

Game Rules

You are a commander of the Special Forces. You are ordered to infiltrate a ruin to acquire some valuable information. Unfortunately, you encountered with your enemy's special forces, and they are willing to do the same thing. Kill them all to make sure no one will stop you to recover the information.

Object of the Games

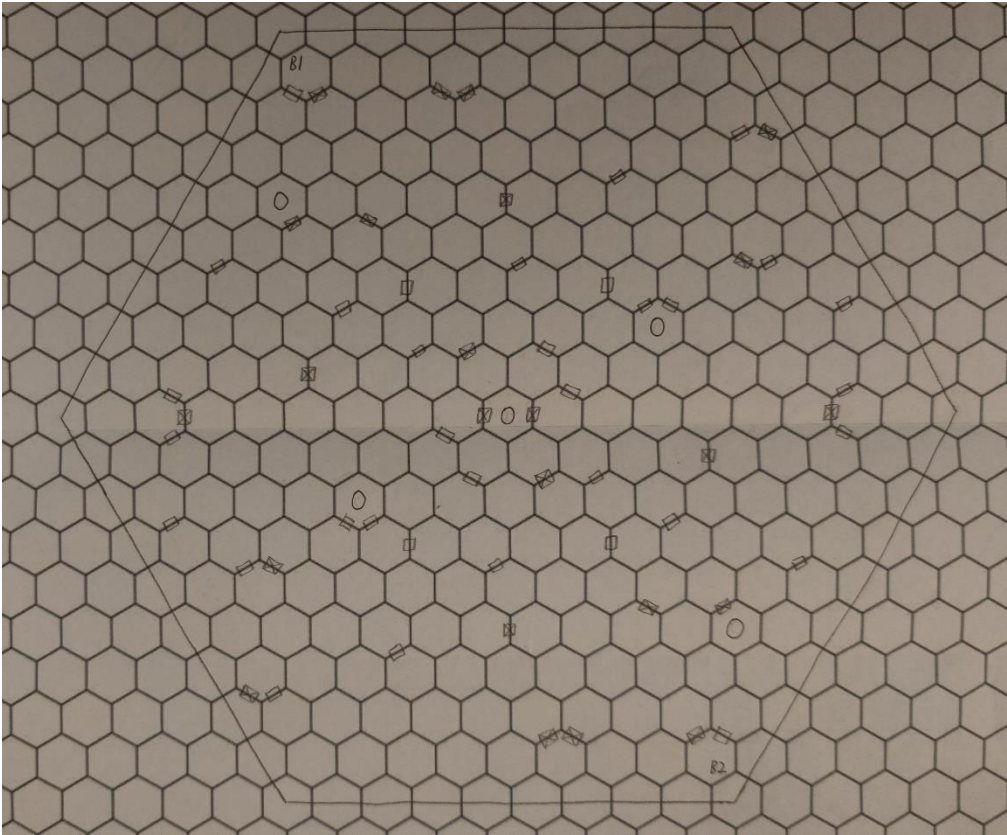
In Duel, 2 players will choose 3 characters to form a special force team and move them in the ruin battlefield. The player who has terminated all opponent's team or carry the flag back to base wins.

