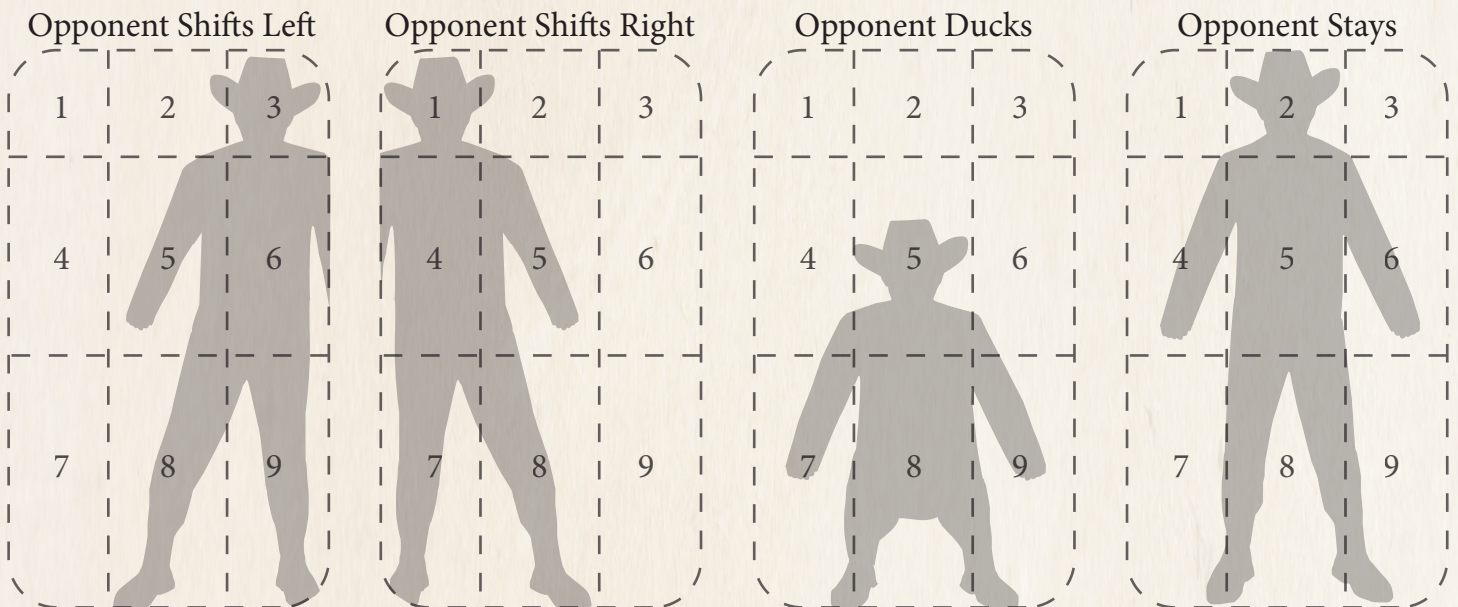


Dueling Matrix

Your Aim	Targets Stance			
	Shift Left	Shift Right	Duck	Stay (-1 to Hit)
1. Top Left	Miss	Headshot	Miss	Add Damage Modifier to Target's next Attack Roll
2. Top Middle	Miss	Miss	Add Damage Modifier to Target's next Attack Roll	Headshot
3. Top Right	Headshot	Miss	Miss	Add Damage Modifier to Target's next Attack Roll
4. Middle Left	Miss	Torso Hit	Miss	Right Arm Hit Disarm on Hard Success
5. Middle (Standard Success = 1/2 Damage)	Right Arm Hit	Left Arm Hit	Headshot	Torso Hit
6. Middle Right	Torso Hit	Miss	Miss	Left Arm Hit Disarm on Hard Success
7. Bottom Left	Miss	Right Leg Hit Knock Prone on Hard Success	Right Arm Hit	Miss
8. Bottom Middle	Right Leg Hit 1/2 Damage	Left Leg Hit 1/2 Damage	Torso	Miss
9. Bottom Right	Left Leg Hit Knock Prone on Hard Success	Miss	Left Arm Hit	Miss

