

# A Duet of Steel

## Basic Conflict Starter

### **Establish your Setting's Stage & Scale**

Discuss the location & timescale of your game, discuss the types of people or factions your Duelists are.

### **Who are the Duelists?**

- Individuals.
- Small families or groups.
- Factions or large families.
- Nations or armies.

### **Where do we see them?**

- A single central location.
- A city or town.
- A nation or continent.
- Around the world.
- A solar system or to the stars.

### **What is the timescale?**

- A hot, impetuous summer.
- Several years.
- A lifetime.
- Several generations.
- A great age.

### **Example settings**

- Two Fencers or pistoleers challenge each others honor over several years.
- Philosophers in a great renaissance bicker with each other in public over their lifetimes.
- Two mecha pilots meet each other in battle amongst the stars, skirmish after skirmish in a protracted war for independence.
- Two titanic monsters clash, destroying the cities of mortals beneath their notice.
- Warring Nations squabble over border lines.
- Influential families with a generations long grudge.
- Opposing spies in decades long a cold war.

### **Motivations & Flaws**

Motivations & Flaws may be simple, broad 1 or 2 word concepts, or something specific. Motivations may be "Family" or "Marry the duchess of Monterey". Flaws may be "Prideful" or "Can never let an insult to my strength pass". Motivations & Flaws are leveraged by Specials to perform certain actions during play, but are also used to flavour the descriptions of your Duelists behaviour or set the specifics of Stakes.

### **Description**

The Description is how others see your Duelist. Gender, their appearance, their behaviour, accent, abilities they're renowned for, actions or status they're renowned for.

### **Specials**

Choose 1 Special to start with unlocked and ready to Use.

### **Playing Duels**

- Players draw up to their current maximum hand size.
- Draw 1 card face-up.
  - ♦ The value determines the fictional Stakes.
  - ♦ The Suit determines the Mechanical Spoils.
- Players each flip a card from the Deck. Highest card chooses who Attacks first. If its a tie, draw again.
- The Attacker plays a card from their Hand face down, describing how their Duelist Attacks.
- The Defender chooses 1 of the following:
  - **Block:** The Defender plays a card from their hand face down and describes how they attempt to block, evade, or nullify the attack.
    - ♦ Both players flip their cards, the highest value wins. Defender wins ties. Aces count as 1, unless modified by a Special.
    - ♦ If the Attacker wins, they eliminate a Reprisal from the defender's sheet that matches the Suit of

the Attackers card.

- ♦ If the Defender wins, their Reprisal is not eliminated.
- **Endure:** The Defender does not play a card, but instead describes how they weather the storm of the attack and accepts to have one of their Reprisals eliminated.
  - ♦ The Attacker flips their card, and one of the Defender's Reprisals of the matching suit is eliminated.
- **Concede:** The defender yields to the attacker, forfeiting the Duel. The Attacker wins the Stakes & Spoils, but may suffer a Reprisal from the defender.
  - ♦ The Attacker resolves the Stakes & Spoils.
  - ♦ The Defender holds out their remaining Hand, and the attacker randomly selects 1 card.
  - ♦ If the selected card matches one of the defender's Reprisals that have not been Eliminated, the Attacker suffers that penalty.
  - ♦ All played cards are discarded, and play resumes until another conflict arises
- If the Duel is not over, the played cards are discarded and the Defender becomes the Attacker & the process starts again.

### **Out of Cards?**

- Defender: Endure or Concede.
- Attacker: Play returns to your Rival.
- Both: Flip a card from the deck:

♥	Draw, A point to Reconciliation.
♦	Stalemate, nothing resolved, no winners.
♠	Mutual annihilation, neither of you can go on, the game ends.
♣	Double KO, you both lose a Passing Time Scene.

# A Duet of Steel

## Basic Duelist Sheet

Name

Hand



Motivations

Specials

**Vicious Reversal**

*Spent*

When you exploit one of your Rival's Flaws & use an Ace to Block an Attack, you successfully Block, and make an unblockable attack on your opponent's Reprisal that matches the suit of your Ace.