Component List

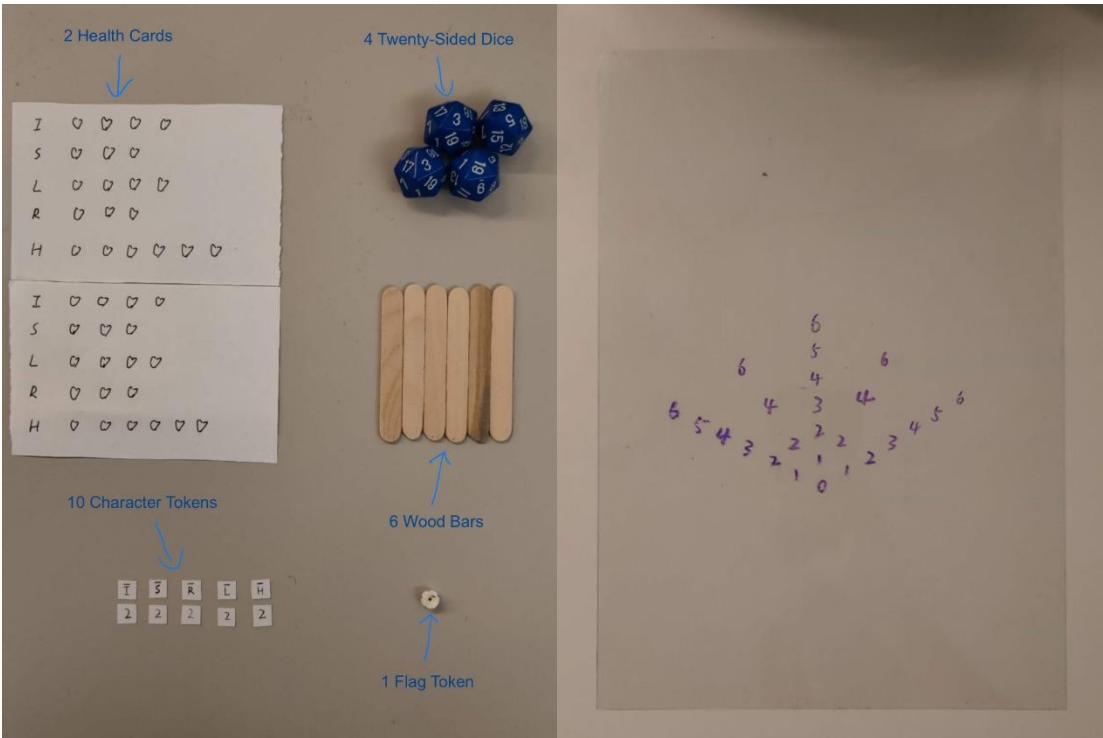
- The Ruin Map
- 2 Health Cards
- 6 Wood Bars
- 10 Character Tokens and 1 Flag Token
- 4 Twenty-Sided Dice
- 1 Tracing Card

Component Overview

The Ruin Map



The Game Components & The Tracing Card



- The map is formed by hexagons, the left top corner is the Base 1(B1), the right bottom is the Base 2(B2).
- The health card is recorded all characters' HP, shown as hearts.
- The wood bar is used to cover the lost heart to count the HP of the character.
- The character token has 2 sides, one side is the name of the character, the other side is the team of the character. The line on the name of the character means the face direction of the character.
- The tracing card is used to check the Shoot range of characters and Defend range of blindages.

