

COME SEEK GLORY AND FORTUNE
IN THE FORGOTTEN CATACOMBS

ATAKOMBES DAR REIGN



CONFRONTATION OF KINGDOMS



Update
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CONFRONTATION OF KINGDOMS

The story, as we know it does not tell everything..
From millenniums, antiques mysteries and dark peoples are hidden at the borders of the forgotten abysses, firmly waiting to reappear.
Near 1000 knows starvation, wars and epidemics, the world lives in the fear of the apocalypse announced by Saint John :

"I saw an angel descending from heaven with the key of the abyss and a great chain in his hands. And he ceased the dragon, that serpent who is the Devil, and bound him for a thousand years. When the thousand years is achieved he will be freed from his prison and will get out to seduce the nations."

Apocalypse by Saint John, chapter 20

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o start

Catakombes: Dark Reign, Confrontation of Kingdoms is a skirmish game. The game play consists of a group of heroes, controlled by a player or players, working to overcome challenges to accomplish the objective of each quest. Exploring the ancient underground catacombs, the players face the hordes of living dead haunting the corridors, (controlled by another player, the Master of the catacombs.) To begin the game, you need to determine who will play the heroes and who will play the Master of the catacombs.

Content

- ☐ 1 Rule book
- ☐ 7 Dice (4 dice of power, 1 dice of location, 2 six-sided dice)
- ☐ 8 Character cards
- ☐ 8 Gaming board tiles
- ☐ 20 Character figures
(3 heroes, 6 undead, 1 Skell the champion deaths, 1 vampire, 1 Tombs King, 8 rats)
- ☐ 8 Accessories of the Catacombs (4 doors, 3 barrels, 1 chest)
- ☐ 81 Various markers

Different dice

In the game, different dice are used. The first are the dice of power, which are the special dice which allow for the resolution of character tests during game play. The next dice are the wound location dice, used for resolution of combat encounters. The final dice are traditional 6 sided dice. To simplify references to dice within the rule book, the different dice groups will be called “dice of power”, “wound location dice”, and “D6.”

The number before the type of dice indicates the number of dice to be thrown. For example « 2D6 »: indicates that you will need to roll two of the dice type indicated and add up the results.

Character card

Each character has it's own profile. Refer to the character's card to determine character statistics that allow it to interact within the game. On each card is noted: The name or type of the hero or character (revenant, king of the tombs), its characteristics in the circle, the wound location zones indicating any armored points, the melee and ranged combat damage, as well as its skills and magic spells are shown.

Characteristics

The characters have different strengths and weaknesses allowing them to interact in the game. This information is recorded on their dedicated character sheet. The higher the number the better each characteristic is mastered.

M.At [Melee Attack]:

Ability of the character to attack during a close combat

Defence:

Aptitude of the character to defend himself in a close combat.

Shoot:

The characters ability level in ranged Combat

Magic:

Ability of a character to master magic spells.

Strength:

Physical strength of a character.

HP:

This represents the physical resistance of the character. Each wound inflicted to a character removes a Health Point.

Will:

Mental strength and determination of a character.

Charisma:

Power of seduction and sociability of a character.

Agility:

Capacity of a character to move with lightness and precision, to react spontaneously, and to do acrobatics.

Dexterity:

Capacity of a character to build objects, understand mechanisms, to show manual capacity.

Intelligence:

Capacity of a character to understand science and enigmas.

P.Dest [Point of destiny]:

They represent the extraordinary destiny of a character and gives it chances to survive. They can be used to re-roll any unfortunate dice throw, by using a point. We can also use a point to cancel a result that would have caused the death of the character.

A.Point [Action Point] :

This represents the speed of a character. The more action points, the more he will be able to do within a turn.

Wound location zones :

Indicates the armour point on each zone.

Damages

Indicates melee damages



Indicates the damages of a shot

Group formation symbols

Irf

100

Value of character

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 / Special rules

On the side of the card are noted the eventual skills, spells or special rules of the character.



laying the game

Game setup

Before starting a game, the players choose a scenario (quest), define the number of points used and build their group by referring to the value of each character and to the group's formation symbols noted on their card (the typical quest is 300 points). The number of fixed points can not be exceeded. The Master of the catacombs then places his characters anywhere on the gaming board, except in the hero deployment zone.

