

# ATACOMBS

## DARK REIGN

### CONFRONTATION

History as we know it doesn't tell everything...

For many thousands of years, ancient mysteries and dark peoples have lurked on the edges of forgotten abysses, waiting with determination to crop up again.

In the year one thousand, with famine, wars and epidemics, humanity lives in fear of the advent of the Apocalypse announced by Saint John:

"And I saw an angel coming down from heaven, holding the key to the bottomless pit, and a great chain in his hand. And he laid hold of the dragon, the old serpent which is the devil, and bound him for a thousand years. And when the thousand years shall be finished, Satan shall be released from his prison, and shall go forth, and lead the nations astray."

The Apocalypse of Saint John (Revelation), chapter 20

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## o begin with

Catacombs dark reign confrontation is a game of combat opposing a group of heroes controlled by one player and a horde of zombies/living dead controlled by a second player (the master of catacombs). The heroes group is willing to take any risk in order to achieve the goal of the quest by exploring the underground tunnels of ancient catacombs. Master of catacombs characters haunt these sites. First, it is necessary to determine who will play heroes and who will play the master of catacombs.

## Content

- ☐ 1 Rulebook
- ☐ 7 dice (4 dice of strong, 1 die of location, 2 six-sided dice)
- ☐ 6 character cards
- ☐ 8 game board tiles
- ☐ 10 character figurines (3 heroes, 5 ghosts, 1 ancestral ghost, 1 tombs king)
- ☐ 8 « catacomb elements » figurines (4 doors, 3 barrels, 1 chest)
- ☐ 81 markers

## Various dice

Within the game, various dice are used: power dice which are special dice, enabling to test character's characteristics, location dice used for fighting and six-sided dice numbered from 1 to 6. In order to simplify, they are named power dice, location dice and D6 throughout the whole rulebook. The figure before the dice type indicates the number of dice to roll and combine. For instance with 2D6 you have to roll 2 six-sided dice and combine results.

## Character card

Each character has his own profile. You have to refer to his character sheet to know the various advantages allowing him to interact in the game. On each card are written: name if it is a hero or it's type (ghost, tombs king...) for master of catacombs characters; characteristics in the circle, location areas which indicate armor's points, and melee attacks and ranged attacks damages. The back of the card indicates skills and magic spells.

## Characteristics

Characteristics are written in a circle. They represent the strengths and weaknesses of the character. The higher the number, the greater the mastery of that characteristic is.

### Melee attack:

Ability of the character in close combat.



**Defense:**

Ability of the character to protect oneself in close combat.

**Ranged attack:**

Ability of the character in ranged attack.

**Magic:**

Ability of the character to master magic spells.

**Strength:**

Character's physical power.

**HP:**

It represents the character's physical endurance. Each injury inflicted to a character removes him one hit point.

**Will power:**

Character's mental power.

**Charisma:**

Character's seduction power and sociability.

**Agility:**

Character's capability to execute movements with precision and lightness, to react spontaneously, to perform acrobatics.

**Dexterity:**

Ability of the character to make objects, to understand mechanisms, to show manual dexterity.

**Intelligence:**

Ability of the character to understand sciences and riddles.

**Destiny Point:**

It represents the character's exceptional destiny and provides him with a chance of survival. It can be used to repeat any unsuccessful roll by using one point. It can also be used to cancel a result which could lead to the death of the character.

**Action Point:**

It represents the speed of the character. The more action points he has, the more he is able to do things in that turn.

**Location areas**

Indicates the armor points on each area.

**Damages**

Indicates close attack damages.



Indicates ranged attack damages.



**Tir au milieu de la foule :**  
Irf peut tirer à travers tout personnage allié, peu importe le nombre de personnages, ils n'entravent pas sa ligne de vue.

**A l'affût :**  
Pendant chaque action « attendre », le chasseur peut tirer deux fois.

**Skills / Spells**

On the back of the card are indicated the potential skills and spells mastered by the character.





# laying the game

## Game preparation

Before starting the game, both players choose a script (the quest), then the master of catacombs places the indicated number and type of characters anywhere on the game board, except on the heroes' deployment area.

## Game play

The game is turn-based. Heroes always play first.

### Game turn:

The player activates each character in turn and performs the actions which he wishes by spending action points. It should be mentioned that action points not spent during the character's turn are lost.