Damage Modifiers: +1 on Standard Success, +3 on Hard Success, +4 on Extreme Success



The Rules of the Duel

A duel occurs when either a player and an npc, or 2 players agree to have a duel. A time, place, and location is agreed upon. It is traditional for duelists to agree upon a number of rounds to be chambered before the duel begins. If a number of rounds is not agreed upon then the duel lasts for as many rounds as there are bullets. A round works as follows:

Step 1. The duelists walk ten paces (it is encouraged for a non included player to count this out as a duelist can cry out “bang” in order to activate a dishonorable discharge. A **dishonorable discharge** can be interrupted by a gunslinger’s quickdraw ability.

Step 2. If there is no **dishonorable discharge** each character makes an initiative roll and applies their agility modifier (reduced by quickdraw if applicable).

Step 3. Choose where you are aiming on the Dueling Matrix . This is one of the numbered selections on the left hand side of the dueling matrix. Make note of the number next to your choice and record it.

Step 4. Choose a stance. These choices can be found at the top of the *Dueling Matrix* under **Target’s Stance**.

Step 5. Once both players have made a choice of where to *aim* and what *stance* they will be taking. The player with the highest initiative announces their stance first.

Step 6. Characters then make a weapon check (*Pistols or Thrown*) to determine whether they hit or miss.

Step 7. Consult the *Dueling Matrix* to determine the result of your shot. This is done by finding where **Your Aim** and **Target’s Stance** intersect and apply the result. Also apply any damage modifiers generated by your success level.

Step 8. If both duelists are still conscious, or alive return to *Step 3* until all ammunition is expended.

Dropping to 0 Hit Points

If the **Head** or **Torso** drop to 0 hit points during the duel the character is **instantly killed**.

If any **Limb** drops to 0 hit points during the duel the character immediately falls **unconscious**, ending the duel. This character remains unconscious for one minute at which point they slip into *system shock*.

**If any character not participating in the duel makes an attack action the duel immediately ends and initiative is rolled.*

After the Duel

If all chambered rounds are fired from each pistol, and both shooters are still alive, they can then concede the duel or decide to reload and begin again.

Before the duel begins again either posse may decide to start a shootout.

The winning posse is now eligible to receive the benefits of the terms set out for the duel and possibly gain *fame* or *infamy*.

Dishonorable Discharge

You can choose to ‘shoot early’ to catch your opponent off guard. When using a **dishonorable discharge** roll a d10 and consult the *dueling matrix* to determine your aim, a 10 is a miss. After this attack roll occurs all characters roll initiative placing the dishonorable character at the end of initiative order, and the duel ends. is dishonorable act will surely increase your *infamy*.

**A dishonorable discharge can be interrupted by a character’s quickdraw ability.*

Quickdraw

Add a +1 modifier to hit and a -2 modifier to initiative on your first shot.

Prone

If a shooter is knocked *prone* at any point they must act as if they can no longer choose movement and are considered in the “*duck*” position for the remainder of the duel. They may continue firing. It is advisable to concede at this point.

Disarmed

If a shooter is disarmed at any point the opponent is allowed the option to shoot once more before the duel ends without receiving any infamy (unless all of their rounds have been fired). The disarmed shooter is allowed to change stances as if the duel continued normally.

Concede

A character can concede at any point after a round has been resolved. The opponent is allowed the option to shoot once more before the duel ends with a -1 modifier to hit without receiving any infamy (unless all of their rounds have been fired). The conceding shooter holsters their weapon but can change their stance until the other character stops firing.

**Choosing to shoot a disarmed or conceding opponent should not result in an addition of infamy, considering the chaos and speed at which the duel is occurring.*

**Any character abilities may be used during a duel if applicable.*