Group formation symbols : During the group formation you need to pay attention to the group's formation symbols as indicated below.



This Symbol means that this character will always belong to a group of heroes.



This Symbol means that this character is the leader of the Master of the catacombs group. We can only have one character of this kind in the group.



This symbol means that the character will always belong to the Master of the catacombs' army.

General game play

The game progress is by turn. The heroes always start game play first.

Turn : The player activates each character in turn, and by using action points they performs any of the listed actions at their discretion. When a Character is activated, they aren't obliged to use all of their action points in one go. For example, they may perform one action then let other characters do their actions, before the original character performs the rest of their actions. Any unused action points at the end of the character's turn are lost.

Reinforcements phase : At the start of his turn, the master of the catacombs does the reinforcements phase, for his killed characters during the last turns (see chapter "Wounds").

Once that both players have finished activating all their characters, the turn finishes. A new turn starts again, and all characters gain back their maximum A.Point.

Testing a characteristic

Each characteristic has a number corresponding to the number of dice of power to be used within a test.

In a given situation the necessary aptitudes must be tested by a dice throw.

To do a test relative to the relevant characteristic, throw the number of dices corresponding to the level of this characteristic. If the characteristic is equal to zero, then the test has automatically failed.

The **I** symbol corresponds to a point of success, the **I*** symbol is a point of success with a bonus point. To calculate the result of the test, add-up all the points of success. If you have obtained bonus points, you multiply them by the points of success.

To pass a test, the number of point of success must be equal or greater than the difficulty of the test. When the level of difficulty is not shown, it is considered as 1.

Actions

Within his turn, a character performs actions by spending A.Point. The following paragraphs enumerate each different action possible. For each action, there is a number of A.Point that the character consumes in order to perform the selected action.

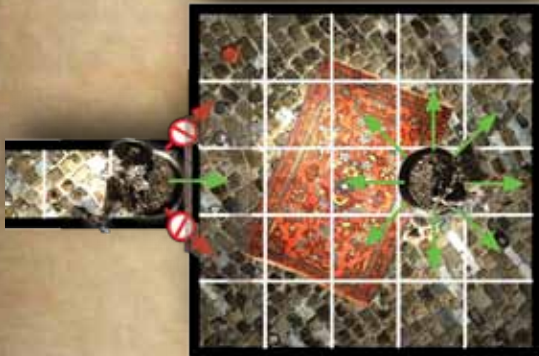
Walk – run

A.Point: 1

A character can move in any direction, including diagonally.

If he is walking he moves by one square and by two if he's running. Keep in mind that a character who is running cannot do an agility test to dodge eventual traps.

A character cannot move diagonally if there is an obstacle (wall, boulder, or other) in either of the two squares adjacent to the proposed move. Keep in mind that another character is not considered an obstacle.



Shifting

A character can go through a square occupied by an ally provided that the next square is free. He may not stop on the occupied square, nor run to go through it. He is therefore forced to use 2 A.Point to go through.

Block : A character must do an agility test to move if there is an opponent in a square adjacent to his, except if he passes a square occupied by an ally, or if the opponent is on a square out of reach because of an obstacle, or if the opponent in a adjacent square is engaged in a duel. The tests difficulty will be equal to the number of opponents adjacent to the square being left. If he fails the test, the character suffers 1D6 of damage without deduction of the armor, (see chapter "Melee") and moves ; or, he can give up moving and suffer no damage. If he passes the test he moves normally.

Crush the enemy : In the case where a character kills an opponent by melee, and where he is on an adjacent square, even if there are opponents on adjacent squares to his, he can move onto the square of the dead character without spending A.Point. Nor is a block test necessary in this instance.

Melee Attack

A.Point: 1

A Character can initiate melee combat against any character located in any square adjacent to his, even diagonally, except if an obstacle is in a square adjacent to the diagonal. Remember that a character is not considered an obstacle.