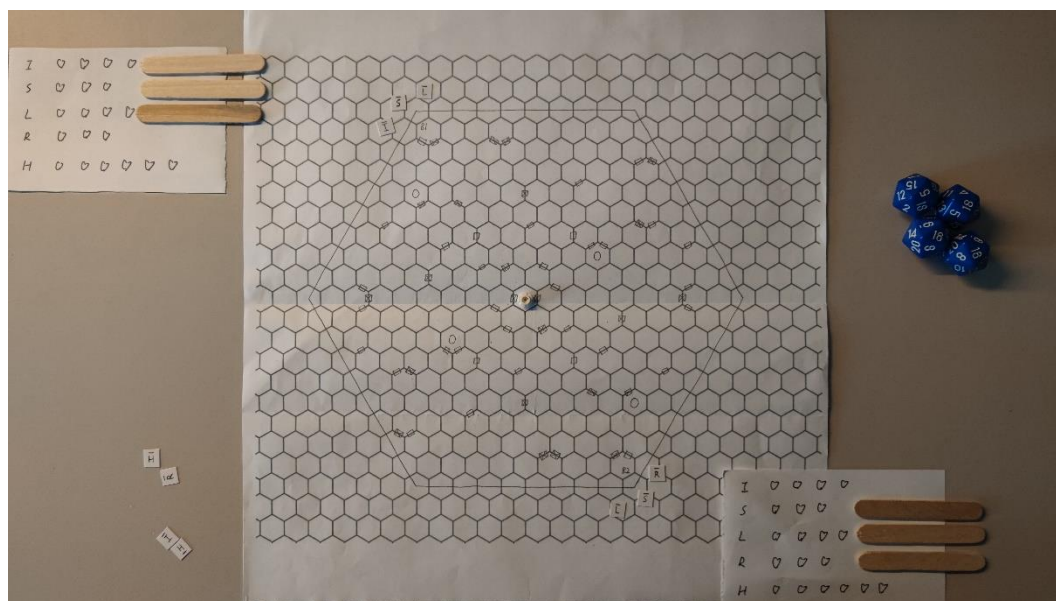
Game Setup

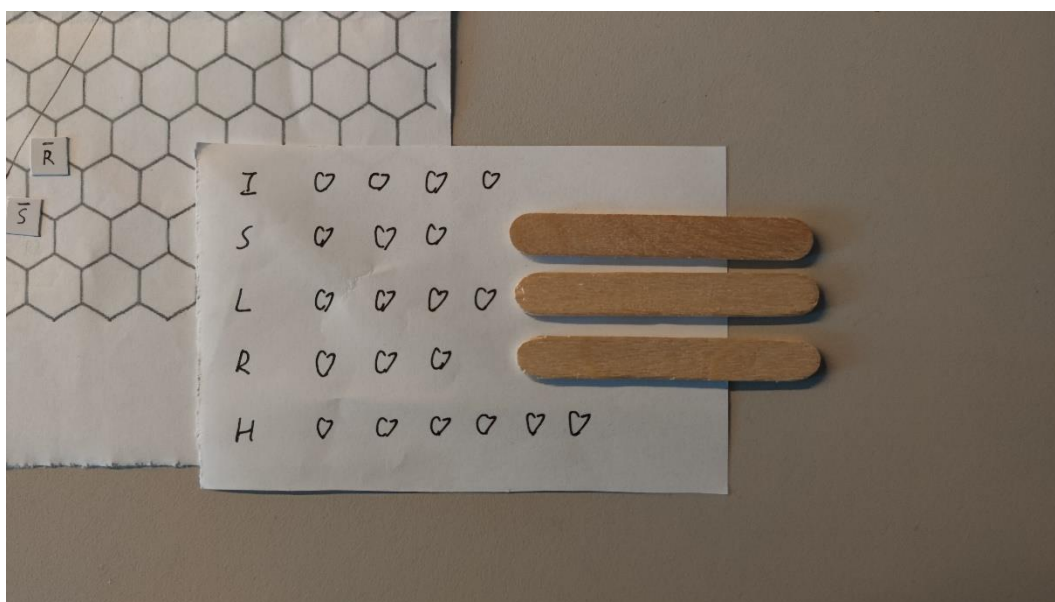
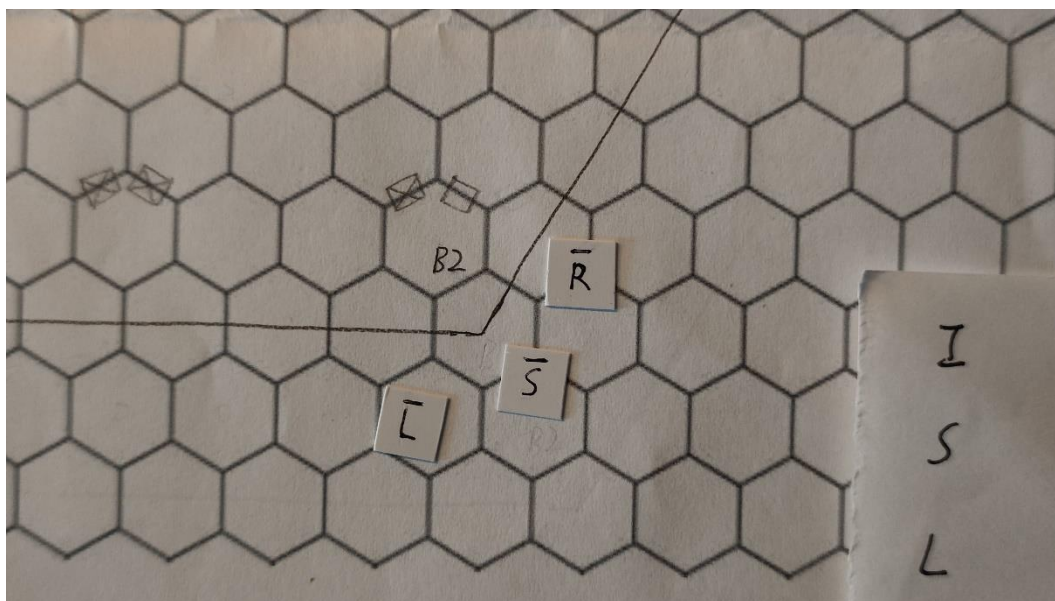
1. **Form a team.** Choose 3 characters listed from the character card shown below (**Red Characters**). Place their token at the Base 1(B1) and Base 2(B2) block on the map. (Tokens can be placed outside of the map for convenient)

