

A SAMPLE SWORD DUEL IN EN GARDE

This page takes players through a sample sword duel so that the rules can be seen 'in action'. An open arena has been selected and both players have placed their duellist figures in the arena. This matter of honour will be settled when 'first-blood' has been drawn. Now with that arrange Bill and Chris prepare for battle.

Turn One

Both players must now select an Action Die in secret and then reveal their choice. Chris selects a D10 and Bill selects a D8. This means that Bill's character will be activated first (because the lower value die was selected) and the figure moves one square to the side. Chris' character advances boldly forward two squares. Both players mark down the number of squares that their characters have moved (one for Bill's character and two for Chris').

Turn Two

At the start of the second turn both players select their Action Dice in secret and then reveal them. Bill has again selected a D8 and Chris a D10. Bill's character side-steps back to its original position, Chris' character continues to advance. Now only one square separates both duellists. Chris' character is armed with a rapier and has his opponent in strike location 6 and so can launch an attack. Bill's character is armed with a broadsword and so won't be able to strike back this turn.

Chris now has to consider his attack. He chooses a 2 for a Lunge (he places the AD with a 2 face up and covers the die). Bill ponders his defence options and opts for a one; he thinks his attacker is about to deliver a Flurry. Chris reveals his Attack Option - Bill has failed to block the attack. 1D10 will be used to deliver the hit, however Chris' character has a Deadly Blade combat skill which allows for an extra D10 to be rolled. Usually a score of five or higher will cause a hit but the Lunge attack incurs a minus one penalty. Chris rolls both dice and scores a 4 and a 7 - the score of 7 is taken and a hit is scored. Chris rolls the D10 for damage and scores a 9; this will be one wound unless Bill's character can pass an Armour Save. The character is wearing Chainmail so a D8 is rolled. Bill scores a 6 and so the armour blocks the wound.

Bill's character cannot hit back in this combat because his character does not have the correct strike pattern to hit Chris' character. Both sides record their squares moved and consider their options for next turn.



Turn Three

The duel has seen its first attack but this has been unsuccessful and so the fight continues. Chris' character has already moved four squares and has only one square left to move before fatigue kicks-in. Bill's character is quite heavily armoured and will tire quickly, so his character's limited movement means he has a couple of squares of movement still in the tank. Both sides select their Action Dice in secret. Chris selects a D12 which means his character will Hold this turn. Bill has selected another D8 - the curious crab-like behaviour continues.

Bill's character moves one square to the side and now stands in front of Chris' character; both characters have each other in strike location five. Both sides can attack but Bill will strike first because of the lower value AD.

Bill decides to go for a Hack, a hefty attack that makes use of the heavy damage a broadsword can deliver. However, Chris has successfully anticipated this as he selected 5 for his defence option - the attack is blocked. Chris can now use his D12 to strike back. Bill chooses a two for his Defence Option reasoning that this would be a good attack against his character's heavy armour. Unfortunately Chris has opted for a 3 - Cut & Thrust. Chris rolls his D12 for the attack and scores a ten - most definitely a hit. Damage is rolled and a painful eleven is scored - two wounds! Bill must roll 2D8 for his armour save to try and prevent these wounds. The dice are rolled for a 2 and 5, one wound is blocked, the other goes through. Bill's character suffers a wound and first blood is drawn.

AFTER THE DUEL

Now that the duel is over and both duellists survived, the players can update their character sheets. Bill's character gains one Honour Point for taking part in a duel and one Development Point for surviving a duel. Chris' character gains one Honour Point for taking part in a duel and one for winning a duel. Chris' character also gains one Development Point for surviving a duel and another for winning a duel. Both players can now attend to improving their character's profiles.

A WORD ON SECRET DICE SELECTION

This game relies on players making choices about what dice they are going to use during a turn and that choice will usually be made in secret. To do this the player will not only have to cover with their hand the die that they have selected they will also have to cover their dice pool so that the absence from the pool of the chosen die is not detected by the opposing player.