Remotely enemy attack melee

Do a test of the melee combat characteristic, M.At, of the character having the difficulty of the target's Defence characteristic. In the case of success, throw a wound location dice to see where the target has been hit. If the target is hit on the chest, arm, or leg it takes the number of melee damage, minus the armor points of the hit zone, in wounds. The wounds represent the HP lost by the target. If the target is hit on the head, then it takes double the damage from the melee minus the armor points of the hit zone, in wounds.

Multiple combat : When a character defends himself in melee from multiple opponents, positionned in different squares, within the same turn, he loses 1 point of Defence per attacker after the first one.

Still target : When a target that has been stilled, (an element of decoration, webbed character, or at 0 HP) is under attack by a melee attack, it is automatically hit.

Power full Attack

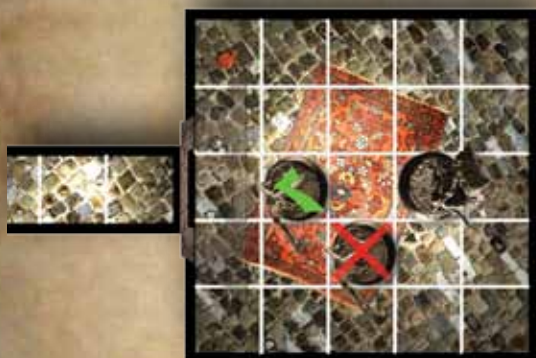
A.Point: 2

The attack rules are the same as the basic melee attack, but the attacker concentrates his energy for the most powerful strike, therefore damages are doubled.

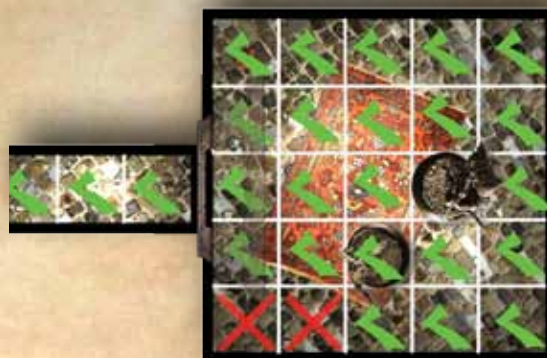
Shot attack

A.Point: 1

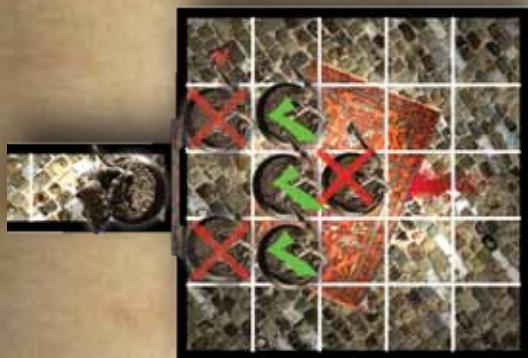
A character can target any enemy character further than 1 square to him and in his line of sight.



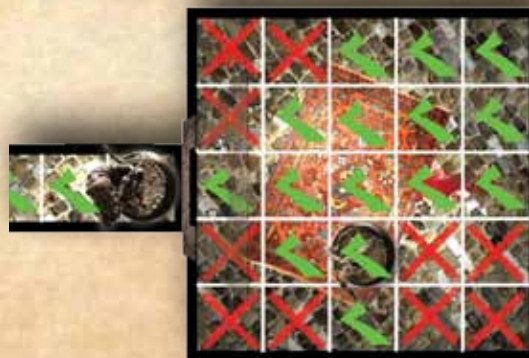
Enemy within firing range



Line of sight



Enemy within firing range



Line of sight

A test with the characteristic Shoot has for difficulty : 1 for the shots up to 3 squares, 2 for the shots from 4 to 6 squares, 3 for the shots from 7 to 9 squares, and 4 for the shots from 10 to 12 squares (and so on).

If the target is hit, roll a wound location dice to determine the zone struck. On the chest, arm, or leg it suffers the number of damage from the shot, minus the armor points of the struck zone, in wounds. The wounds represents the lost HP from the target. If the target is hit in the head, it suffers double the damage from the shot, minus the armor points of the struck zone, in wounds.