Character Card

	Move	Attack	Range	Armour	Hp	Shoot Skill
Infantry	3-3	2	2	2	4	12
Sniper	3-2	1	3	1	3	15
LMG	2-2	4	2	3	4	10
Ranger	6-2	2	2	2	3	13
Heavy	2-2	1	2	4	6	12
Bearer	2-1	1	2			9

2. **Ready the health card.** Take 3 wood bar and place them on the right side of the character health heart on the health card.
3. **Ready the flag token.** Put the flag token in the middle of the map and cover the circle means on the high ground.



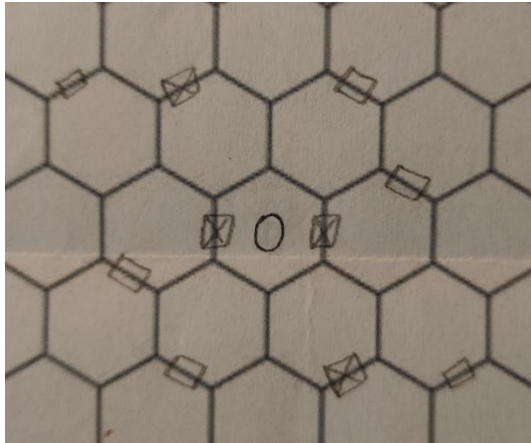


Playing the game

Start


The game is played over several turns, 2 players need to roll one dice to compare number, the game beginning with the bigger one.

Environment

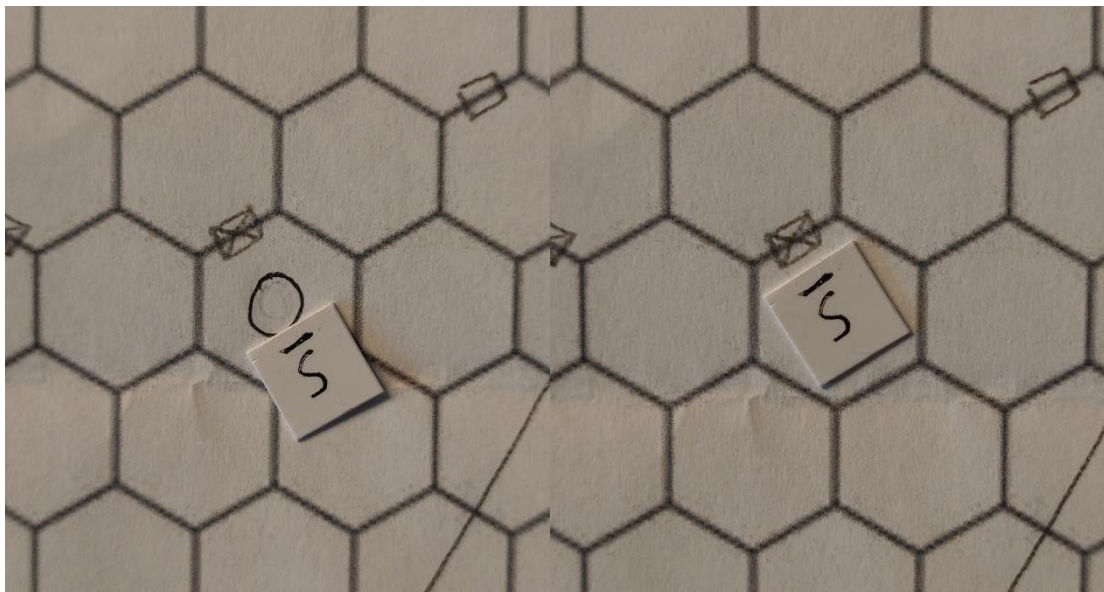


Half blindage +1 Armour 

Full blindage +3 Armour 

Watchtower +1 Range & +1 Shoot Skill (SS) 

