

A SAMPLE PISTOL DUEL IN EN GARDE

THE TURN

Two disgruntled warriors have chosen a pistol duel to settle their differences. This can be a highly risky way for duellists to enhance their reputations and protect their honour but this is the method that Mike and Leigh have chosen.

Both players grab their dice pools and place their pistol armed duellist figures in the arena.

The duellists must now turn and face their opponents. Mike is fed up with losing dice so secretly selects a D20; Leigh returns to his D12. Mike scores an eighteen and passes the test easily. Leigh scores another five a lucky pass once again. Both duellists prepare to raise their pistols with a little more confidence than was evident at the previous stage.

THE CHALLENGE

Both characters must now endure the first stage of the duel. Both players cover their dice pools with their hands and secretly extract the die that they wish to use at this stage. Both players then reveal the dice. Mike has selected a D6 and Leigh a D12. Mike rolls his die and scores a three, this is a failed score so Mike has to discard the D6 from his dice pool. Leigh scores a five on his D12 so the test is passed (only just!) and so can return the die to his dice pool. Leigh wins the Challenge stage of the duel and Mike's character has displayed some sort of early weakness or loss of nerve. However, all is still to play for and the loss of a D6 is not too concerning.

THE SHOT

Now it is the climax of the duel, both players must decide which die to select during this deciding phase. Mike is going to risk all with a quick shot and selects a D8. Leigh decides to stick with his trusty D12. As Mike has selected the lowest value die he gets to roll first. Unfortunately a three is scored. The quick shot has missed!

Now Mike's character must stand and take his 'medicine'. Leigh takes his D12 and takes careful aim. The die is rolled and a six is scored. The shot is on target. Leigh now rolls the D12 again to test for damage and a two is the result. This is a low score but Mike's character has suffered a graze; enough to satisfy honour and decide the duel. Despite losing the encounter Mike's character has proven his mettle by standing to take his opponent's well aimed shot and he will be suitably honoured.

THE WALK

Back to back, the duellists now walk towards their destiny. Mike and Leigh once again cover their dice pools with one hand and secretly select the die they want to use for this stage with their other hand. Mike reveals that he has chosen a D10 and Leigh chooses a D8. The dice are rolled, Mike scores a four and fails once again, Leigh rolls a one and fails also. Both duellists are walking with less conviction than they might like.

AFTER THE DUEL

Now that the duel is over and honour has been settled both players must calculate their characters' Honour. Mike's character gains one point for fighting in a duel and an additional point for taking part in a pistol duel. This gives a total of two honour points. Not a bad tally for a lost duel. Leigh's character gains three points of honour (the additional point awarded for winning the duel).