Shot with nearby enemies : When a opponent can reach the shooter with melee attack within an adjacent square, the difficulty of the shot is increased by +1 per opponent.

Sharp shot

A.Point: 2

The rules of basic shot apply, but the shooter takes the time to aim at the target's weak spot, and any damages are doubled.

Casting a spell

A.Point: 1

To cast a spell : Throw the dices of power corresponding to the level of the magic characteristic of the character. Add up the numbers of points of success, then refer to the casted spell on the character's card to know its effects. The spell's target must always remain in line of sight.

Open or close a door

A.Point: 1

A character can open or close a door located in a adjacent square.

Take or give an object

A.Point: 1

Characters can take or give an object from each other, based on a mutual agreement. The character must be on a adjacent square either from the object or from the character whose object he wants to give or take.

Pick a lock

A.Point: 1

To open a closed lock the character must pass a dexterity test, with a difficulty of 4.

Waiting

A.Point: 2

This action is restricted to heroes.

A character can choose to wait to perform his actions during the opponent's turn. For each A.Point that the character is planning to spend during the opponent's turn, he will need to spend two "waiting" actions during his own turn.

The waiting points can be used by the character at any time during the opponent's turn to do the action of his choice.

Drinking a potion barrel

A.Point: 1

A character can drink the content of a barrel that he is carrying, healing 1D6 of wounds.

Breaking down a door

A.Point: 1

This requires a dice throw as shown. A melee attack against a door is considered a still target. There is no wound location, the door always has 2 armor points and 8 HP. The regular melee damages apply.

Jumping

A.Point: 1

A character can jump over one or multiple squares. To do so, he must do an Agility test with two points of difficulty for 1 square jumped. The difficulty is doubled for each additional square. For example: difficulty of 4 to jump over 2 squares, difficulty of 8 to jump over 3 squares, and so on. If he passes the test, the character lands on the jump reception square. If he fails, he falls in the middle of the jump and suffers the consequences. If he fails, throw a dice to randomly determine on what square he lands.



njuries

The Heroes

A hero that falls to 0 HP or less is badly wounded, and his figure is put down on the ground. While he is down, he cannot perform any actions. A allied character can heal him, but the healing must be done before the end of the next turn, otherwise the wounded hero is considered dead and is removed from the game.

The characters of the Master of the catacombs

While the Master of the catacombs character has a leader (the King of the tombs) on the gaming board, the characters falling to 0 HP, can be put back into the game. At the start of the next turn, throw a 1D6 for each character out of the game, on a success of 5 or 6, it is placed on the reinforcements entry, indicated on the map of the quest being played. All the HP of the redeployed characters are restored, and they start playing on the turn they are redeployed. When the King of the tombs (the leader) is no longer on the board, the characters that falls at 0 HP are definitively put out of the game.



pecial Rules

Fear

All the characters are subject to fear. They must undertake a test of Will, the level of which is determined by the opposing character's level of fear. This test must be done at the start of each turn when a character causing the fear is in the line of sight. If he passes the test, then nothing happens. If he fails, the character is numb from fear and loses 1 A.Point. If multiple characters cause fear, only one test for the character with the highest level of fear difficulty is tested.

Catch on fire

If a character is hit by a fire attack, after calculating the normal damages, the initiator of the attack throws 1D6. If the result is equal or greater than 4, the victim catches fire. At the start of each turn, the character will lose 1D6 HP (without subtracting armor points). The attacker re-rolls 1D6 in order to determine whether the victim continues to burn or not during this turn. This continues at the start of each turn until the test fails.

Webbed

When a character has the webbed skill, and hits a target with a melee attack, his opponent will be webbed. He will not be able to do anything and will be considered a still target. To become unwebbed, the character will have to use 1 A.Point and pass a force test at the webbed level difficulty.

Poisoned

To be poisoned, the character must suffer from at least one loss of HP per poison attack. He must then do a force test. If the result is greater or equal to the poison level, nothing happens. Otherwise, the character loses 1 A.Point, then 1D6 of HP at each of his next turns until he is cured.

Obstacle

The obstacle blocks lines of sights and blocks all passage.