When the character move into the watchtower block and not go upstairs, then the token will be placed aside, if the character chooses to go upstairs, then the token will cover the watchtower circle.



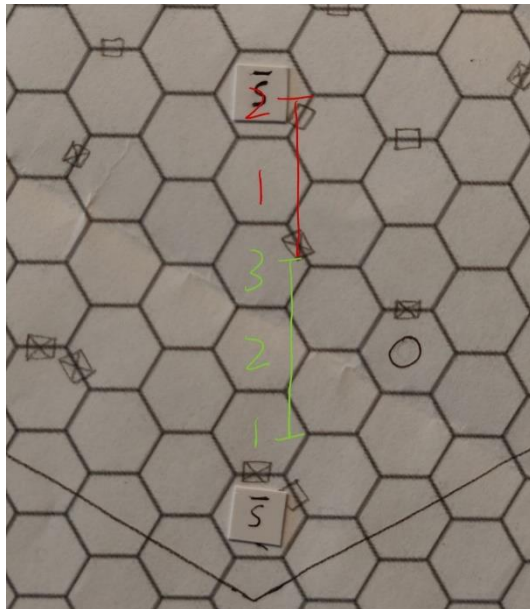
Action

Each player's turn can move 3 characters once, the order in which characters are moved is determined by the player. Each character has **2** action points, each action point can take **1** action, and there are several actions that players can choose to make:

Move, Crouch, Upstairs, Downstairs, Grab, Overwatch, Shoot.

All actions will take **1** action point except **Overwatch** and **Shoot**, these two will take all remain action points, which means **1-2** action points.

Move action means character can move on the map with these move value, for example, the **Sniper** character's move value is 3-2, then in first action point can move 3 blocks (green move), and in second action point can only move 2 blocks (red move). The move range depends on which action point you choose to move, which means if first action point is used to do other actions, then in second action point you can still only move 2 blocks.



Crouch action means **+1** Armour.

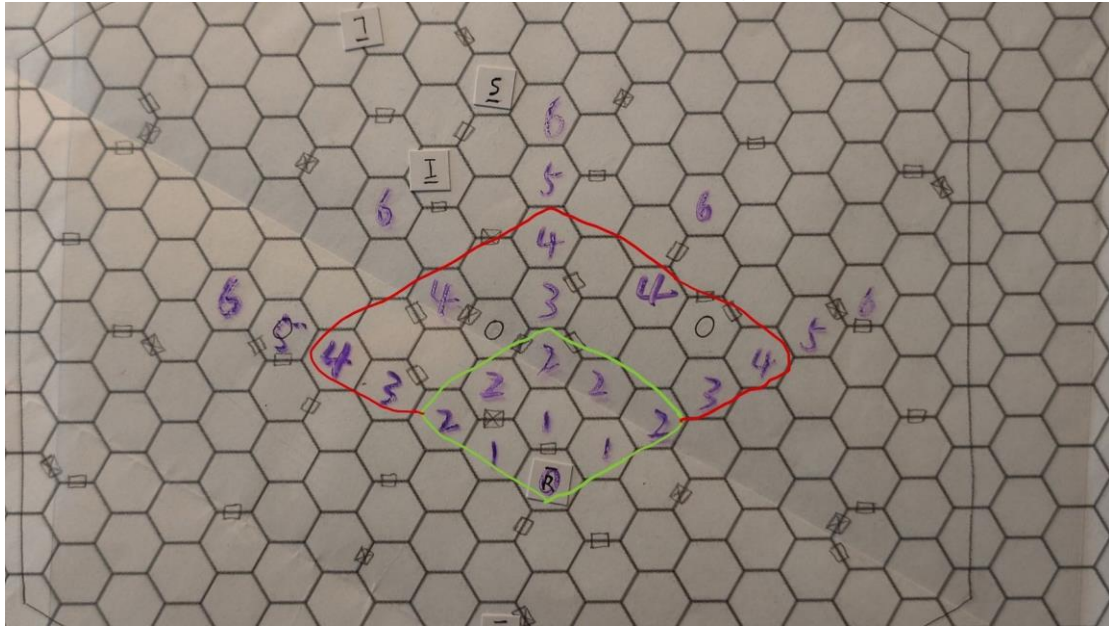
Overwatch action means the character can select one direction, if any enemy go through this area, the character will automatically shoot once.

