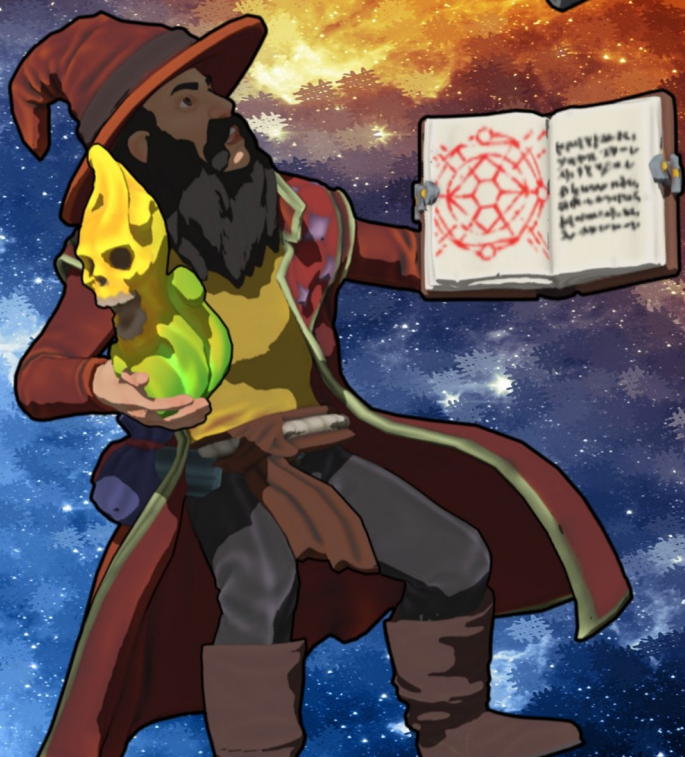


DUEL

Vortex



Index

Introduction	2
Preparations	3
Examples	4
Setup	7
Additional Rules	9
Szenario	10
Credits	11

Introduction

The Vortex - a violent place outside time and space.

From each World in existence, the Vortex abducts the greatest Hero and captures them inside a unique Pocket Dimension. As a Hero you may shape the Pocket Dimension according to your will; your purpose, however has been reduced:

Survival

When two Pocket Dimensions clash, you will fight for dominance over your opponent's core - only to fuel the core of your Pocket Dimension with it to keep it alive for who knows how long...

Welcome to **Duel:Vortex**, the Tournament Mode for Duel, where every player creates a Hero along with his Pocket Dimension. Two Pocket Dimensions connect at their Portals and thus create the Arena for the Duel to ensue.

Your mission:

Steal the opponent's Core, and have your Core in place. (And, of course, stay alive while doing so.)

And as always: Make it YOUR game!

Enjoy!
Yours,

Kaí

Preparations

Requirements

- The Main Rulebook:

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

Additionally you will need at least the optional rules for Heroes

- One Hero per player, configured however the player sees fit.
- At least 4 six sided dice per player.
- One Pocket Dimension (see below for details).

Preparing the Pocket Dimension

As written above, each player brings one Pocket Dimension to the table.

A Pocket Dimension is a 1'x1' board with a small diorama built on top.

Any piece of terrain put onto the board must be at least 1" away from each border.

As you proceed putting buildings or other structures on top of the board, the maximum height of said structures may be 1' at most.

So technically a Pocket Dimension is a 1'x1'x1' cube, trapping your Hero inside.

There are two pieces of terrain that are necessarily required to build a Pocket Dimension:

The first one is the Gate. The Gate comes on a round base with 2" diameter and is the exception to the „must be at least 1" away from each border“ rule, as the Gate is placed directly at the border of the board.

The other one is a Core. The Core can be represented by a marker or some smaller model on a 1" base. The Core is always placed at the centre of the Pocket Dimension at ground level. The Core as well as an area within 1" around the core must be accessible via a path from the gate that does not leave ground level.

All other choice of terrain is entirely up to you.

Examples



Inside his Pocket Dimension floating through time and space, there is Russo, the Red Wizard with his two lapdogs and his minion, waiting to connect to another Pocket Dimension, to harvest the core, only to keep his own Dimension alive for who knows how long.