Swarm

The characters with the special rule swarm are placed on the gaming board on multiple squares. The number of figures per square is equal to the swarm level and they are all considered as one character. They move simultaneously and do all actions simultaneously. For each other character other than the first, we add +1 in M.At, in Defence, and melee damages. **Strengthening the swarm :** If a swarm suffers losses, remaining figures from another group can strengthen it, but they will not count as a part of the swarm until the turn after they moved to meet it.

Flying

A character with the skill "flying" is never blocked. He goes over all characters, ally or enemy, and over obstacles without any problems, yet he must finish his turn over a empty square.

Still target

A still target (element of decoration, webbed character or at 0 HP) is automatically hit, by a melee attack.

Regeneration

A character with this skill wins a certain number of health points each turn, obtained by throwing the number of D6 corresponding to his level of regeneration

Coward

A coward character fails automatically it's fear tests.

Magic weapons and magic armour

We consider that a character with the special rule magic weapon or armor is always equipped with a weapon or armor of this type.

Short character

A short sized character does not block the line of sights to regular or tall characters.

Tall Character

A tall character cannot be hidden from normal sized characters. Therefore the normal sized characters in front of such monster, does not hinder line of sights.

Gigantic character

A gigantic character cannot be hidden by a normal sized or tall character. Because of this, standard sized or tall characters don't block the line of sight. The footprint of these characters occupies more than one square on the gaming board. The occupied squares are indicated next to the special rule (example : Gigantic character 2x3). A character who's footprint is larger than 1 square, is too large to go through a 1 square large path. These characters are so tall, that they can do melee attacks at a 2 square distance.

Invisible

An invisible character cannot be the target of any attack. No character can have him in his line of sight and he is never blocked by an opponent within an adjacent square (so he doesn't need to do an agility test)

Immaterial

An immaterial character cannot catch on fire, nor be webbed, nor be poisoned.

He can go through all obstacles or characters, as long as he finishes his turn on a empty square. He is immune from any physical damage. The only way to hurt him is to use magical weapons or spells. Note that when he attacks, he ignores his opponent's armor except if it is a magical one.

Blunt

When a character with an attack skill "blunt" or using a weapon with the special rule "blunt", hits their target to the head, it receives a stun point.

Stun point : Each stun point assigned to a character removes him 1 Action.P for their next turn.



Quests

Quest information

Each quest has these following information : the objective with the victory conditions, a map of the gaming board indicating how to setup different zones and where to deploy heroes, and a layout indicating the reinforcement entries, doors placements, barrel placements, and any additional elements.

Various areas

The catacombs' entry

Heroes are always deployed in this zone at each start of game.



The lost cell

In a corner of this zone is a locked cell. To open the lock, you must do a dexterity test with a difficulty of 4.



Lava river

In the zone crossed by a river of lava, the lava covered squares cannot be passed by walking or running. You must do the action jump in order to pass. If the jump fails the character falls into the lava and dies.



The lost dungeon



Barrel

A character can take a barrel and carry it. He can drink it when he wants to, heal him 1D6 of wounds.



Chest

Chests contain fabulous treasures and are used as quest's objectives.



Traps

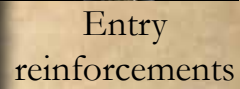
Each time a character walks on a square with a trap, he must do an agility test (except if he is running and in this case automatically falls into the trap). If he passes the test, the character moves and avoids the trap and it has no effect on him.

Meanwhile the trap is triggered and is no longer active. If he fails the test, the character suffers the trap's effects; Spikes spring out of the ground and the character suffers 4D6 of wounds.



Quest I: The lost treasure
Objective : Retrieve the treasure by opening the chest.