Flaws

**Relentless Attack**

*Spent*

When you are inspired by one of your Motivations & win an Attack with a Face card, you may eliminate up to 2 Reprisals in that card's Suit.

Description

**Spiteful Rebuke**

*Spent*

When you forfeit a Duel & call our your Rival for underhanded actions in the Duel, choose up to 2 available reprisals from that Suit your partner draws from your Hand instead of 1.

**All According to Plan**

*Spent*

When you win a Duel and explain how you set up a plan to turn your Rival's Motivations against them, play a Face card from your hand to replace the suit of the Duel's Spoils.

**Always Prepared**

*Spent*

Start the next Duel with 1 extra card. After drawing, you may discard up to 3 cards and draw 3 replacements.

**Feint**

*Spent*

When you have played a non-face card and are losing this turn, say how you lured your Rival into overextending themselves & play another non-Face card of the same Suit & add the value of your 2 cards together.

## Reprisals

- ♥ Your Rival may not recover any Reprisals before the end of the next Duel.
- ♥ 1 of your Rival's Reprisals may never be recovered once it is used.
- ♦ Your Rival may not recover any Specials before the end of the next Duel.
- ♦ Permanently remove 1 of your Rival's Specials.
- ♠ Reduce your Rival's current Hand size by 1 until the end of the next Duel.
- ♠ Permanently reduce your Rival's maximum Hand size by 1.
- ♣ Your Rival may not attack first in the next Duel.
- ♣ Your Rival must show you 2 of the cards in their Hand at the start of the next Duel.

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## Reprisals

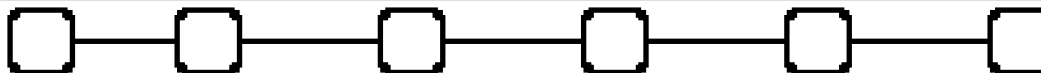
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## Basic Conflict Sheet