Character can shoot outrange for 2 more range at most, **+1** Range cause **-1** SS, **+2** Range cause **-3** SS, including **Overwatch** shoot.

Range of Shoot & Blindage

When consider the shoot range and the defend range of blindage, players need to use the tracing card. Set the 0 on the character token facing the direction the token is facing, the range is the Green range for **Ranger** (2) and Red range for outrange shoot (2+2=4). And if the shoot is from the range in the tracing card, then the blindage on the Ranger will be useful, otherwise will

not. All **Overwatch** shoot will not consider the blindage.



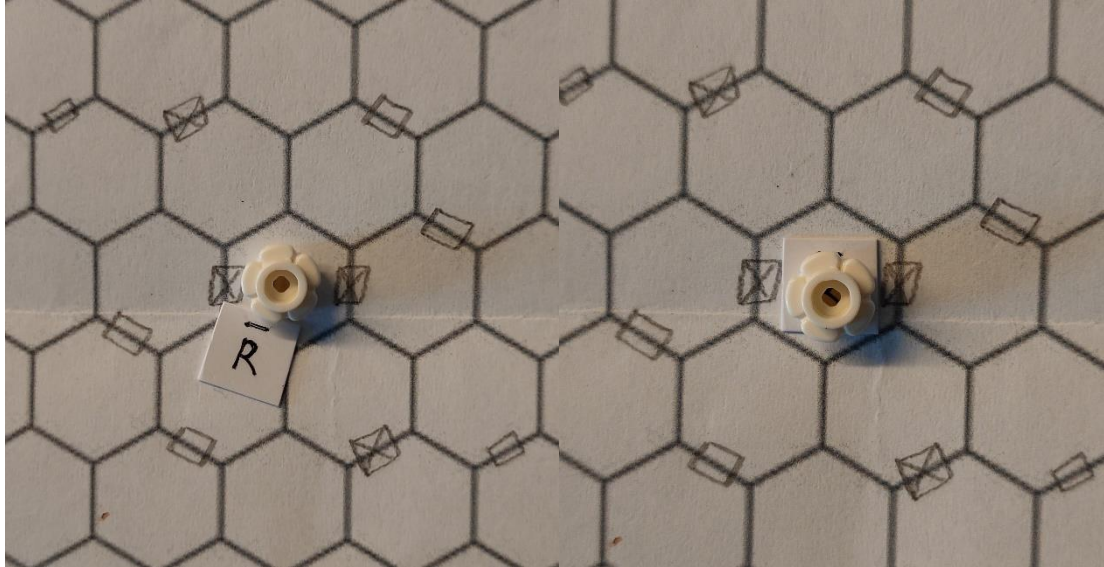
When take **Shoot** or **Overwatch** action, players need to roll several dice according to the Attack value, any dice equal & lower than the Defend value (**Shoot Skill - Armour – Blindage defend (if have)– Outrange debuff (if have)**) will be considered as Hit, otherwise will be considered as Miss, each Hit reduce 1 HP.



Collect Flag

When any character move to the flag position and **Grab** the flag, the flag token will be placed on the character token, and the character will turn into a special character named **Bearer** until the flag is dropped.

Bearer has new Move, Attack, Range and Shoot Skill value, and inherit the original Armour and HP value.



Winning the game

Once a player kills all opponent's characters, or the flag has been taken into one player's base, then the player wins the game.