Examples



Inside his Pocket Dimension floating through time and space, there is CY-56, a cyborg with his deadly sniper rifle, waiting to connect to another Pocket Dimension, to harvest the core, only to keep his own Dimension alive for who knows how long.

(Yes, the two texts are intentionally very similar. Life inside a Pocket Dimension can be pretty dull, you know ...)

Examples



And this is, what gates can look like:

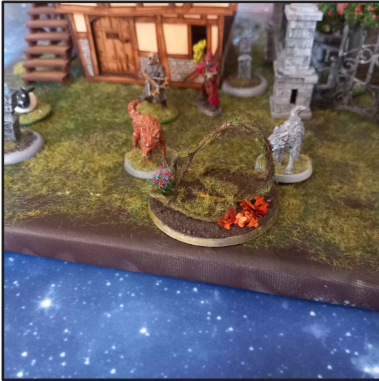
The left one has just been made with two shish kebab poles and a tiny chain wrapped around (and glued to) them, the right one is a twig with some twine wrapped around it and some tea leaves added to the base.

Setup

Placing your Models

Before the Pocket Dimensions are connected, you place you Hero and his retinue (if he does come with additional models) wherever you want inside your Pocket Dimension.

Also, as mentioned before, you place your Gate at any place on the border.



Russo has his lapdogs ready to charge at his gate. His undead minion remains by his side, ready to protect the archmage at all costs.

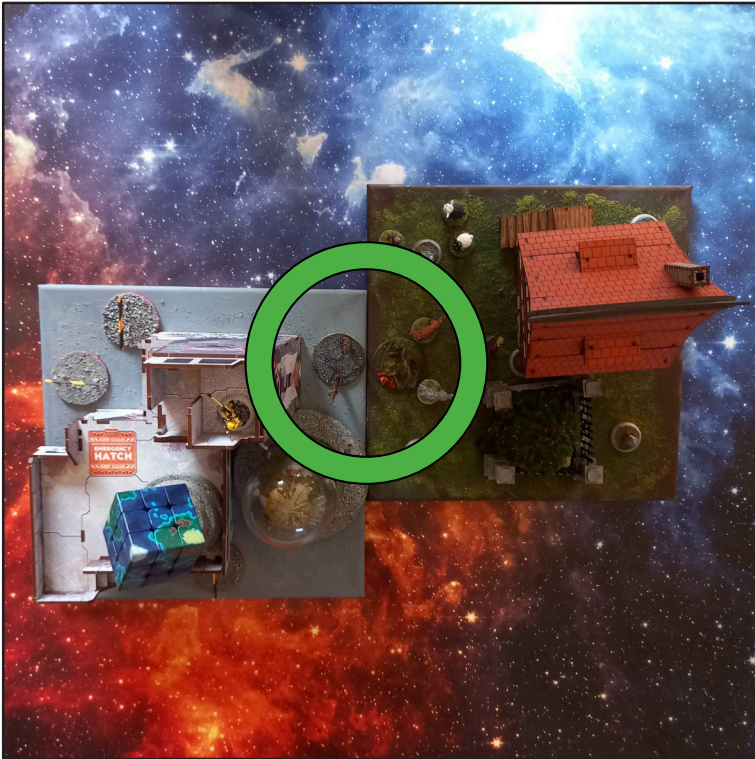
CY-56 is a loner, working best when there is no one to take care of. From his tower he can observe (and kill) any intruders.



Setup

Connect the Pocket Dimensions

Place two Pocket Dimensions in a way, allowing the Gates to connect. This might offset the boards - which is perfectly fine.