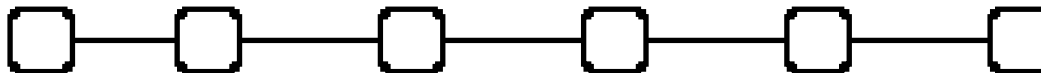
**Setting**

**Reconciliation**



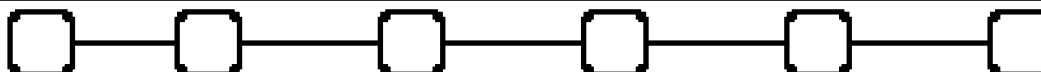
**Duelist**

**Victory**

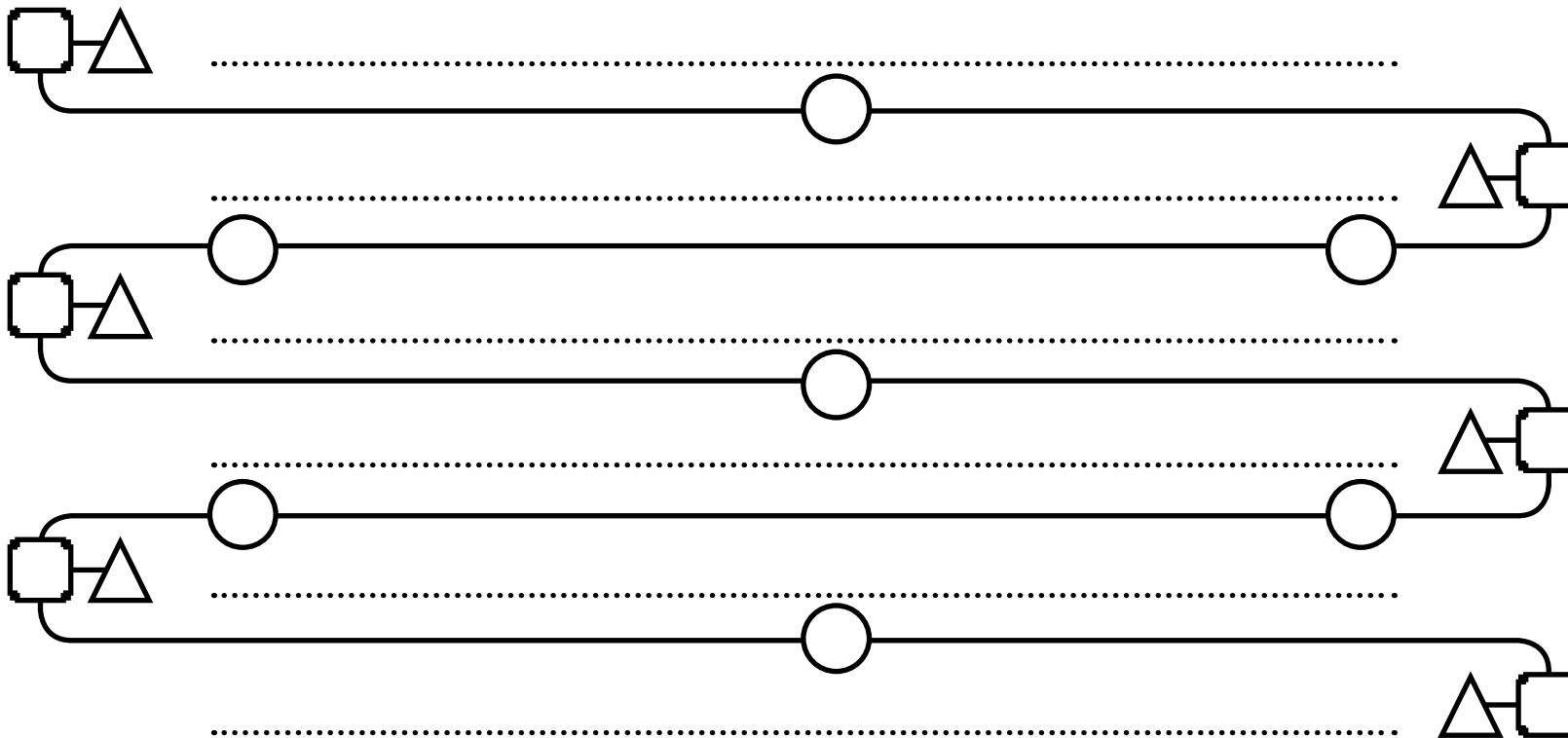


**Duelist**

**Victory**



## Conflict Timeline



### **Stakes**

The fictional gains and losses of a Conflict or Duel.

<b>A</b>	A petty matter of pride or position.
<b>2</b>	The skills or knowledge of a resourceful ally.
<b>3</b>	A ransom or valuable trinket.
<b>4</b>	A moral or rhetorical victory.
<b>5</b>	Status or renown amongst peers.
<b>6</b>	An injury or compromise of one's well-being.
<b>7</b>	The affections or favour of someone influential.
<b>8</b>	Claim to valuable territory or turf.
<b>9</b>	VIP status at a social event or diplomatic negotiation.
<b>10</b>	A lingering wound or insult.
<b>J</b>	A major setback or defeat in the overall Conflict.
<b>Q</b>	A major setback or defeat in the overall Conflict.
<b>K</b>	A major setback or defeat in the overall Conflict.

### **Spoils**

The mechanical gains from winning a Duel.

	A point to Reconciliation.
	A point to victory, or a point to reconciliation.
	A point to victory.
	A new Special for your Duelist.

### **Passing Time**

*Preparation and recover between Duels.*

- Show a vignette of your Duelist licking their wounds & recover any Reprisals that have not been permanently eliminated.
- Show a vignette of your Duelist gathering their resources & recover 1 Spent Special.
- Show your Duelist researching or practicing their strategies, and discard as many cards as you like, & draw the same amount of cards.
- Show how your Duelist saps their Rival's resources & make them Discard up to 2 of their Cards.