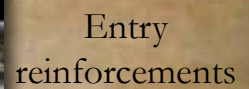
Entry
reinforcements



Quest II; Liberation

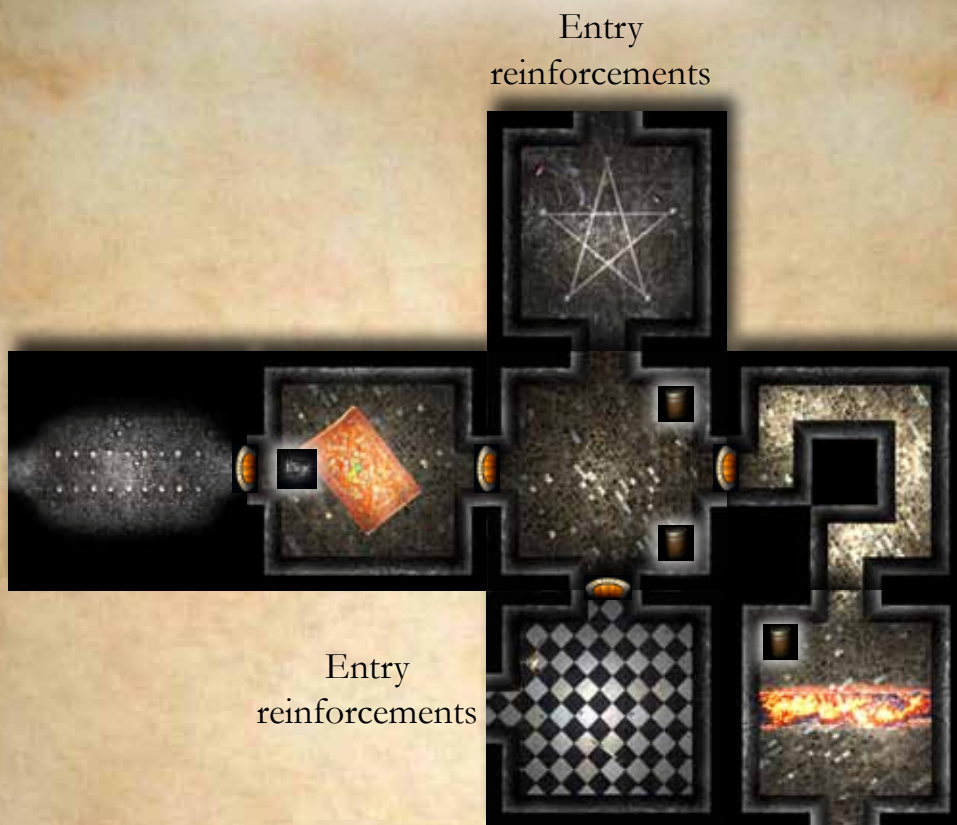
Objective : Free the prisoner by opening the cell.

Entry reinforcements



Quest III: End of reign

Objective : Eliminate the king of the tombs.



Quest IV: Escape

Objective : The heroes must escape by the secret door in a maximum of 10 turns.
To open this back door, you must decrypt the ancient writings and pronounce the magic words.

To do so a character must be in a adjacent square, spend 2 A.Point, and pass an intelligence test with a difficulty of 4. If he passes the door opens.

It is impossible to do a pick the lock test in this instance.



Quest V: Robbery

Objective : Steal the magic gem locked in the chest and get out of the catacombs by passing through the hero zone. The chest is locked (4 of lock picking difficulty). The hero who unlocks the chest takes the gem. At any time he can give it to an other hero, by using the action “take or give an object”.



Quest VI: The old fool

Objective : The heroes must convince Irf's old uncle to evacuate his gold mine. The Old man locked himself up in his cell to protect himself from the living dead and refuses to leave. To convince him, the heroes must perform a special action called “speech”. The character must be in the same zone than the cell, spend 2 A.Point, then pass a charisma test with a difficulty of 4. If it succeeds, the stubborn old fool listens to reason and decides to follow the heroes.





Optional rules

Playing solo

Deployment of the characters of the Master of the catacombs

The leader character is placed either in the objective zone (if there is one) or in the furthest zone from the heroes deployment zone. The troops are placed one character (or one swarm) per zone, starting with the nearest zone to the heroes' deployment to the furthest. Once each zone has received a character or a swarm, repeat the operation until all the troops are placed.

Reinforcements

The reinforcements always arrive at the reinforcement zone closest to area containing the highest number of heroes.