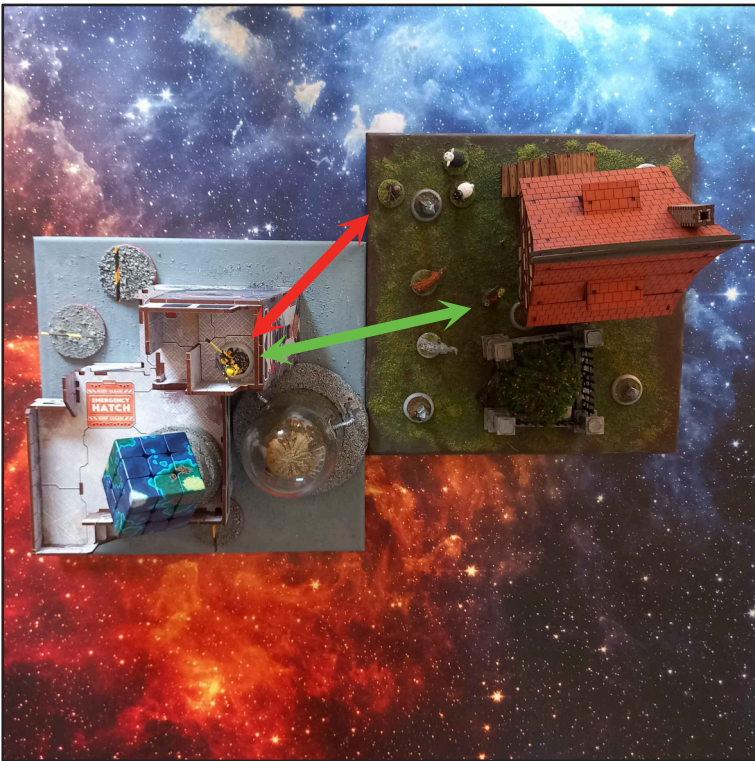
Once the boards are connected, remove the Gates. Now every part of a border connecting with the border of the opposing board can be crossed and be used to draw line of sight.

Additional Rules

Line of Sight

During the course of a match, you will have to check, whether you can draw Line of sight from one Pocket Dimension to the other.

A Pocket Dimension is considered to be surrounded by a forcefield. When two gates connect, both force fields open partially leaving both Pocket Dimensions surrounded by a forcefield that can not be seen through!



CY-56 has got a clear line of sight to Russo. However, CY-56 and Russo's undead Henchman cannot see each other, as their line of sight is obstructed by the forcefield.

Scenario

Go for the Core

When Pocket Dimensions collide, you - the Hero controlling the Pocket Dimension - have only one mission:

Go for the opponent's core, grab it, bring it back with your core in place.

At ground level in the centre of each Pocket Dimension, there is the Core - represented by a token on a 1" base. It takes a model 1 action to grab the Core. Whenever a model has grabbed an opposing Core, it is *in possession of the Core*.

Whenever a model *in possession of the Core* is placed prone or taken out of the game, it is no longer *in possession of the Core*. Instead the core is placed where the model stood.

Whenever one of your models crosses your Core during a movement action, and the Core is not in its place at the centre of your Pocket Dimension, you may now place the Core back at its place.

Your mission objective is simple: Bring the opponent's core to the centre of your Pocket Dimension with your Core in place.

If you achieve this objective first, your Pocket Dimension immediately resurrects any fallen member of its inhabitants and immediately pulls back all of your fighters into itself. The opposing Pocket Dimension collapses, killing all those tied to it.

Credits

Thank you

First and foremost I want to thank the organizers of the many conventions I get invited to, which are:

Szenario Con, Ad Arma, Berlindie Con, Zell Spielt, Rhein Main Multiversum, Topart Con, Aschentage

Consequently I'd like to thank all those convention attendees, who come to my table to play **Duel** or just to chat with me.

Additionally a big shout goes out to two of my most favourite communities online:

Super Cheap Wargaming at Facebook and their never ending stream of ideas on how to keep wargaming dead cheap. (In fact, if it weren't for this group, **Duel** would not have come into existance!)

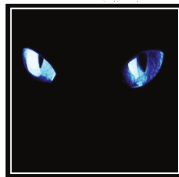
r/miniatureskirmishes - my Reddit community producing loads and loads of all kinds of beautiful creativity.

Duel Vortex

V. 08/25

Has been brought to you by

CatZeyeS



Entertainment

Kai Bettzieche

Visit us:

www.catzeys.de

www.facebook.com/catzeysentertainment

www.reddit.com/r/miniatureskirmishes

www.catzeys.de/linktree