### Reinforcement phase:

At the beginning of his turn, the master of catacombs performs the reinforcement phase of the characters that died in previous turns (see chapter "Injuries"). Once both players have finished activating all their characters, the round ends. A new round then starts and all the characters have their maximum action points again.



## Testing a characteristic

Each character's characteristic has a figure corresponding to the number of strong dice which have to be used for a test. The required ability has to be tested by rolling the dice in a given situation. To perform the related characteristic test, you have to roll the number of dice corresponding to this characteristic level. If the characteristic level is equal to zero, the test is an automatic failure.

The symbol **1** corresponds to one success point, the symbol **1\*** corresponds to one success point and one bonus point. To calculate the test result, you have to add all success points. If you have got bonus points, you have to multiply the total success points by the number of bonus points obtained. To succeed in a test, the number of success points have to be greater than or equal to the test difficulty. When the level of difficulty isn't indicated, it is considered to be equal to 1.



# Actions

During his turn, a character performs his actions by spending his action points (written "Action.P"). The following paragraphs list various possible actions for a character. For each action, the number of Action.P that the character has to spend to perform the desired action is indicated.

## Walking – Running

### Action.P: 1

A character can move in all directions, even diagonally. He moves on one square if he walks and on two squares if he runs. It should be mentioned that a character who runs is not allowed to perform an agility test to escape possible traps. A character cannot move diagonally if an obstacle (wall, scree or something else) is on one of the two squares adjacent to the diagonal. It should be mentioned that another character isn't considered an obstacle. A character can cross a square occupied by an ally if the following square is empty. However, he is not allowed to stop on the occupied square, nor to run in order to overtake it. He is therefore forced to spend 2 Action.P in order to proceed.

**Blockage:** a character has to perform an agility test to move if an opponent is on an adjacent square, except if to do this he has to cross a square occupied by an ally, or if the opponent is on an out of reach square because of an obstacle, or if the opponent on the adjacent square is engaged in a duel. If he fails the test, the character suffers 1D6 injuries without deducting armor points (see chapter "Melee Attack") and moves forward, or he may relinquish his move and so not suffer any injury. If he passes the test, he moves forward normally.

**Crush the opponent:** in cases in which a character kills an opponent by a melee attack and he is on an adjacent square, he can move on the dead character's square without spending any Action.P or performing a blockage test, even if there are still opponents on the other adjacent squares.

## Melee Attack

### Action.P: 1

A character may engage in melee combat with any character on an adjacent square, even diagonally, except if an obstacle is on an adjacent square to the diagonal. Let's not forget that a character isn't considered an obstacle.

Perform a character's Melee Attack characteristic test with the target's Defense characteristic level as its obstacle. If successful, roll the location die to know where the target is affected. If the target is affected on torso, arms or legs, it suffers the number of injuries inflicted during melee attack minus the armor points affected to the damaged area. Injuries represent HP lost by the target. If the target is affected on the head, it suffers double the number of melee attack damages minus the affected area's armor points.

**Multiple combat:** When a character defends himself during melee attacks against several opponents in the same turn, he loses one point in Defense per opponent after the first.

**Stationary target:** When a stationary target (decorative element, character caught in a spider's web or injured to 0 HP) suffers a melee attack, it is automatically affected.

## Strong attack

### Action.P: 2

The basic melee attack rules apply, but damages are doubled because the opponent's energy is maximized.

## Ranged Attack

### Action.P: 1

A character can target any opponent located more than one square away from him, but he must be in his line of sight. Perform a Ranged Attack characteristic test with difficulty 1 for attacks up to 5 squares, 2 for attacks from 6 to 10 squares, 3 for attacks from 11 to 15 squares, and 4 for attacks from 16 to 20 squares. If the target is reached, roll the location die to determine the affected area. On torso, arms or legs, it suffers the number of ranged attack injuries minus the affected area's armor points. Injuries represent HP lost by the target. If the target is affected on the head, it suffers double the number of melee attack damages minus the affected area's armor points.



**Line of sight:** It represents what a character is able to see. He has a vision of 360° but he cannot discern what is hidden behind an obstacle or another character, except if this character is an ally located on an adjacent square.

## Accurate attack

### Action.P: 2

The basic ranged attack rules apply, but damages are doubled because the shooter is aiming at a sensitive part of the target.