Actions of an active character

A character of the master of the catacombs is considered as active, if at the start of his turn an opponent is in his zone or in his line of sight. In such a situation we will consider that the character is activated. He can do all the actions that he is normally permitted, yet react differently according to his M.At, Shoot, and Magic characteristics.

If the M.At characteristic is the highest, the character moves as quickly as possible towards the closest opponent, then he will do melee attack. He will do normal attacks unless the targeted character wears a piece of armor which has a value of over 50% compared to the melee damage level. Otherwise he will do powerful attacks.

If the Shoot characteristic is the highest, the character will move as quickly as possible towards the closest opponent, until he is in a line of sight; then he will shoot at him. He will do normal shots unless the targeted character wears a piece of armor which has a value of over 50% compared to the shot damage. Otherwise he will do precise shots.

If the Magic characteristic is highest, the character will move as quickly as possible towards the closest opponent until he achieves line of sight, then he will target him with his most harmful spells. If he only has caring spells (healing, teleportation...) the character will move as quickly as possible towards his allies who have a direct line of sight to the opponents. There he will stay hidden behind them, casting the required spells to support the troops.

Actions of a non activated character

A character of the master of the catacombs, is considered as inactive, if at the start of his turn no opponents are in the same zone, or in his line of sight. The actions that he will do are random. At the start of the turn the master of the catacombs starts with the non active characters. For each one he throws 1D6 and refer to the non activated characters chart, and apply the results.

Non activated character	
1	The character hears noise and becomes frantic. He goes in the directions of the heroes, to attack them as if he was activated, by spending double his A.Point (he can do all the actions that he is normally permitted when he's activated)
2 à 5	The character moves two squares in a random direction (determined between free squares)
6	The character does nothing

Unexpected event

In the deepest levels of the catacombs, not everything goes quite as planned. At the start of each turn (except at the first turn of the game), the Master of the catacombs generates an unexpected event from the board shown under. Then the heroes must endure the consequences.

2D6	Unexpected event
2	A hero picked at random catches on fire, he immediately loses 1D6 HP (see special rules : catch on fire)
3	All the active characters of the Master of the catacombs win 2 A.Point for this turn
4	All the characters out of the game of the Master of the catacombs automatically succeed their reinforcements test during this turn
5 à 11	From out of no where, a freezing cold breeze briefly passes through the heroes
12	The heroes encounter a fairy, they all win 3D6 HP

Duel challenging

Only a hero can challenge a character to a duel when in his line of sight or in the same zone, and only when the character has a M.At characteristic equal or superior to his own. This action costs 1 A.Point.

Once the character is chosen, the two characters, in turn, are obliged to move one towards the other, until in adjacent squares. Once side by side, both characters cannot do any other actions than melee attacks. The duel finishes when one of the two characters fall to 0 HP. Keep in mind that once the duel is on, no other character ally or opponent can interfere (no healing, no attack, ...).

Critical hit

Sometimes, a character blows a melee or shot attack so precise and powerful, that it does a lot more damage than usual. These devastating attacks are called critical hits. Within a test to hit (melee or shot), if the result exceeds the required level by 4 points or more, this attack will be considered as a critical hit. A bonus of 10 damage will be given to this attack. The rule «Critical hit» only apply to characters, but not to elements of the catacombs (doors, scree...).

Torgils' Dark Wolf

Torgils was taken from his native village, deep in the northern countries as a child by a slave dealer. As soon he had the strength to carry an axe, he was sent into the combat arenas. Growing up, he soon realized his strength, assassinating his master and fleeing to the south searching for combats and fortune.



Esterella the Witch

Brought up in peace and harmony of the Druidic community, Esterella dedicated her life to the goddess of love. She decided to go on an adventure to discover new horizons and show her support to brave warriors.



Irf the Hunter

Brought up by the very occult Free People, hidden from the eyes of the world in the Deep Forest, Irf is dedicated to the art of killing at a distance. In the shades, he stalks his prey and waits for the time to take life away.



Sir Flavien the Paladin

Sir Flavien, fought mainly at the cavalry tournaments organized daily by his farther the king. Adept at the arts of war, he decided to live another way, to leave his magnificent royal palace and live the life of a stray knight covered with glory.

