

Duel in the Catacombs

The two were less than 100 feet apart when they recognized each other. Their garb was similar. Their attendants were similar. Their knowledge, skills and accoutrements were similar. These two men could have been brothers, or perhaps, brothers in arms. But they were not. Both had come to these catacombs seeking secrets long forgotten - for those treasures missed or unrecognized by those less knowing. Each viewed the other as an intruder, a trespasser, a brigand. They did not address each other, save for a snarl. A soft blue glow bled from the aethyr, and their unliving attendants charged forward. Unblinking eyes know naught of fear or mercy. Only one of them would leave this place.

The Duel in the Catacombs features two necromancers clashing while exploring an endless catacomb below an abandoned ruin.

What you need: You will need miniatures, appropriate to the units you use, and a d20. You will also need to print out two copies of the Catacombs Map as well as a Catabombs tile set. Finally, it would be handy to have a set of tokens (or other mechanism) to track the resources for the units in your warband.

Warband Building: The warband building limit is the standard 121VP, and each warband may start with up to 8 units. Each warband must have a necromancer present. The choices are the Gray Necromancer (Havoc A24) and the Novice Necromancer (Havoc A20). The points remaining can be used on any other units or mods from the Havoc Faction. Undead units work well in this scenario.

Novice Necromancer 17VP
Human ♦ Blooded

Rod (R1) +6 vs. Armor; 5 Crush THEN 5 Cold.
Grave Blast (R10, ✱1, 2 Acts, S) +7 vs. Agility; 5 Fear AND 10 Cold.

TRAITS: (Action Pool ♦)
Minor Ritual: As an Act, this unit may expend 5 Vigor THEN Undead within 5 squares gain 5 Vigor.

Agility 13, Brawn 10, Spirit 16, Wits 16, Move 5

15 Armor, 20 Vigor

Havoc A20: A robed human holding a rod. © Sellsword Games, 2013

Gray Necromancer 31VP
Human ♦ Seasoned

Sacrificial Dagger (R1) +9 vs. Armor; 10 Pierce THEN 10 recurring Magic (Spirit).
Grave Blast (R10, ✱1, S, 2 Acts) +10 vs. Agility; 10 Magic AND 10 Cold.

TRAITS: (Action Pool ♦)
Immune 5 Cold, 5 Fear
Channel the Grave: Possessed Allies have +1 attack while within 4 squares of this unit.
Ritual: As an Act, this unit may expend 10 Vigor THEN Undead within 5 squares gain 15 Vigor.

Agility 12, Brawn 12, Spirit 20, Wits 18, Move 5

16 Armor, 30 Vigor

Havoc A24: A robed (gray) human wizard holding a dagger. © Sellsword Games, 2013

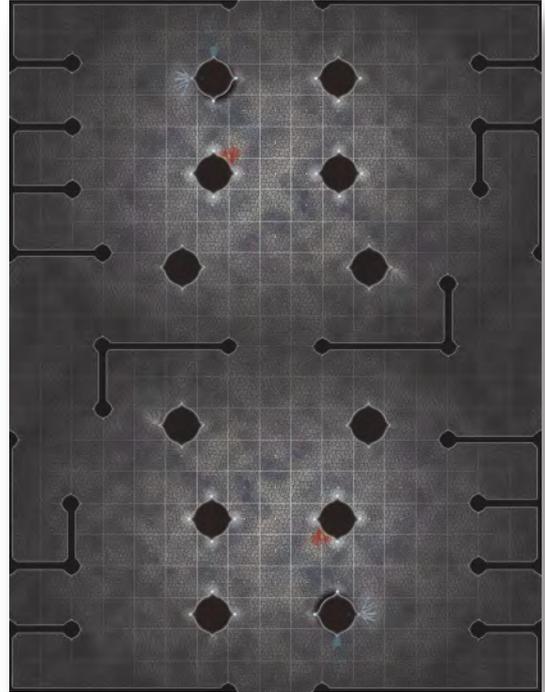
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Set up: Each player places a Catacombs map so they site head to head, as show to the right. Each player sits behind one of the maps.

Each player then declares his warband and which mod is assigned to which unit. Each player then selects an Objective Tile and a Start Tile. Start tiles are place next to your Catacombs map; objective tiles may be placed anywhere.

Warleaders are compared and a tactics check is made to determine which player is advantaged. The advantaged player decides which player places their tiles first (then the other player places theirs). Place your tiles carefully. You only score objective points for tiles placed on your opponent's Catacombs map. Consult the tile placement guide in the Tile download for insight into legal positions to place tiles. The rounds then begin, as outlined in the rules.

Variations: Different victory conditions (at right) will change game play. In the Catacombs Tile set you can also find a set of 'End Tiles.' These can be added to the mapgrid and will make the board slightly larger, as shown in the Tile Guide. These tiles can sometimes have a significant impact on game play, as they provide a few additional cover and mobility options. As a second variation, have each player place 2 Objective Tiles. For a high-powered conflict, try increasing the warband limit to 200 VP.



Winning the Game

Kill the King. The scenario ends whenever one side has lost its Necromancer(s). This is the typical way to win the match, but the options below make for good play.

Standard Scenario. This scenario can also be played as a standard match. The first player to score 121 points wins the match.

Hit and Run. A quick match. The first player to score 81 points wins.