## Casting a Spell

### Action.P: 1

To cast a spell, roll power dice corresponding to character's Magic characteristic. Add the number of success points and refer to the casted spell on the character card to know its effects. It should be mentioned that a spell may be activated only once per turn.

## Opening or closing a door

### Action.P: 1

A character may open or close a door which is on an adjacent square.

## Taking or giving an object

### Action.P: 1

Two characters may take or give an object to each other by mutual agreement. The character has to be on an adjacent square to this object or to the character who he wants to take or give the object to.

## Picking a lock

### Action.P: 1

To open a locked door, the character performs a Dexterity test with 4 as difficulty.

## Waiting

### Action.P: 2

**This action is only for heroes.**

A character may choose to wait to perform his action during the opponent's turn. For each Action.P which the character plans to perform during the opponent's turn, he has to spend

two Action.P during his own turn. The waiting points may be used by the character to perform an action of his choice at any time during the opponent's turn.

## Drinking a potion barrel

### Action.P: 1

A character may drink the content of the barrel which he carries. It allows to heal 1D6 of any injury.

## Breaking down a door

### Action.P: 1

Perform a dice roll such as the one indicated in the Melee Attack, by considering the door as a stationary target. There are no location areas, the door always has 2 armor points and 8 HP. The normal melee attack damages are applied.

## Jumping

### Action.P: 1

A character may jump over one or several squares. To this end, he has to perform an Agility test with two difficulty points per jumped square. If successful, the character moves to the reception jump square. If he fails, he falls whilst jumping and suffers the consequences.





## Injuries

### Heroes

A hero who is injured at 0 HP or less, is badly injured and his miniature is pushed to the floor. As long as he is on the ground, he cannot perform any action. A character may heal him, but healing has to occur before the end of the following turn, otherwise the injured hero is considered dead and removed from the game.

### Master of catacombs characters

As long as master of catacombs characters have a leader (the tombs king) on the game board, the characters who are injured at 0 HP may be put back into play. At the beginning of the following turn, roll 1D6 for each offside character. On a result of 5 or 6, he is placed in front of the reinforcement entrance which is indicated on the played quest map. Characters redeployed in this way recover all their HP and begin to play the turn from where they are located. When the tombs king (the leader) is not on the game board anymore, characters injured at 0 HP are definitively removed from the game.







## pecial Rules

### Fear

All characters may be subject to fear. So they have to perform a Willingness test with the fear level of the character provoking it. When a character causing fear is in the line of sight, this test has to be performed at the beginning of each turn. If successful, nothing happens. If he fails, the character is frozen by the fear and he loses 1 Action.P. If several characters cause fear, only perform the test with the highest level of difficulty.

### Catching fire

If a character is affected by a burning attack, in addition to normal damages, he catches fire. The perpetrator of the attack rolls 1D6. If the result is greater than or equal to 4, the victim catches fire. He therefore loses 1D6 HP at the beginning of each turn (without deducting armor points). Then the attack perpetrator rolls 1D6 again to determine whether the victim continues or not to burn during this turn, and so on and so forth at the beginning of each turn until the test fails.

### Caught in a spider's web

When a character has this attack skill and he hits his target, his opponent is caught in a spider's web. There is nothing he can do, and he is considered as a stationary target. In order to extricate himself from the spider's web, the character has to use 1 Action.P and to succeed in a strength test with a difficulty level corresponding to the level of entanglement in the spider's web.

### Poisoned

The character has to suffer a loss of at least one hit point by a poisoned attack in order to be poisoned. He therefore has to perform a strength test. If the roll result is greater than or equal to the poisoning level, nothing happens. Otherwise the character loses 1 Action.P and 1D6 HP per turn until a cure is taken.

### Obstacle

The obstacle obstructs lines of sight and stops any crossing.

### Swarm

Characters being given the swarm special rule are placed in groups on a square on the game board. The number of miniatures per square is equal to the swarm level, making them one character. They simultaneously move and perform actions. Add +1 in melee attack and defense for each miniature in addition to the first.

Reinforcing the swarm: if a swarm is incurring losses, miniatures from another group may reinforce it. They are included among the swarm only in the turn following the turn in which they move to join it.

### Fly

A character being given fly skill never gets stuck. He passes above all the characters, friend or foe, or over a hole, without any problem, but he has to end his turn on an empty square.



## Stationary target

When a target is stationary (decorative element, character caught in a spider's web or injured to 0 HP), it is automatically affected by a melee attack.

## Regeneration

A character being given this ability regains some hit points at the beginning of each turn. Roll the number of dice corresponding to the regeneration level to know how many hit points are regained.

## Shy

A shy character fails automatically his fear tests.

## Magic weapons and armors

It is considered that a character endowed with the special rule magic weapons or armors is always equipped with a weapon or an armor of this kind.

## Large character

A large character cannot be hidden by standard size characters. As a result, standard size characters in front of such a monster don't obstruct lines of sight.

## Invisible

An invisible character cannot be the target of any kind of attack. No character can have it in his line of sight. He is never blocked by an opponent in an adjacent square (the agility test is thus not required).

## Intangible

An intangible character cannot catch fire, nor be caught in a spider's web, nor be poisoned. He may go through any obstacle or character if he ends his turn on an empty square. He is immune to all physical damage. The only way to injure him is to use spells or magic weapons. It should be mentioned that when he attacks, he ignores his opponent's armor, except if it is magic.







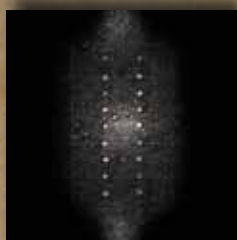
# uests

## Quests information

Each quest contains the following information: the goal, the lead character, the master of catacombs' troops with a number beside it which indicates the maximum number of the same sort of characters that can be deployed on the game board. The quest contains a game board map too, that indicates how to position the different areas, where to deploy heroes, as well as reinforcement entrances and location of doors, barrels and any other element.

## Various areas

### The Catacombs entrance



At the beginning of each game, heroes are always deployed in this area.

### The lost dungeon



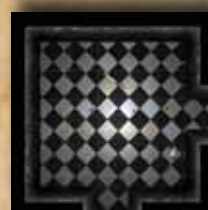
A locked dungeon is in a spot of this area. You have to perform a dexterity test with a difficulty of 4 to open the lock.

### River of lava



A river of lava flows through this area. Squares covered by lava may not be passed by walking or running. You have to perform the jumping action to pass. If the character fails the jump, he falls into the lava and dies.

### Various areas





## Quest I: The lost treasure

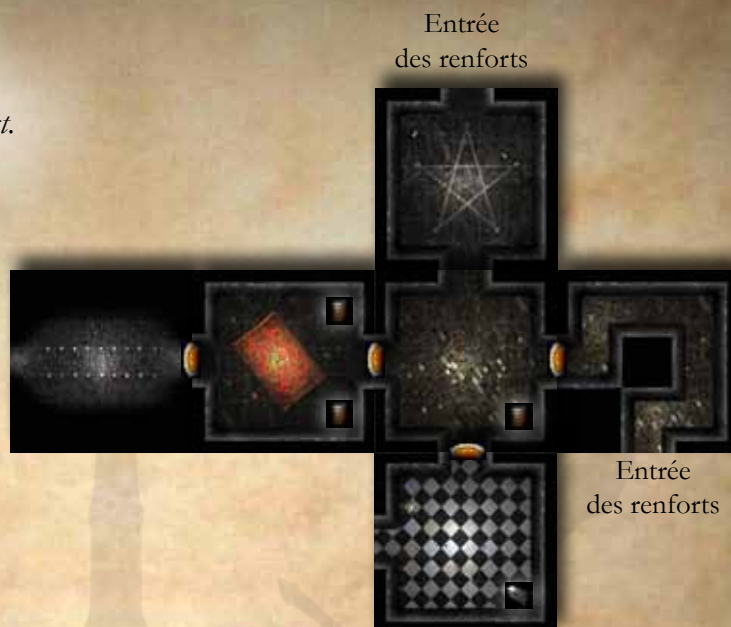
*Goal: Collecting the treasure by opening the chest.*

*Leader: Tombs king*

*Troops:*

*5 undeads*

*1 ancestral undead*



## Quest II: Release

*Goal: Releasing a prisoner by opening the dungeon.*

*Leader: Tombs king*

*Troops:*

*5 undeads*

*1 ancestral undead*



## Quest III: The end of the reign

*Goal: Eliminating the tombs king*

*Leader: Tombs king*

*Troops:*

*5 undeads*

*1 ancestral undead*

